

LFA413

The Replacements

A One-Round LIVING FORCE Tournament

by Russell Foubert and Sean Yo

Edited by Ron Heintz and Margaret Heintz

When Cularin Star Tours' regular security team is delayed a month, new Heroes of Cularin can earn a few credits and start making a name for themselves as The Replacements.
A stand-alone adventure for heroes levels 1-6.

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The Replacements 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 mid-level LIVING FORCE heroes, and therefore characters levels 1 through 6 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 Replacements is intended as an adventure for new or low-level heroes. The story takes the heroes across the Cularin star system (more than once) and presents numerous roleplaying challenges and decisions to make. It is hoped that players find the adventure to be an enjoyable and informative introduction to the diverse and exciting setting for the Living Force Campaign.

Pacing Notes

Even the most experienced GM can look at this module and feel that it might run a bit long. That is a fair assessment – the authors have tried to provide many points of adventure and roleplaying, and there just may not be time enough to see and do it all in a regular time slot. Should you be playing with more time available, we encourage you to make full use of the encounters provided.

Please read the adventure completely before taking a group through it, and make ample use of the numerous handouts and reference materials included at the end of the document. *GM Aid #6 – Pacing and Problems* might be of significant help to you.

Scenario Overview

Janvar Jan is a human recently arrived at the Cularin system to make his fortune. He has purchased and outfitted three luxurious starships with the intent of renting them to wealthy tourists interested in exploring the “mysterious Cularin system” in comfort. To protect his investment, give added value to his clients and keep his insurance underwriter’s happy, Jan is operating a support vessel that can be called if the tourists run into

mechanical or other problems.

The only hitch in Jan's business plan is the fact that the crew for his support vessel has been delayed. Jan needs a temporary crew so that his insurance stays valid and he doesn't need to cancel his first three contracts.

Jan has also, unbeknownst to all but the real crew of the support vessel, purchased another ship that he intends on using for small scale smuggling. This ship has an illegal transponder that allows it to "impersonate" any of the three legal rental ships. Jan doesn't expect this ship back just yet so has seen no reason to burden the replacement crew with sticky moral quandaries.

Encounter 1: The Replacements

The heroes meet their new employer, Janvar Jan and are introduced to Cularin Star Tours. CST needs a replacement crew to staff a search and rescue ship. CST rents space yachts to wealthy clientele and Mr. Jan's insurance providers require him to provide dedicated security and rescue services to his clients.

Jan fills the heroes in on the scope of the work he has for them and asks them to follow him to the hangar containing their search and rescue ship, the Starchaser IV.

Encounter 2: Taking Care Of Business

The Starchaser IV is a "do-it-yourselfer" dream come true. Though the heroes have been contracted for a week's work, it would clearly take more time than that to fully refit and repair the Starchaser.

The heroes must make decisions about which systems on the ship to repair first, and to what extent. Their budget for repairs is limited, but more importantly, so is their time. The first distress call could come at any time.

Encounter 3: Punching The Clock

Three events present challenges to the new search and rescue team.

A Sullustan family aboard one of the yachts gets into trouble after their children decide to rewire the ship's helm controls. Researchers aboard another yacht call for help when their ship is assaulted by power-hungry mynocks on the outskirts of the asteroid field. Last, a crew of smugglers aboard a 4th yacht, not mentioned by Mr. Jan, contacts the heroes, looking for their help in Jan's smuggling schemes.

GM Note: Encounters 3a, 3b and 3c, can be run in whatever order you wish, and may be dropped entirely should timing be an issue.

Encounter 4: A Royal Pain In The ...

A nobleman's flustered valet droid contacts the heroes when his master, the well-known Lord Sargo VenHalgon, and his entire party of seven fail to return

from a safari into the deepest, darkest jungles of Cularin.

The heroes must rush to the scene and put all of their skills to the test in order to rescue Lord VenHalgon and avoid an intergalactic incident.

Encounter 5: Check The Job Description

After returning the noble hunting party to their ship, the heroes are contacted by Shiana Trist – a bounty hunter. She has been on the track of a crew of wanted slicers and has discovered that they are on one of Jan's yachts. Although her methods are unorthodox, Trist truly does need the heroes' help if these dangerous spies are to be rounded up.

The heroes must determine which of the yachts might be harboring these criminals in addition to deciding if they can trust Shiana Trist at all.

Encounter 6: How To Void The Warranty

The trail of the slicers leads the Starchaser and her crew through a dangerous chase through the heart of an abandoned asteroid mining facility. Their skills are put to the test as they try to capture the wayward yacht and her nefarious crew without getting either vessel destroyed in the process.

Conclusion

After the situation with the slicers is resolved, we find that the heroes' contract has come to an end. Jan's regular search and rescue crew have arrived, but depending on how well the heroes did in their service to CST, Jan might decide to keep them on permanently. There may also be a bounty reward and some amount of fame to share amongst this latest crew of Cularin heroes.

Important Note to Judges:

The Replacements is an adventure designed to introduce new heroes to the many challenges in the Cularin system. Although tiered for levels 1-3 and levels 4-6, the flavor of the adventure is most appropriate for heroes of the lower tier. You are encouraged to use your discretion at all times to 'throttle' the challenges in this adventure to make it as engaging as possible for everyone.

Clarification regarding tiering notation: when you see something like "DC 15/20", 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, and 4-6 only.

Opening Crawl

Janvar Jan, a fast-talking businessman has recently staked his fortune in the Cularin System. His fleet of luxury yachts is set to launch, along with the rest of his scheme. However, everything could fall apart for

him.

As the Separatist threat looms, the idea that this may be the end of the Republic lurks in many minds. However, for some, this moment marks a beginning, not an end. Even the greatest of Heroes may have a humble start. For those embarking on their journey, Janvar Jan offers the chance to help others, the chance for adventure, the chance to become famous, the chance to be Heroes.

Fortune favors the bold. Only time will tell if it favors these young Heroes as well.

Encounter 1: The Replacements

Key ideas of this encounter: The heroes have been contracted to staff a search and rescue ship for Mr. Janvar Jan. They are introduced to Mr. Jan and his 'Cularin Star Tours' operation – a space yacht rental business.

This adventure begins with the heroes arriving at a docking facility in Space Port district of Hedrett, a bustling city on the planet Cularin. They've come to work for a man named Janvar Jan. He owns Cularin Star Tours and needs some replacement search and rescue staff.

Please refer to Player Handout 1: Adventure Hooks and Cularin Travel report for some useful background materials.

"Welcome to Cularin Stellar Tours... I know the place doesn't look like much, but believe you me, we are busier than a Jedi at a Separatist Rally." A well-dressed, middle-aged human man beckons. He sports a receding, salt and peppered hairline, a bit of a paunch and a confident swagger as he motions around the docking bay with a friendly sweep of his arm.

"Name's Janvar Jan, and I'm glad you've all decided to come by. I don't know how you heard about my little operation, but the fact is, I need some reliable help for the next several weeks..." Jan pauses for a moment, as he seems to react to the flicker of a response from one of your group. "I know what you're probably thinking... another fly-by-night contract, someone needs an errand run... find my lost mynock... and so on. It's more than that. You see, people's lives are going to depend on you. Come with me to our conference room."

Jan leads the way into the administrative section of

his docking bay complex. The hallways are tidy, well lit and decorated nicely with potted plants and holovids of various locations throughout Cularin. The conference room is similarly decorated, and the furniture seems like it has only just been removed from shipping crates - the chair cushions are crisp as you sit in them, and there is a hint of 'new-furniture smell' in the room.

"Ever since the Cularin system reappeared, people from all over the galaxy have been rushing to visit the system. After all, how often does someone get to visit system that vanishes without a trace for 10 years?"

"CST caters to groups who want to cruise around in style. We rent top-of the line space yachts to a lot of high-profile clients. I don't have to tell most of you that Cularin can be a dangerous place... which is why you are here – I need a crew to staff my search and rescue ship."

The heroes are likely to have questions. Here are some of the ones that can be anticipated:

How much are we being paid for this assignment? I can offer you 1500 credits for the week. I know this is short notice – my regular crew doesn't get paid this much – but I need to get this show on the road.

Just a week? That doesn't seem very long. Don't take this the wrong way... but you are replacement crew for my company. I had contracted a ship and crew from Naboo for search and rescue, but the constant fighting between the Republic and Separatists has cut them off from getting to Cularin for another week.

Why all this fuss for just a week? Its the insurance underwriters... they insist I provide 'emergency assistance' services to my clients while within the Cularin system. Seems like insurance premiums are up quite a bit for star systems that tend to jump through time.

Really? Sounds like you're in a tight spot. I think our services are worth 2500 credits. You drive a hard bargain. But when you're right, you're right. 2000 it is. (Note: Janvar could negotiate circles around them – however he wants to make them feel in control. This is chump change for Janvar. He might spend this on a fancy night out with a lady.)

How many space yachts do you have or currently have rented out? I have 3 yachts, and they are all booked out for the next few weeks. I would have preferred that I had you and your ship ready for duty before renting them out, but... I just couldn't refuse the dataries. My finances are getting tapped out, and I am basically running this place on favors right now.

(Note: he is in no danger of running out of money. He has enough to float CST for at least 6 months.)

Is there any guarantee that you'll be able to pay us in a week/will you offer us a performance bonus? *I've budgeted 2000 credits for each of you for the week, but it would be a long shot, to be honest, to expect to pay out a bonus as well. Every new company needs time to grow... listen, I really just need you all to be on my payroll – that's it. If you want to patrol around the system and play space-herder, feel free. I really don't foresee any problems, though. All my yachts are top of the line and brand new. I know this business is going to do well – if I can't pay you a bonus you deserve, I'll owe you a favor and I always make good on my word.* (Note: A sense motive check (DC 10/15) reveals he is telling the truth. If a hero beats the DC by 10 or more, they can also tell there is more going on here than he is saying, but he's not lying about the job, money or the possible favor.)

What resources are you giving us for this job? *Each of the yachts maintains special communications and tracking gear that allow us to track the ship's position anywhere in Cularin. They have independently powered emergency transmitters that allow the passengers to call for help directly to your vessel. Speaking of the ship you'll be using, it arrived a few hours ago. It's called the Starchaser IV... somewhat appropriate I suppose. She'll need a bit of TLC thought before you lift off.*

Why wouldn't your customers merely send out a distress signal and wait for the local authorities to arrive? *You see, Cularin has a bit of an issue with 'local authorities'... there aren't many. Cularin has lots of ships in-system that would respond to a distress call, but aside from a passing freighter captain with a heart of gold, they'd be just as lucky to draw pirates or criminals to them as anyone 'legitimate'. For insurance reasons, you are going to be CST's primary responders to any critical issue that our ships may have.*

You said the yachts are rented? Who's in them? *The Crest of Dawn is rented out to a nice Sullustan family... I guess Mr. Kyak is a senior starship engineer. He's taking the family out for vacation, to get in some time flying ships instead of designing them.*

We've also got Lord VenHalgon of the Empress Teta system and his entourage aboard Twilight's Kiss. Yep, bona-fide royalty... they've got their valet droid flying the ship, and from the way they were telling it all the places they wanted to go, your first call will come from their droid overloading his circuits.

Lastly, I've got a scientific team from the Alderaanian Biological Research Institute on the

Perihelion. I honestly hadn't expected to rent the ships out for scientific endeavors, but they wanted it for an extended scientific mission. Something about cataloging the bio-diversity of Cularin.

Move Along... Move Along

Once the heroes have had their questions answered, Janvar leads them to the hangar bay where the Starchaser IV awaits.

NOTE TO THE GM: Do not let this encounter drag on for any longer than 15 minutes. Although we want people to role-play, the real meat of the adventure is yet to come.

Encounter 2: Taking Care of Business

Key ideas of this encounter: The Heroes need to make decisions about how they are spending their time and resources over the next couple days. Their ship is a mess, they have no supplies to speak of, but they could receive an emergency distress call at anytime.

The heroes must decide how to spend their time and money. Their choices determine how capable their ship is once they first take it into active duty.

A ship in need of repairs

Most medium transport ships have a reputation for being capable and reliable vehicles. The ship you see before you, however, seems more busted than robust. The transport class vehicle looks like it must have been through a meteor collision, some fateful space battle, or perhaps both. Hull plating is scorched beyond belief, and in some areas is missing altogether. Exposed converters and wiring stick out almost everywhere and the strong scent of a number of hazardous chemicals assault your sense of smell.

"I know it doesn't look like much... but believe you me – some new parts, some paint and she'll be as good as new." Jan beams. "For what its worth, consider yourselves on the job. I've given you all access to a joint credit account. I know it's only ten thousand credits, but you ought to be able to get this baby up and running for that. The docking bay and its equipment is at your disposal. I've got a few business associates to check in with, so if you need me, just comm me."

As your new employer departs, a portside landing strut partially buckles giving the ship and odd-looking tilt. Jan calls out "Don't worry! She'll hold together for

you!”

Let's sum up the situation – The heroes have been hired or 'borrowed' to fill in for Jan's search and rescue team. Jan doesn't really expect that they will get called into action, hence, he really doesn't care that the only ship he could get for them is a barely operational death trap.

GM Note: Some heroes playing this adventure may have their own starships. Some may have access to starfighters, some may have access to space transports that would fly circles around the Starchaser in her current state. The heroes **MAY NOT** utilize their own space transports class ships for this adventure. If they bring it, up have Jan refuse their idea, stating that he could never get their vessels covered under his insurance for just this week.

The Starchaser **can** hold 2 ships of Tiny size or smaller within her cargo bay, plus there is enough room in the ship for the heroes' droids and most personal vehicles (speederbikes-yes, cargo skiffs-no). If some heroes want to take along their starfighters and other gear, use your judgment bearing in mind the limitations of the ship.

If the heroes do bring along a couple starfighters, bear in mind that you will have to 'tweak' some encounters to compensate for the additional ships. This means more tractor beams and cutting lasers in Encounter 6.

Encounter 2 takes place over several days, as the heroes decide how to spend their time – do they actually try to get the ship up and running, stock it with the necessary supplies for search and rescue work and start patrolling Cularin? Or do they squander their time and resources, and live up to Jan's fairly low expectations?

A note on skill checks: The use of synergy bonuses from related skills is encouraged in this encounter. Low-level heroes find it helpful to gain a +2 bonus to certain skill checks when they have 5 or more ranks in a related skill. As an example, should the heroes wish to assess the ship for an idea as to the nature and extent of the damage, they would make a Repair skill check. A hero with 5 or more ranks in the Pilot skill could add a +2 synergy bonus to that roll, at the GM's discretion.

What happened to this ship?

A Repair skill check can be made to determine the nature of the damage to the ship. The information gained depends on the degree of success from the skill check. Make the information from lower DC's available, depending on the DC that was made (e.g. A skill check that makes DC 20, gets all the information from DC's 10, 15 and 20).

DC	Information Gathered
DC 10/13	The ship must have been in some kind of large explosion.
DC 15/18	The explosion must have been external to the ship. The frame looks relatively intact, and the vessel appears to be able to pressurize correctly.
DC 20/23	Judging from the specific patterns of carbon scoring and the signs of blaster hits on the hull, its very likely that the ship was involved in a fight. Another ship very near it might have blown up causing extensive damage.

For your knowledge – the Starchaser was involved in a battle against pirate forces. The pirates were jumping a merchant convoy. The previous crew of the Starchaser tried to fight them off, but the pirates destroyed a fuel tanker, causing this ship to take massive damage. After the engagement, this vessel was sold as something of a derelict.

What's broken?

To make a detailed assessment of the damage to the ship, it takes some mount of time to sort out the destroyed components from the damaged components from the missing components.

Please refer to Player's Handout #2 – Decisions. Each player should be given a copy of this handout.

We'll assume that the heroes can collectively gain the information contained in the above handout without problem. The real challenge is going to be in deciding which systems are to be repaired.

The heroes do not have enough time or money to completely refit and repair the Starchaser. They must choose how best to expend their resources. They may also wish to call upon their own resources to help get the Starchaser off the ground.

Player Handout 2 contains a table showing the current state of the Starchaser's systems and what levels those damaged systems may be repaired to.

How to use the repair table: By spending 5,000 credits to obtain suitable replacement parts, the heroes can attempt to repair 3 systems. The systems are selected and a Repair skill check is made. The quality of the repairs depends on how high the skill check was. Up to three others (including other heroes or their droids) may coordinate with the lead “engineer” on making these repairs. The Repair skill checks listed are tiered for the lower and middle tiers, respectively.

Example of use: Our example heroes from the lower

tier choose to target their repairs on the Hull, Engines and Weapons Grid. Kraeger leads in the repairs and is be assisted by his friends Jace, Kaelon and Kaelon's R2 unit (They each make a DC 10 repair roll to assist, plus Kraeger has appropriate tools for the job for a +8 bonus). Kraeger rolls and gets skill check totals at DC 26, 17, and 32 for each respective system. The hull is now repaired to 120 hull points, the engines are now moving the ship at 4 squares per action and all of the ship's weapon systems can now be powered each turn.

Gaining additional repair checks:

Further repair checks can be made at the cost of 3,000 credits per repair check. These funds can come from the remainder of the credit account Mr. Jan has provided the heroes. Some heroes might elect to use their personal resources, however, this is certainly not required or expected. If they chose to do so refer to the guidelines and suggestions below. Consider the use of favors and special class abilities (i.e. A Noble character may be able to call in a favor or use the Resource Access class ability). Heroes are encouraged to get creative and tap into the resources of the busy starport and city around them.

Bartering for goods: Certain class abilities allow heroes to gain a substantial bonus to skill checks to determine the price of various objects. In order to keep record keeping to a dull roar, we will use the following abstracted system: In the lower tier, beating a Diplomacy skill DC of 10 yields a 10% reduction in the cost of goods purchased for restocking the ship. Beating DC 15 yields a 15% reduction in prices. In the middle tier, DC 15 yields a 10% reduction, and DC 20 yields a 15% reduction. The use of the Scoundrel's Illicit Barter class ability is encouraged but does not "stack" with the Fringer's Barter class ability. Although the goods obtained when using Illicit Barter are often not legally obtained, there are no legal repercussions for this adventure. Feel free to spook Scoundrel heroes with a few innocent questions from an OPS officer if you wish.

Noble Favors and Resource Access: Noble characters may use their Resource Access class ability to bring in additional resources to help repair the Starchaser. They may make 1 such roll if they wish. Nobles may also make 1 Favor check as per their class ability. If they can make a DC 15/20 Favor check, they have secured the help and resources of influential friends – One additional repair check can be made on one of the Starchaser's damage systems.

An evening of Entertainment and Gambling: Although there is no time within the scope of this adventure to make Craft or Profession skills checks for additional income beyond the regular one at game beginning, there is time enough to allow interested characters 1

Entertain or Gamble skill check. To keep things reasonable, a hero may make only one check (i.e. Either Entertain (page 88, RCR) or Gamble (page 89, RCR), not both). Gamblers are wagering against the house with a maximum bet of 500 credits. This means the maximum payoff is 2000 credits for Entertain and 5000 for Gambling.

GM Note: the intent of this night out is to allow innovative heroes to come up with additional funds to repair the ship, not line their pockets. Again, heroes are under no obligation to spend their own funds to repair the ship, so if they are not interested in doing that ignore the above section.

Certificates and other ideas: Some heroes may have favors owed to them from previous adventures, or they may come up with an exceptional clever idea for getting some additional help in fixing the ship. Use your judgment in allowing or disallowing their use.

This encounter ends after the heroes have made their decisions, skill checks and are prepared to journey into space. This represents 3 days passing... coincidentally the amount of time that goes by before they receive their first distress call!

NOTE TO THE GM: This is first and foremost a role-playing encounter. Granted, decisions being made in this encounter will affect the outcome of latter encounters, however you must still keep things moving. Do not spend more than 45 minutes on this encounter.

Encounter 3: Punching the Clock

Key ideas of this encounter: These optional encounters are provided to expand the roleplaying opportunities of the adventure, depending on the available time.

GM Note: Encounters 3a and 3b would be useful for the adventure. Encounter 3c is entirely optional and should be dropped if you are running low on time. If you are unsure at this point you can run 3a followed by Encounter 4, leaving the possibility of returning to 3b and/or 3c should time free up.

Encounter 3a: A Cularin Vacation

Key ideas of this encounter: The heroes must rescue a disabled yacht from the deadly radiation storms of Genarius.

Syub Kyak and his family have rented one of CST's yachts for a family vacation through Cularin. Syub is a well-paid senior engineer for the Soro-Suub Corporation. He was chiefly responsible for the company's successful G-95 Cannibalizer starfighter line.

Engineering affinity must run in the family, because today, Syub's children have taken it upon themselves to soup-up the space yacht while cruising through the atmosphere of Genarius. Unfortunately, the modifications have caused the yacht to go off course and lose total helm control within the gas giant's clouds. Radiation storms are beginning to intensify, and there is little time remaining to rescue the yacht and the Sullustan family.

[Emergency Signal from CST 'The Crest of Dawn']

'... is out! Repeat our helm controls and navigational system are out... we areSSSPPKing through atmosphere of GenarSSSPK... radiation storms are intensifying! RequireSSSPK assistance!'

Using the computer and sensors, the heroes can quickly verify that this signal is coming from one of Jan's yachts, and that said ship is adrift in the clouds of Genarius. Feel free to give the heroes what information they ought to have access to en route to the scene (i.e. That the yacht was rented by the Kyak family, the stats of the yachts if they haven't yet looked at them, etc.)

Once the Starchaser approaches The Crest of Dawn, sensors indicate that there is no more than 10 minutes before the radiation storms in the area approach lethal intensity. The crew can also restore communications to the stricken ship.

Thank the Maker! No one else was responding to our signal and our helm control is out, but it shouldn't be! I can't understand how this circuitry could even function in the first place! Who in their right mind designs a system without 6 levels of redundancy!?!...

If asked if they have any idea what's wrong with the ship the heroes learn the following.

For some reason my children decided to rewire the navigational controls! The entire system is non-responsive! I might be able to repair it in a few hours... but these radiation storms are getting more intense!

Feel free to improvise the conversation at this point. The following resolutions cover some possible actions that can be taken.

Possible resolutions

Use the tractor beam – If the heroes repaired the tractor beam system earlier, it could be put to good use now. There is some additional challenge, however. The increased radiation in the area interferes with the gravitic field generator.

It takes three rounds to move the Yacht safely away from the radiation storms. Each round, an attack roll with the tractor beam must be made (DC 19/25) to successfully maintain tractor-lock on the yacht. At the same time each round a Pilot skill check (DC 15/20) must be made to carefully guide both ships away from the radiation storm.

The clever use of other ship systems (e.g. sensors or shields) to assist, along with a pseudo-scientific explanation of why it 'just might work' grants a +2 circumstance bonus if the suggested skill check beats DC 12/15.

Use the docking claw – The Starchaser is equipped with a mechanical docking grapple. To use it successfully, a Pilot skill check at DC 15/20 must be made to maneuver into gentle contact with the stricken yacht.

Connecting the grapple requires 2 crew members, one guides the claw into position via the ship's computer, while another physically manages the machinery making it all happen. A Computer Use and Repair skill check must be made in the same round at DC 15/20.

Talk Syub through the repairs – Mr. Kyak is exceptionally flustered and is hard to talk to during this encounter. Both he and his wife (also an accomplished engineer) have no clue as to what their 3 children have done to the navigational controls to cause so much havoc. Below is a suggested sequence of role played challenges for this encounter:

a) Convince Syub that the Starchaser crew can help – Syub is an excellent engineer, and is a little too proud of his abilities. The heroes can convince him that there might be something that hasn't been tried to get their yacht back up and running. A Diplomacy or Bluff skill check at DC 12/15 or a Repair skill check at DC 15/18 convinces Syub to listen to what the heroes suggest.

b) Have Syub describe the problem – He'll be very technical so a Repair skill check or Knowledge (Engineering) skill check at DC 15/20 is needed to get a grasp on the problem. Have fun describing the complexity of the navigational controls being rewired from the perspective of a brilliant 8 year old child. Throw in some display screens written on in marker or crayon and you have the makings of a parental nightmare.

c) Here's what you do – By consulting the schematics of the other yachts, or even their own ship, the heroes can talk Syub through re-wiring the helm and navigational controls. Feel free to ham this up a bit, describing the mess of wires, bits of mold-cookies and

juice cups inside the navi-comp's housing. Feel free to let good role-playing carry this scene and even modify the suggested Repair or related skill check of DC 15/20.

Other ideas – Feel free to run with other ideas the heroes might think to try. Use the three possibilities here as guidelines to skill checks. Most importantly, have fun with this encounter, and try to get everyone involved in some fashion.

Wrap-up

Once the Crest of Dawn is moved safely away from the high-radiation it can either fly to or be towed to nearby Edic Bar, one of Genarius' floating cities and a Sorosub manufacturing center. Syub thanks the heroes profusely and promise to have the yacht fully repaired before continuing their journey.

If Jan is contacted about the incident, he thanks the crew for helping out in a tight situation, but will otherwise not be overly upset over the incident.

Encounter 3b: Mynock Roundup

Key ideas of this encounter: The heroes receive a distress call from a yacht occupied with Xeno Biology scientists. Mynocks have latched themselves onto their ship and they've already lost most of their power.

[Automated Distress Signal from CST 'Perihelion']

---SIGNAL ROUTED THROUGH CULARIN NAV-COMM SATELLITE 1138---
ALL SYSTEMS OFFLINE.
POWER RESERVES DRAINING.
MAIN REACTOR – INOPERATIVE.
ESTIMATED LIFE SUPPORT REMAINING: 1 HR
COORDINATES FOLLOW ON COMM PULSE.
---MESSAGE REPEATS---

The Situation:

The Perihelion is nearly drained of power. Scientific sensors they have brought on their survey mission have attracted the attention of mynocks.

Mynock (6): Vacuum parasite 1; Init: +1 (Dex); Defense: 13 (+2 Natural, +1 Dex); Spd: fly 8m (poor); VP/WP: 4/11; Atk: +0 melee (1d4, bite) or +0 ranged; SQ Electricity/ion energy resistance 10; SV Fort +2, Ref +1, Will -2; SZ M; Face/Reach: 2m by 2m/2m; Str 10, Dex 12, Con 11, Int 4, Wis 6, Cha 4; Challenge Code A.

Skills: Hide +5, Listen -1, Move Silently +5, Spot -1

On Approach

A Computer Use skill check at DC 10/15 can pinpoint the location of the Perihelion, based on the coordinates sent in the emergency distress signal. The location is just on the fringe of the asteroid belt.

A similar use of the ship's sensors as the Starchaser approaches the stricken yacht reveals that there is very little power remaining on the ship. The hull is not compromised, but the ship is essentially drifting deeper into the asteroid belt.

At closer range sensors also show that six mynocks are happily feeding off of the Perihelion's power. Communications with the yacht is impossible until the mynocks are off that ship's hull.

The Perihelion is emitting no light as your ship approaches, and aside from a small energy signature on the sensors it might as well be dead in space.

A closer look at the yacht shows that there have been some modifications to it – there are externally connected sensor arrays on the hull. This must be the scientists on their quest to catalogue life forms in the Cularin system. Unfortunately, they seem to have run into an all too common form of life in space – Mynocks!

Courses of action

a) Fighting: Wise heroes can rule out the possibility of using the Starchaser's lasers on the mynocks – they are too small to be targeted, and they also happen to be attached onto the hull of the Perihelion.

Aside from an EVA in spacesuits with personal weapons, there isn't a really good way to combat the mynocks. Should the heroes want to perform an EVA, make sure they have proper gear for each person going outside the airlock. This is where the heroes' preparations in Encounter 2 might pay off for them. Did they actually stock the Starchaser with vac-suits?

If shooting the mynocks off the Perihelion is what your heroes decide to do, remember that in Zero-G all physical actions and attacks take a -4 penalty (unless the hero has the Zero-G Training feat.

Run the combat fast and loose. The mynocks are not horrifically intelligent, or fierce and are likely to flee from the Perihelion as soon as half their number are depleted. In any event, don't let the combat drag on.

b) Chasing/luring the mynocks away: It might occur to the heroes that there is a way to get the mynocks off of the Perihelion without resorting to weapons.

The tractor beam might be modified to essentially nauseate the mynocks and drive them from the Perihelion.

A skilled engineer could also make the Starchaser appear to be a more appetizing target to the mynocks by running the ship's reactor over her normal tolerances. Getting the mynocks to leave the Perihelion is one

thing, but if they then choose to latch onto the Starchaser, what then?

c) something else entirely: Your group may come up with something completely different. Run with it. Make sure that the characters can back up their role-played plans with some skill checks or character-relevant background. Try to encourage as many heroes as possible to get involved in saving the Perihelion. After all, they are a crew and should be working together.

Try to have at least 2 relevant skill checks involved in any solution at DC 10/15 each. Remember, this encounter is largely here for roleplaying flavor.

Once the mynocks are dealt with, read the following:

“Starchaser? This is Dr. Dantari aboard the Perihelion. Thanks for your help! It seems as though our survey equipment attracted those pests! Once they latched onto our sensor array, there was no way to shut it down. We even had to bounce our distress signal off of a nearby communications satellite! If you hadn’t come when you did, we might have been done for!”

If they ask if they can be of further assistance, or if they offer to board the Perihelion to help, read/paraphrase the following.

“We are fine now. Our reactor power is coming back up and we’ve taken our sensors offline. It had been getting harder to breathe over here, but life-support has come back to full power... we’re setting a course for Almas to make some repairs to our equipment., After that, I think we’ll try out luck on Dorumaa. We’ve heard there’s some interesting marine life in her oceans. Thanks again!”

Spoiler!!!

As the GM, you already know (or will soon read) that the crew of the Perihelion are the notorious Liana Liberators, because you have read through the entire module prior to running. (You have, right?) It’s going to be important that the heroes leave this encounter having no suspicions about the scientists and their bio-survey mission. Be mindful of what you communicate to your group, and the rest of the adventure will flow smoothly.

Encounter 3c: Who's going to sign for this?

Key ideas of this encounter: The Starchaser gets a call for help from a space yacht that is not owned by Jan. Or is it? Seedy smugglers want the heroes to transport something to Jan... no questions asked.

[Automated Distress Signal from CST 'The Crest of Dawn']

ALL SYSTEMS OFFLINE.

PASSENGERS INJURED.

LIFE SUPPORT OFFLINE.

LOCATION – DOCKING BAY 27, TOLEA BIQUA

---MESSAGE REPEATS---

Right away, the heroes should be concerned. They may have recently responded to a distress signal from The Crest of Dawn. The last they knew, Syub Kyak and his family were headed to Edic Bar for repairs to their ship... not Tolea Biqua! Something strange is happening here.

Communications to the Crest of Dawn go unanswered. However, if the heroes think to contact the control center at Edic Bar, they find out that the Crest of Dawn is still docked. They can even speak to a confused Syub Kyak who confesses he knows nothing about this distress call coming from Tolea Biqua.

Contacting the control center on Tolea Biqua yields little information. The automated systems can only reply that Docking Bay 27 is reserved for their ship – Starchaser IV!

It would seem as though our heroes are expected.

The staff at CST headquarters also knows of nothing unusual if contacted. Mr. Jan is not available at the moment to speak with the heroes, so the staff at the headquarters insists that the Starchaser investigate at once.

As the Starchaser rushes through the clouds of Genarius towards its destination, an ominous flash of light and color seem to ripple through a far off cloudbank. Is this some kind of radiation storm?

Suddenly the clouds ahead begin to dissipate and the garish lightshow begins to reveal a large object ahead... the floating city of Tolea Biqua, in all of its neon splendor.

The landing doors for Docking Bay 27 open for the Starchaser. Inside, one of Jan's yachts is parked, with no visible signs of damage or distress. The bay is large enough for both vessels to land, and the Starchaser's landing cycle engages to do just that.

Just as your ship completes its touch down, two Rodians and a Twi'lek emerge from the yacht and begin to approach your ship.

These three are some of Jan's nefarious contacts. They use a fourth space yacht that is identical to the others with the exception of its modified transponder. This fourth ship can masquerade as any of the other three ships. This is a very useful ability in a smuggling operation. The one glitch at the moment is that these

three smugglers are expecting the Naboo crew, not out heroes. They don't want any trouble, and as soon as they detect that these people may not want to partake in the smuggling operation, they pack up and disappear.

The three strangers appear to pose no threat, though they do appear to be armed with blaster pistols on their hips. Their garb seems appropriate to spacers. Once the heroes decide to communicate with them, read the following.

"You are come out now!" one of the Rodians says in thickly accented basic. "We are for Mr. Jan."

Some points of conversation are covered below. Use them as a basis for the roleplaying in this encounter.

We got a distress call from that ship. ***Yes. We are to you signaling for the pickup.*** The Rodian shrugs. He points to a pile of 10 or so crates near the yacht. ***For Mr. Jan we have his crate.***

So... that's not really The Crest of Dawn? ***Today, Crest of Dawn... tomorrow different ship. It is Jan's way. Is clever? Three ships registered, fourth ship not registered – can be any of three registered ships.***

So... there is no real distress call? ***Only distress is in head. You are knowing to come when we call, right?*** the Rodian seems to state more than ask. ***We are calling, you are coming because we have for Jan the crates that are of Jan!***

Do you work for Janvar Jan? ***Yes, and no to question. You are not asking question. You are to load crate and are taking to Mr. Jan. He are telling you we would call, yes?***

He must have forgotten to tell us that. What's in the crates? ***We are not knowing. We are delivery. Crates are sealed... must stay sealed or Mr. Jan become angry. Please... will you take?***

Hey... this sounds like some kind of smuggling operation! ***Yes... for smuggling it is being good to take crates to Mr. Jan. You are Starchaser being a special ship, not going through customs. Wait... you are not being the Naboo crew, yes?***

Well no, we're the 'replacements'. ***Janvar boss say nothing about this! I said to Koobis we are come too early to Cularin!*** This Rodian chides the other one. ***You are not being of knowledge as to operation. This is not problem, you make choice. You take to Jan and keep hush-hush you get reward. You not take, we go now, you go now, nobody has problems. Is okay?***

At this point the heroes can choose to play along and take the crates, which makes the Rodians and the

Tw'lek happy, or they can refuse to take the crates. In the latter case, the three smugglers merely load the crates back onto their yacht and take off.

There is no law on Tolea Biqua that would act against these smugglers. It boils down to an issue of jurisdiction – there really is no group who claims or would prefer to claim jurisdiction over Tolea Biqua. That's why so much smuggling and illicit trade run through this city.

It is perfectly reasonable, that the heroes may not want to be a party to smuggling, especially if there are any Jedi among them.

Option for law abiding/law enforcing heroes

If the heroes want to turn the smugglers in to the authorities, they will have to apprehend them themselves. Presume the smugglers are second level thugs with ordinary blasters who will use them on stun if they are attacked as they have no wish for a murder indictment. Their goal will be to get away. The heroes should not use lethal force to apprehend them. Warn them of DSPs if they elect to use excessive force. There are no authorities to call on Tolea Biqua; the criminals would have to be returned to the heroes' home base on Cularin.

If they manage this the authorities (OPS or Militia) will ask them to carry out the rest of their contract so that Jan will return for debriefing. Jan will be wanted for questioning. This allows heroes to be law abiding and still continue the scenario.

Jedi heroes would know that this sort of criminal would be routinely turned over to OPS by the Jedi, or to the Militia if it was felt they posed a threat to system security.

If the heroes elect to turn Jan in be sure to use the Turning in Jan sub-encounter in the Conclusion.

Options for "grey zone" heroes

GM you will find below some notes regarding heroes who hope to realize personal profit from this. Any heroes who express an interest in an actual life of crime should be warned about possible DSPs. The LF campaign requires heroes to be at least nominally heroic.

Please make note of how the heroes handle the situation. Did they:

- Take the crates with the intention of delivering them to Jan?
- Refuse to take the crates, but otherwise cause no trouble to the smugglers?
- Play vice-cop and try to take these guys in to the authorities?
- Take the crates, but try to tamper with or steal their contents?

A few last notes, just in case you need to know this

information:

- The crates are well sealed with official customs seals. Opening the crates to see what is inside, without leaving a trace to suggest they were opened requires a Disable Device skill check (DC 30/35) and a Forgery skill check (DC 20/25).
- There is absolutely no issue or problem with moving these crates past customs back at the Hedrett starport. The official customs seals on the crates are proof enough that there is nothing illicit within them.
- Should the heroes open the crates to see what is inside, they discover nearly 20,000 credits worth of illicit weapons, booze, spice and other fairly restricted items.
- If the heroes try to keep any of the items in the crates, please warn them that this would earn them a Dark Side Point. Feel free to tempt them with by showing them the Encounter 3 cert. Note that none of these items is licensed and all of them are illegal.
- The smugglers have no idea if or how Jan might decide to reward them for playing along. If pressed on the issue of a reward for delivering the crates as requested, the smugglers tell them to bring it up with Jan.

NOTE TO THE GM: None of the mini-encounters presented here are intended to steal the focus or attention of the heroes for a long period of time. They are presented as role-playing encounters that should be fun, that should expand the story in this adventure, but should not make or break the entire storyline.

Encounter 4: A Royal Pain in the ...

Key ideas of this encounter: A distress call comes in from a yacht carrying a noble's hunting expedition. The heroes race to the jungles of Cularin only to discover that the hunters are now being hunted – by vicious forest predators!

[Emergency signal from CST 'Twilight's Kiss']

'Attention emergency workers, my designation is LF-R3D, personal valet to Lord VenHalgion's household. Your presence is immediately required at our coordinates.' a mechanical voice intones.

Questions and Answers:

What seems to be the problem? *Lord VenHalgion's entire party has ventured into the Cularin jungle and have not returned.*

How long have they been missing? *Lord VenHalgion and his ministers have been missing for 12 standard hours. Their spouses, who went looking for them, departed the ship 4 hours ago. Please hurry... my programming does not compensate well for this extreme environment and I cannot search for them.*

Have you contacted the local authorities/the Office of Peace and Security? *Indeed, I have. We were advised that if there was any problem we should contact Mr. Jan's authorized representatives -- you. Please... you must render assistance immediately!*

GM Note: If the heroes elect to OPS or the Militia, they will be advised that teams will go out as quickly as possible. You may wish to point out to them that, under the terms of their contract, they should still render assistance. If the heroes include Militia members, and contact the Militia, the members will be immediately assigned to this.

Why did Lord VenHalgion and his ministers leave the ship? *Lord VenHalgion is an accomplished hunter and master of all wilderness lore... he and the ministers left on a hunting expedition.*

If your master is an accomplished hunter, why should you worry, or why should Lady VenHalgion worry for that matter? *Lord VenHalgion has mastered the challenges of the simulated hunting grounds he maintains at his estate. I feel the "authentic" challenges of this world's teeming jungle may have overcome him.*

And Lady VenHalgion thought she could find the hunting party? *Indeed. Although she would not consider herself her husband's equal in matters of wilderness expeditions, she in the very least recognized the supply problem that Lord VenHalgion's party was going to have.*

Supply problem? Oh, do elaborate. *Lord VenHalgion's party had taken no additional food or water... or navigational devices... or emergency equipment... or a portable shelter. It seems Lord VenHalgion's 2 hour stints in the simulated preserve at home have not adequately prepared him for a more persistent adventure.*

LF-R3D knows very little else about the situation, except that both of these groups are missing, and he is worried next to the point of overload.

With much further ado, the heroes should race to Cularin to assist. As they approach the landing site for Twilight's Kiss, read the following aloud:

Not even the native Tarasin would be likely to come to

such a remote area of Cularin. The nearest settlement is many hours away by speeder and an all but impossible journey on foot. Even still, there are a few places in this thick jungle where one might set down a starship and attempt a 'Cularin Safari'. The Twilight's Kiss has been carefully nestled on a large river bank and signs of recent activity abound – a camp fire pit and small dining pavilion have been set up between the ship and the river.

With a careful hand, you guide the Starchaser to a safe landing near the space yacht. The braking thrusters kick up sand and vegetation as the transport comes to a rest. As the ramp opens, the sounds of the nearby jungle stampede into the ship. This is a wild area... no place for overconfident, untrained outsiders.

LF-R3D comes directly over to the heroes as they disembark. The valet droid seems a tad flustered, and has really no other information to give the heroes at this time.

The map: Player's Handout 4 contains a map of the nearby area. Each square on the map is about 1 km x 1 km in dimension. There are roughly two points of interest that the heroes might navigate towards – The waterfalls at D2 and the rocky area at C5.

You should consult GM's Aid 4 for a copy of the map for you with some helpful random grief to throw at the heroes.

The heroes may move from the starting sector to any adjacent sector (diagonal movement is fine), but when they enter any sector other than A1, C5 or D2, they must consult the “Deepest, Darkest Cularin” chart also from GM Aid 4.

See below for the details concerning sectors C5 and D2.

The Search: In truth, even low-level heroes are more competent than Lord VenHalgon's party. There are not going to be any encounters with hostile animals until the heroes come across Lord VenHalgon's party under attack. Don't tell them this, and elaborate the storytelling with all the crawling-through-the-jungle-movie atmosphere that you wish.

Any hero who has the feat Track, is going to get a work out here. In the absence of that feat, the use of the Survival, Spot and Search skills, or even Wisdom and Intelligence checks are needed to track down the two missing parties.

The jungle surrounded you and the humidity and bugs threatened to suffocate you no less than 30 meters away from the riverbank. Frequent rain keeps the foliage lush and plentiful, and the ground soft. Rays of sunlight streak down from the vast canopy above and sporadically help to illuminate the jungle

floor.

Though you may be finding evidence of recent passage south through the jungle, it is difficult to say if the signs suggest a course leading more to the east or west. You must persist and forge on ahead through the perils of the Cularin jungle.

Once the heroes enter sector C5 or D2, they do not need to roll on the “Deepest, Darkest Cularin” chart. Instead, they are subject to the following:

Sector C5 – Rocky Area

The vegetation thins out but the terrain becomes somewhat harder to negotiate in this area. Further to the east, the trees give way to a series of hills and mountains. Here though, there are some clues to be found.

A Survival skill check (DC 13/18) with the Track feat brings the heroes to what must have been a small campsite. Without the Track feat, a Spot skill check or Wisdom check at DC 18/23 is required to notice the campsite. Searching the campsite (Search skill check DC 15/20) reveals multiple tracks some booted others not, a discarded nutrient wrapper and button from a fashionable lady's jacket. Yes, Lady VenHalgon's rescue party must have come this way. All the tracks here seem to lead off in the same general direction, but the trail is lost quite soon after they head south into the jungle again.

Sector D2 – The Waterfall

Spot or Listen skill checks made at DC 12/17 as they approach the waterfall allow the heroes ample warning about the combat that is coming.

Lord VenHalgon's party has been chased up the side of a cliff by a huge Kilassin. The noble gentlemen are clinging to a narrow, rocky ledge 12m above the riverbank, but their voracious hunter is over 9m tall itself! It roars angrily as it tries to scramble up the cliff to grab a tasty leg. The men for their part are pelting the beast with rocks and shouting to drive it off, but it might take a bit more firepower than they are using.

Heroes who made the Spot or Listen skill check above, can choose to start this encounter with a) 50-100m of range from the cliffside where the nobles are being attacked, b) as much cover from the foliage as they wish and c) one round of complete surprise on the lethal predator.

Heroes who did not succeed in the skill check above must a) wait for the others to take their actions in the surprise round, b) start the combat at 50m from the beast, and c) have no reasonable cover from the kilassin at all.

As soon as the kilassin has an action in the surprise

round, it is likely to notice the heroes and decide to hunt down the prey beneath it on the ground.

Kilassin

Predator 5; Size Huge (9.4m tall); Int +0; Defense 14 (-2 size, +6 Natural); Spd 20 m, VP/WP 52/36; Atk +8/+8 melee (1D6+7 claws); SQ Low-light vision, +4 species bonus to on Swim checks; SV Fort +8, Ref +3, Will +1; SZ H; Rep 0; Str 22, Dex 10, Con 18, Int 2, Wis 10, Cha 9.

Skills: Listen +4, Spot +4, Survival +2
Feats: Cleave, Power Attack, Track

Description: Gigantic lizards, the Kilassin resemble dinosaurs. Quadrepeds that can run on their hind legs for short bursts, the Kilassin can be long and thin, while others are squat and shamble through the jungles of Cularin. They use their razor claws when hunting, typically attacking when hungry.

Note: In the lower tier, the Kilassin has VP/WP of 32/36, as the nobles have been able to wear it down while being chased to their rocky ledge.

The kilassin fights to the death. The beast is long on claws, and short on intelligence. Though it might be a noble thing for a hero to suggest that the beast could be driven off, instead of killed, even the most skilled Tarasin hunter would know that the beast is in a blood-rage and death (its death or yours) is the only outcome.

If the kilassin is completely out-classing the heroes, you can bail them out by having the Tarasin rescue party show up (see below).

Once rescued, Lord VenHalgon is overjoyed at the sight of the heroes, well, in a still very dignified 'I probably didn't need to get rescued' kind of way. If you are talented enough to speak as Lord VenHalgon with a stuffy British Colonial/Explorer's accent, it will go a long way as you read this:

'I say! Excellently done men, excellently done! I'll be sure to tell your Regimental Commander about your work here today. Reminds me of that time on Keeara Major... heh-heh. Well no time for shop-talk lads, the good Doctor up here seems to have a broken leg. Would you please call for an airlift out?'

Before much more than another word is said, a dozen Tarasin hunters step quietly and almost unseen from the foliage around the base of the waterfall. With them is Lady VenHalgon and her party! She is attired in native Tarasin dress and brandishes a hunter's spear as she steps forward.

'Sargo! Darling! You left the ship without your sweater and trailboots, not to mention food and water. ' Lady VenHalgon says disapprovingly. 'The very next

thing and you'll be leaving the palace at home without your pants I should think! If we hadn't run into these kindly locals...'

What follows is a Sargo being lectured at length by his wife while the injured, the heroes and the Tarasin (who say a few hushed words in their language for the deceased Kilassin) all go ignored. Eventually though, with the Tarasin's help, everyone is safely escorted back to the riverbank without further incident.

Lord VenHalgon is effectively hushed by his wife, and she views the heroes as merely 'the help', though she is nonetheless grateful for their assistance.

LF-R3D on the other hand cannot thank the heroes enough for their assistance. He knows his masters all too well, and realizes that the heroes were the most instrumental factor in the safe return of his masters.

'I am only a droid, a most grateful droid, as such I do not have power to properly thank you for what you have done. At least... not here. Should you ever visit the Empress Teta system, please contact me! I shall arrange anything that you would wish during your visit!'

LF-3RD pilots the yacht back to Hedrett, while the Starchaser heads for orbit once again.

Encounter 5: Check the job description.

Key ideas of this encounter: Shiana Trist, a bounty hunter of some fame, has tracked a group of slicers to Cularin. The problem is that the slicers have rented one of Jan's space yachts and are somewhere in the Cularin system. Trist attempts to enlist the heroes' help in locating the missing space yacht and her quarry.

This encounter begins as soon as the Starchaser reaches orbit again.

The Starchaser's Comm system crackles to life as the computer registers an incoming transmission from Mr. Jan.

"I don't mean to make your day any busier, but we have a problem. Someone broke into our offices a few hours ago and ransacked our computers. Whoever it was dropped stunspores into our ventilation system and disable two of our security droids."

"As near as we can tell, they sifted our memory banks looking for any information we had about our customers, the ships they had rented... and you people."

"Keep your eyes open, and be sure to check in on each

of our ships as soon as you can... tell our clients this is just a routine precaution... nothing to..."

Jan's transmission suddenly cuts out as the comm squelches with interference and the sensors begin to emit a warning – a heavy starfighter is on an intercept course. Another voice cuts in... a woman's voice.

"Sorry to cut you off.. If your boss continues blabbing all over space like that, things will get a lot more difficult. Cut your engines... we have some business to attend to."

At this point, the heroes know that their boss' office has been raided for some nefarious intent, a heavy starfighter is on approach and its pilot is demanding that they cut their engines.

Things may go one of two ways: fight or talk.

Fighting the Bounty Hunter

Shiana Trist, an accomplished bounty hunter whom the heroes may have met before (E.g. The LF adventure **Contract AA23**) truly wants to talk to the heroes about enlisting their help. Although she is reasonably professional, she lacks subtlety, and her method of approaching the Starchaser may well get a 'shoot first' response from the heroes.

If this should be the case, Shiana returns fire but calls out over the comm channels:

"Cease fire! I only want to talk."

If the heroes become more reasonable, jump down to the next section and let them converse with Shiana. If they continue their attack, and they might, Shiana returns fire. As soon as she takes more than 30 points of damage, she retreats faster than the Starchaser can pursue. Assume her ship's stats are the same as the stock Z-95 in the SWRPG-RCR.

At this point, please jump to 'Shoot the messenger'.

Talk to the Bounty Hunter

Wary but reasonable heroes are likely to want to talk to the newcomer, but the idea of cutting their engines might seem tactical unwise, especially if this person (Shiana) had anything to do with the break-in at Jan's office. Some questions or directions the conversation may head in:

Why should we cut our engines? *So I can catch up with you and establish a secure comm channel as quickly as possible. There's less chance our conversation will be intercepted if we are closer together. Look, why don't we all just power down our weapons and be friends for a few minutes?*

Who are you? *I'm Shiana Trist... I track fugitives...*

you know – a Bouny Hunter. I've tracked a group of targets to Cularin... right onto one of your space yachts.

Were you the one who broke into Jan's office? *I don't know what you are talking about.* (On Sense Motive Skill check of DC 15/18 Shiana comes clean – *Yes it was me... look, we don't have a lot of time here, and your pal Jan isn't the kind of person to trust the kind of person I am. His computer systems didn't have all the information I needed.*

What do you want with us? *I'm after a group of slicers – the Liana Liberators. The Republic wants them brought in. Word is that these guys are in the pockets of the Trade Federation and possibly the Techno Union. I know they are in Cularin, on one of the yachts you look after. I just don't know which one.*

Right. Why should we help you? What's in it for us? *There isn't a computer system these guys can't break into. They didn't rent one of Jan's yachts to go on vacation. They are likely using the yacht as cover to glide around the system, and remotely invade any computer core they want. If what I've heard about most of you is accurate, you are the kind of people who'd want to see these spies brought in.* (If the heroes mention wanting a reward, Shiana is reluctant but agrees to 10% with some role-played bargaining. For a 20% cut, a Diplomacy skill check at DC 15/20 would also be required. This could net the heroes an additional 1000 or 2000 credits to split at the completion of this adventure).

How do we know we can trust you? *I'm registered with the local Office of Peace and Security on Cularin... but we don't have a lot of time for background checks. We can help each other out, stop some espionage, and make a little profit on top. Are you in or out?*

SPECIAL – I remember our last encounter, Shiana... on Nar Shadda. *So do I. No hard feelings. That contract is not my concern anymore, and everything that happened on Nar Shadda, can stay on Nar Shadda. This is just business, people. Are you in or out?* (Some heroes might have encountered Shiana in **Contract AA23**. Although it was intended that Shiana would abandon that bounty contract in the final encounter and flee, some heroes might have 'remembered' killing or even capturing her. We don't want to account for every possible outcome from multiple sessions of **Contract AA23**, so if this is a big issue for the players at your table, adopt a simple contrivance to explain Shiana's presence in this adventure.

At this point, Shiana has said as much as she will say and has offered as much of a bargain as she will offer to get the help of the Starchaser and her crew. The heroes

must decide if they will help her or perhaps even find the Liana Liberators on their own.

What do we know about the Liana Liberators?

Shiana tells them the following information, if they agreed to work with the bounty hunter. Otherwise, a Computer Use skill check of DC 10/15 is required to gain this information (You should consider the use of related Knowledge or Profession skills, or possibly the clever use of contacts or favors the heroes may have access to).

Data File: The Liana Liberators

A group of 5 human data slicers (3male, 2 female), notorious for numerous illegal intrusions into secured computer systems. Having met at the University of Liana, the group is supposed to have formed as an anarchist movement designed to bring the various failings of the Republic Senate to the notice of the entire Galaxy. Several Senators and corporate leaders have been investigated in the past 12 years as a result of the so-called 'Liberators'. In recent years however, the Liberators have been suspected in numerous incidents of industrial espionage, and attempts to undermine the Republic war effort. Republic agents are actively seeking these criminals.

Tracking the slicers

The Liberators are actually posing as the scientists aboard the Perihelion. Coming to this conclusion might be challenging if the heroes have not been through all the scenarios from Encounter 3.

They at least know that the Twilight's Kiss, containing Lord VenHalgon's party is not likely to be the Liana Liberators, and the same could be said for the Kyak Family. This really only leaves the Perihelion and the fourth yacht as possibilities.

The fourth yacht, the one crewed by Jan's pirate contacts, is not going to be found. That's the whole point of the ship, after all.

The 'scientists' on the Perihelion mentioned to the heroes that they were going to move their "research" to the oceans of Dorumaa. A quick check with the space control service on Doruma reveals the Perihelion never landed.

If I were a slicer with a fancy ship, where would I be?

Some clues or observations that the heroes might consider are below. Feel free to offer these items as information from Shiana, or with an applicable skill check DC 12/15. Try to have the heroes role-play through some detective work.

Good skills to tap, combined with some role-playing are: Astrogate- 'What's in system that would present a tempting target?', Gather Information – for related bits of information pointing to possible targets for the slicers, related Knowledge or Profession skills – to guess at, or piece together clues and relevant

experience that could suggest where the Liana Liberators are.

- You could not run a very effective slicing operation from a space yacht. You'd need all kinds of high-powered communications and computer gear.
- That kind of gear would certainly kick out the kind of power signature that would attract a nest of mynocks.
- Although there may not be much of interest on Doruma, there is a series of communications relay satellites that assist with moving transmissions from the inner regions of the star system to the outer region of the star system. You know, satellites like the one the crew of the Perihelion bounced their distress signal off of in Encounter 3? This kind of communications network would be nearly impossible to crack, but with the right gear, and perhaps a blind eye from the Thaurian Military (who would normally patrol these satellites), the Liberators could have access to all kinds of important information. The Jedi Enclave on Almas, the OPS, the Cularin Militia and the Cularin Government all use these satellites.
- The asteroid belt is a perfect spot to work from. Not only would the slicers be close to the satellites they want to hack into, they would also be hard to detect. The scientific cover story has already worked on the heroes, and would against others as well.

Communicating with or tracking the Perihelion: The heroes should remember (feel free to remind them) that the Starchaser can track the three space yachts. The Crest of Dawn is reporting docked at Edic Bar, the Twilight's Kiss is in orbit around Cularin, and the Perihelion is still showing as being at the outskirts of the asteroid belt.

Communicating to the yachts allows the heroes to get in touch with Syub or LF-R3D, but not the scientists on the Perihelion... a Computer Use skill check of DC 15/20 brings in sensor data showing that there is a significant amount of sensory interference coming from the Perihelion.

And that's when the Perihelion vanishes from the Starchaser's tracking sensors. The prey is alerted!

NOTE TO THE GM: Some Jedi heroes are intent on using the Force like a lie detector. Others appreciate the more subtle use of Force Skills like Empathy and Friendship. The only two issues Shiana will not bring up are that she did indeed raid Jan's office and that there is a reward and she will offer to cut the heroes in for a piece of the action. Skill check DC's have been listed for uncovering these issues.

Encounter 6: How to void your warranty.

Key ideas of this encounter: The heroes locate the suspect yacht and chase it through a derelict asteroid mining outpost to a fateful conclusion.

The Starchaser is now racing towards the last known position of the Perihelion, likely with Shiana following in her fighter. As they arrive at the edge of the asteroid field it becomes obvious that the Perihelion has flown into the field to elude the heroes.

Ahead of you now is a fast field of floating rock. For an untrained pilot to enter the asteroid field in any place other than a marked channel would be suicide. Nevertheless, the Perihelion is in there somewhere and her crew of slicers will escape unless you can somehow make it in and out in one piece.

Flying through the asteroid field:

We don't want to make this overly deadly. Not all areas of the asteroid field are maelstroms of rocky death. Every now and then, ask the ship's pilots to give you a DC 12/15 pilot check to avoid any nasty collisions. If you need to throw a rock off their hull, roll 3d10x2 damage in the lower tier, and 5d10x2 damage in the higher tier. Do not destroy the ship, please.

Picking up the trail:

The heroes may think to use their ship's scanners to look for signs of the recent passage of a ship. With a Computer Use skill check (DC 13/18) you could throw out a clue like:

- A small ionization trail can be detected through a cloud of micrometer dust. Is this the sign of a ship's engines?
- Several small pieces of refined metal. Likely pieces of a ship's hull torn loose from a minor collision. But is it recent? Is the damage from the Perihelion?
- Sensors detect a 'flock' of biological signals. Mynocks? What would be agitating a nest of mynocks out here?

Encourage the heroes to role-play through this bit of space tracking. If they come up with an interesting sounding idea to find the Liberators, and can back it up with a DC 13/18 skill check – run with it! It can be a great thing to reward a player's creativity by letting them 'bend' the adventure slightly.

If creativity AND dice rolling seem to be falling by the way-side, feel free to have Shiana offer one of these clues. Use the bounty hunter as you wish to help spurn the heroes on in this search.

Save this clue for for last, as this is the most important

one:

- At the edge of scanner range... it looks like some kind of power signature. Its too big to be a ship – more like a space station! But the astro-charts don't indicate anything active out here!

That's no moon!

[Sorry, we've always wanted to write that.]

The heroes have tracked the Perihelion to Czerka Mining Corp.'s long abandoned asteroid mining center. CMC-3 (the facility's old designation) has been abandoned for decades, yet it may still hold some surprises for unwary heroes.

Your tenacity in this dangerous search may have paid off. Ahead you see a large asteroid; maybe 70 to 80 km's in diameter dotted with manufactured structures. Judging from the old, torn apart loading gantries, and dozens of large, perfectly symmetrical holes piercing the surface, this must be some kind of abandoned mining complex. It doesn't show on any current charts, but nonetheless, this is where that power signature is coming from! A few, barely powered running lights and interior lights can be seen on the administrative complex. How could this derelict facility have any power at all?

A Knowledge (Cularin, Engineering or History) skill check at DC 12/15, tells the successful hero that this abandoned mine is like an old Czerka Mining Corp. facility. Czerka used to have numerous mining installations in the region of the galaxy but shut most of them down decades ago.

Getting rid of Shiana:

Up to this point, it is hoped that Shiana has been working with the heroes to help locate the Liana Liberators. However, we want the heroes to face the next few challenges on their own, so we will be removing Shiana from the picture in moments. IF the heroes need help to get through this encounter, have Shiana show up again to assist them. Try to let the heroes have their glory, however.

'Look there!' Shiana calls out over the comm channel, 'I see their engines near that large mine shaft on the starward side!'

Sure enough, there is a brief glimpse of the Perihelion's engines as the space yacht quickly thrusts into the depths of the mine complex.

Before the Starchaser can change course to pursue, laser blasts from the mining facility light up space around the transport.

'They've found a way to activate the station's anti-asteroid batteries!' the bounty hunter growls as she peels her fighter through a tight, evasive turn. 'Starchaser, you go after them, I'll draw the laser battery fire to give you a chance to get inside to flush them out!'

There are three lasers (stats below) that have been activated and are targeting Shiana and the heroes. The bounty hunter's plan might work, but she might also get herself killed too. The heroes might reason that her smaller ship is a harder target to hit than the Starchaser.

Whatever the reasoning, the heroes can make it inside the asteroid mine after withstanding three rounds of assault from a single laser battery (Shiana successfully distracts the other two). They may choose to gun it and boost their ship's defense as much as they can in order to get inside. They may also choose to fire back at the battery on their way in. Just consult the stat's below for the laser batteries should you need them.

Laser Batteries – Asteroid Defense Guns. **Def** 17; **Hull** 50 **DR** 15; **Fire Arc** turret; **Attack Bonus**: +6 (+6 automated fire control); **Damage**: 3d10x2/5d10x2; **Range Modifiers**: PB +4, S +2, M/L n/a. (Damage depends on tier).

Once inside

The Starchaser turns and rolls into the relative safety of what was thought to be a mineshaft. It is more likely to be some kind of access way for ships and cargo tenders, given the malfunctioning running lights and markings along the smooth tunnel walls.

After a few tense moments, the tunnel empties into a vast, carved out chamber some 25 kilometers across. The cavern contains the remnants of a smelting operation. Huge, automated smelters, the size of city blocks, cling like silent metallic insect eggs to various areas along the walls of the caverns. Hundreds of objects – debris from the facility, discarded mining drones, clouds of mined ore and refined metallic ingots - dance gently about in this silent, dimly lit industrial tomb.

Though there are numerous other tunnels that exit from this area, the ship's sensors are never going to discern which one the Perihelion took with all this junk floating about. There is no way to know which tunnel would lead safely away from the facility.

The heroes might think to try *something* to track down the Perihelion. Clever suggestions might include (but are not limited to):

- Astrogate (DC 15/20) – Keen navigational sense

might show a perceptive hero a trail of recently disturbed objects leading to the far side of the cavern, but there are no indications that any debris has been disturbed near any of the potential exits from this area.

- Spot (DC 20/25) – Sharp eyes looking through a viewport just might be able to make out the shape of a space yacht doing its best impression of a useless hunk of metal floating amongst many other useless hunks of metal. The Perihelion is still here!
- Computer Use (DC 30/35) – The slicers somehow activated the lasers outside... could the old computer system still be active? The DC here is quite high, because the Liberators *are* hacking into the old station's computers. If a hero beats this DC they've accomplished something fantastic – offer the hero-hacker 50 XP on the spot with an extra 25 for every other hero (they are a crew, after all). Pulling this off also shuts down the lasers outside, negates the next stage of this encounter (Attack of the Drones) and reveals that the Perihelion is still inside this chamber! Skip down to Halt or we'll shoot!

Attack of the Drones!

Just when the heroes have figured out that the Perihelion is hiding in the cavern with them, spring the following on them (unless they out-sliced the slicers, then move to the next stage of this encounter).

The Starchaser lurches to a complete stop throwing her crew hard against their restraints and control panels. Invisible force field from industrial-strength tractor beams have grabbed the ship and hold it immobile! The transport's engines strain against the gravitic fields holding her fast while off in the distance, a familiar looking space-yacht dashes for a tunnel out of the facility.

There is one more surprise from the Liberators for the Starchaser and her crew – a powerful cutting beam suddenly lances out from a processing station and slowly begins to carve into the hull! Without being able to move, the laser will slice the ship apart in a matter of seconds!

Things have become grim rather quickly, haven't they?

Breaking a tractor beam of this scale takes a Pilot skill check DC 32/32. This is very difficult for most low-level heroes, so they may want to shoot out the cutting beam and the tractor beam. Use the stats given previously for the laser batteries for these purposes. *but double the hull DR to 30.*

The cutting beam starts off doing 3d10x2 damage in the first round, and acts first in each round. The damage increase by 1d10x2 each round after the first as

the beam's intensity increases. This should make things quite tense. The cutting beam automatically hits the Starchaser so long as the tractor beam is engaged.

Call in Shiana to free the heroes if things look tense for them, but give them every opportunity to get free on their own first.

Once the trap has been disabled, we'll get the chase back into high gear.

Halt or we'll shoot!

So far, the Liberators have done well to elude capture in an unarmed space yacht. However things are going to change for them.

The Starchaser's engines seem to howl with power as the ship darts for the tunnel the Liberators took to exit the smelting facility. The slicers have fled down a short but crowded corridor that leads back out into the asteroid field. In the distance, heading into an exceptionally dangerous looking area of the asteroid field is your quarry – the Perihelion.

They must be desperate to enter such a dangerous region... if they cannot be stopped soon; they are going to get themselves and your employer's ship smashed to pieces! Thankfully, you seem to be gaining on them, but now the danger is mounting for you as well!

Mechanics for this stage of the Encounter:

- A pilot check is needed each round by the Perihelion crew and the Starchaser crew to avoid asteroid collisions. The Pilot skill check DC required to avoid damage is DC 15/20. Failure results in 3d10x2 (lower tier) or 5d10x2 damage (middle tier). For every 5 points the roll fails by, add 1d10x2 to the damage roll.
- The ships start at Medium range, and a contested pilot check is needed to decrease or increase that range. Assume that Liberators want to increase that range at all times.
- Ion guns and tractor beams, if brought into range, and repaired in Encounter 2 can be used to reign in the Perihelion. If the heroes can successfully lock on with the tractor beam and the Liberators fail to escape its pull, then the hunt is over. The Liberators do offer their surrender.
- Quad-lasers can also be used to convince the Liberators to surrender. If the Perihelion has 50 or less hull points remaining on their turn, they signal surrender.
- Some heroes might try to talk the Liberators into surrendering over the comm-channel. This takes a

successful Diplomacy (DC 25/30), Bluff (DC 25/30) or Intimidate (DC 30/35) skill check. It might not be easy, but it is possible.

- The Perihelion or the Starchaser could become disabled from this mad-race through the asteroids. If either ship is brought down to 0 hull points, the ship is disabled and that crew must abandon ship. With luck, that will be the Perihelion crew, and not the heroes. Each round a disabled ship remains in the asteroid field, it is subject to 3d10x2 damage from random impacts. This could push the ship to -100 hull points – at that point causing the ship to explode and the passengers to essentially die (or take 20d6 damage and die in the vacuum of space). The hero business is not without its risks.
- Shiana should be a non-factor in this stage of the encounter. We want the heroes' actions to determine the success or failure of this encounter, so please do not use Shiana to save the day and capture the Liberators. She may be used to 'rescue' the heroes should the Starchaser become disabled.

Relevant skills for the Perihelion crew: Pilot +8/+13; Repair +12/+17 (used to repair ion damage);

This encounter ends when... the Liberators are either captured, killed or somehow manage to escape. Once the Liberators surrender, the heroes and Shiana can escort the Perihelion back to Cularin to turn the slicers over to the proper authorities.

NOTE TO THE GM: keep the following notes in mind while running this encounter.

- Remember that Shiana is here to assist with moving the story along and to help keep low-level heroes from getting completely destroyed. She should not dominate the hero's decisions or roleplaying.
- It is possible that the Liberators could escape, become captured or wind up dead. The heroes' skill and decisions largely determine the outcome of this encounter.
- Decisions made back in Encounter 2 may have a huge impact in this encounter (e.g. Hull, who needs a hull?) If the Starchaser is reduced to 0 hull points, she is disabled, and severely damaged. At that point, it's a good idea to get to the escape pods. Shiana helps to rescue the heroes, and unfortunately, the mission to capture the Liana Liberators will have failed.
- The only ship repair we'll mostly ignore here is the Starchaser's sublight speed. We want this encounter to be a thrilling chase scene, so assume that the Perihelion and Starchaser are evenly matched for speed. Perhaps mynock or collision

damage has reduced the Perihelion's regular speed to match the heroes' ship?

- Earlier we mentioned that the Starchaser can hold 2 Tiny sized starfighters. If the heroes are making use of this ability to have their own fighters on hand for this encounter, feel free to throw more laser batteries, tractor beams and cutting lasers at the whole team, just to spice things up.

Conclusion

Key ideas of this encounter: The heroes' contract with CST has come to an end. Their actions are appropriately rewarded as several unseen parties take notice of our new heroes.

Given that there are several plot points that may or may not resolve in the heroes' favor, we've provided a few different ways to wrap the adventure up. Use the box text below, paraphrasing or adapting to give a summary of what the heroes accomplished in regards. Note that if Encounter 3c was not run then the Turning in Jan, Condoning Jan's Smuggling Operation and Refusing To Go Along with the Smuggling Ring are not applicable.

GM Note: if the heroes had a horribly rough time and did not capture the Liberators, or lost the Starchaser despite their best efforts, read this:

True heroes overcome true adversity, it is said. Janvar Jan and some of his clients certainly seem to think this is the case. Even though things didn't go your way, Jan was nonetheless grateful for your help. Your stellar effort proved to CST's insurance providers that there were skilled professionals at work against extreme odds. Emerging heroes of Cularin saved Jan's business, and he is grateful enough to perhaps give you another chance. That seems fitting because a real hero gets up after being knocked down.

Turning in Jan

Jan's grin as he pays you off quickly fades as members of the Cularin Office of Public Safety and Militia enter the room and place him under arrest for smuggling spice and guns into the Cularin system. As they lead him away you see for one brief moment the face of a true enemy - one that will remain locked up for several years.

Condoning Jan's Smuggling Operation

Thanks to your actions, Janvar Jan's fledgling company has survived challenges that could have destroyed the entrepreneur completely. Though his regular crew has now arrived from Naboo, Mr. Jan and Cularin may still require the services of 'The Replacements'

Refusing To Go Along with the Smuggling Ring

GM Note: this could include anything from refusing the shipment to turning the Rodians and the Twi'lek in to the authorities. Anything short of turning Jan in could fall under this sub-section.

Janvar seems to express his sincere gratitude for you efforts as paid you for your time; there was a certain moment that unnerved you. [Look directly at the hero or heroes who caused Jan's operation the most trouble] For a brief moment Jan exchanged a look with you without any social pretense standing between you. You saw for one brief moment the face of a true and vengeful enemy. Immediately thereafter, you were casually dismissed as Jan went to greet your replacements.

If The Heroes Captured The Liberators

An exciting week wraps up with the capture of the Liana Liberators by a group of up and coming local heroes. These computer terrorists had been targeting the Almas Academy and the Cularin Government with their slicking. Although it is not known how much data they may have already illicitly stolen, nor with whom they shared that data with, there is enough evidence to lock these slicers up for decades.

If The Heroes Failed To Capture The Liberators

An exciting week wraps up with the exposure of the Liana Liberators by a group of up and coming local heroes. These computer terrorists had been targeting the Almas Academy and the Cularin Government with their slicking before they escaped the system. It is not known how much data they may have already illicitly stolen, nor with who they shared that data with and these crimes will be added to the long list on their wanted poster.

You may have to mix and match a bit of the conclusion text to best match your group's results. Some other overall notes you might digest and share with the heroes:

- The Kyak family did get their yacht fixed up and did complete the rest of their vacation without further incident. It seems they may have added additional child restraints to the Crest of Dawn's cockpit.
- The Office of Peace and Security discovered that the Liberators were targeting the Almas Jedi Academy and the Cularin Government with their slicing. It is not known how much data they may have illicitly stolen, nor who they shared that data with, but there is enough evidence to lock these slicers up for decades.
- After their capture, the Liana Liberators were to be arranged on charges and tried on Cularin for their

recent crimes. A Thaereian Military transport however arrived the day before the trial to extradite the Liberators to Thaere. News reports indicated that the transport was lost with all hands due to a hyperdrive malfunction shortly after the ship left the Cularin system.

- Shiana Trist has decided to stay in the local area. Apparently there is more than enough criminal activity in and around Cularin to keep a Bounty Hunter gainfully employed for sometime.

Here Ends, “The Replacements”

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 (0-300 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 fulfill their contract with Janvar Jan and "rescue" all the clients who needed aid? If so, each hero who survived receives 350 xp.

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

Total Possible Experience:	650 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.

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.

Encounter 1:

Contractual rewards: 1500 (possible 2000) credits

per hero for their weeklong contract with CST.

Encounter 2:

Some heroes may have made additional credits to help fund the repair of Starchaser IV. Heroes may keep their additional credits, but may not retain any unspent portion from the CST credit account.

Gambling – The table limit was 500 credits for gambling against the house. The maximum payout would have been 5000 credits if the gambling hero made a Gamble skill check of at least DC 40.

Entertaining – The maximum to be earned was 2000 credits based on a maximum 2d10 roll and an Entertain skill check of at least DC 30.

Encounter 3:

Any hero who stole items from Jan's smuggled goods gains the following certificate:

Stolen Goods (cert) (One for each hero who stole from Janvar Jan) Although you were able to steal some highly restricted equipment, it might not have been wise to steal from a group of professional smugglers with strong ties throughout the underworld. Choose one of the following pieces of equipment to retain from Janvar Jan's contraband: Customized Heavy Blaster Pistol (threat range 19-20, range increment 12m), 1 Thermal Detonator, Security Spike Datapad (offers a **one time** +10 bonus to any Computer Use skill check to slice into a restricted computer system). Note that none of these items is licensed and all of them are illegal.

Encounter 4:

Keys to Cinnagar City (cert)(one for every hero) A very grateful LF-R3D has invited the hero named above to enjoy an exclusive holiday in historic Cinnagar, capital city of the Empress Teta System. While staying in Cinnagar, the hero may choose to pursue one of the vacation 'styles' below: study at the Great Library of Cinnagar - gain a permanent +3 circumstance bonus to the Knowledge skill specified here, relive the dangers of space exploration from the days of the Great Hyperspace War - gain a permanent +2 circumstance bonus to the Astrogate skill or high-rolling times in the renowned casinos of Cinnagar have taught you to be a shrewd gambler, even if you aren't a wealthier gambler. Gain a +1 circumstance bonus to all Gamble skill checks.

Conclusion:

Employment - Search and Rescue Consultant (cert)(one for every hero) The hero named above showed special 'aptitude' during an assignment for Cularin Star Tours and is now employed as a search and rescue consultant. In lieu of the regular income check at the beginning of an adventure, this hero instead earns an income of 1000 credits. Due to all the travel through the Cularin system this job entails, this hero is considered to have a +2

Employment bonus to all Knowledge (Cularin) skill checks while actively employed as a consultant. The hours consumed by this job are flexible and in no way interfere with a hero's ability to participate in new and exciting adventures.

For Helping Shiana Bring in the Liana Liberators

10 or 20% share of bounty reward for the Liana Liberators (amounts to either 1000 or 2000 additional credits for the heroes to split)

Player Handout 1: Adventure Hooks & Cularin Background

Starting Hooks:

The primary hook for this adventure is that a new business in town, Cularin Stellar Tours, is in desperate need of some help. Their Search & Rescue team has been delayed by a week; without the S&R team in place, CST loses its insurance and won't be able to operate. The owner of CST, Janvar Jan, is advertising the short-term position to try and fill the gap. Most players start off answering that ad – however a couple other options are given to try to make the starting hook fit most characters.

Please keep in mind that Mr. Jan believes he doesn't need these people. He has brand new ships and it's only a week. What could go wrong? As far as he's concerned, this is just a hoop to jump through for insurance reasons. He's offering a large payment to make sure this gets dealt with as soon as possible.

Each player can decide how their character got this job. The Jedi heroes don't have a choice, but others can either answer the wanted ad or be a new comer to the system. In fact, characters don't have to use one of these starting hooks, as long as their story makes sense and fits with the adventure, it's fine. Keep in mind; no in game advantage should be gained from using a personal starting hook, instead of one of the three provided.

Taking on this job does not conflict with any employment certs.

New Talent Wanted

Janvar Jan has paid for a number of ads announcing this short-term position. It can be found on job boards, local news sites, in chat rooms and even some posters around the system. This is the most straight forward of the starting hooks. Heroes using this hook will have contacted the comm number on the job ad and booked an appointment with Cularin Stellar Tours. Their headquarters are in Hedrett in the expensive Space Port district. The adventure begins with their meeting, along with the other prospective employees, at the main conference room at Cularin Stellar Tours. This is the most likely starting hook for heroes.

Please see Player Handout A

Cularin New Comer

As a service to new comers to the Cularin system, there is a support center in Hedrett. The Cularin New Comer Center is well known and many now famous citizens began there when they arrived. Those new to Cularin are able to learn to navigate the cities as well as the system, as well as find local stores and service, a place to live and a job to pay for it all. Heroes using this hook are new to Cularin, and have been using the services of the New Comer Center to establish themselves here. Having enrolled in a job search program, they have been matched with the posting for Cularin Stellar Tours. Sent off for the interview, they begin the adventure with the other prospective employees, at the main conference room at Cularin Stellar Tours.

This hook is best suited to low-level heroes, unless they are native to Cularin.

Please see Player Handout B

Jedi Intelligence

Jedi heroes have something of a challenge to get involved with this adventure. Jedi cannot hold employment, as their commitment to the Order is total. However, in this case, they are acting on Jedi business in approaching Cularin Stellar Tours regarding the posted position. Janvar Jan is name know to the Jedi Order. Unfortunately, that is about all they know. However, he has been associated with some unsavory activities in other systems and the Jedi Academy on Almas hopes to establish his motives now that he is in Cularin.

Jedi heroes have been sent to the job to investigate and report back on what Janvar Jan and his Cularin Stellar Tours is up to. Discretion is important to this task, but not essential. Jedi heroes do not need to feel they must lie to protect their reasons for being there. Moreover, search and rescue is a noble endeavor, something some Jedi dedicate their life to. If the Jedi can aid those in need in the system while finding out the nature of Janvar Jan's presence in Cularin, so much the better. Clearly, this starting hook is intended for Jedi heroes only.

Please see Player Handout C.

Player Handout 1-A

“New Talent Wanted! Are you looking for adventure? Are you interested in proving yourself? Do want to work among the stars? If you said yes to any of these questions, this is the job for you!

Cularin Stellar Tours is a new company offering Luxury Space Yacht rentals to vacationers in Cularin and across the Galaxy. We are looking for people to work on our Client Support Team, providing support in the field in the case of breakdown or accident.

If you're self-motivated, a team-player, have excellent communication and trouble shooting skills, please contact us at the comm number below.

Cularin Stellar Tours: Bringing the Stars to you.

Player Handout 1-B

Congratulations! We have matched you with a potential employer as part of the New Comer Job Place program. **CULARIN STAR TOURS** has a position that matched your employment profile by **80%** or more. Please report to the address below for an interview at the time stated on your Job Placement Report.

We hope you're fitting into Cularin. We at the Cularin New Comer Center are here to help. Please let us know if you're having any problems.

Good luck with your interview! You're well on your way to becoming an established member of Cularin...congratulations!

Player Handout 1-C

You have received a message from the Jedi Academy on Cularin.

“Young Padawan, greetings. We have noticed your excellent record and have assigned a mission for your completion. A man known as Janvar Jan has started a yacht rental company. He is known to us, and we wish to know the nature, or rather, the true nature of his business here in Cularin. He has recently posted a notice seeking applicants for his search and rescue staff. It is a short-term position – only one week long.

You are to offer your services as a Jedi to him. If Janvar Jan questions your presence, since it is well known Jedi do not take employment, you may tell him that search and rescue is a noble endeavor. Seeing his need, the Jedi Order is grateful for the opportunity to ensure the people of Cularin are safe and out of harms way.

You do not need to infiltrate or seek out Mr. Jan's secrets. Rather, you are to simply observe the activities of his company. Furthermore, while your discretion will be useful, you do not need to feel compelled to lie about your purpose. We hope if you are faced with such questioning, you are able to strike a balance between duty and honor. The success of such decision will build the foundation of your Knighthood.

Attached in the location and time of the meeting for this position. Good luck and may the force be with you

End Transmission”

Player Handout 1-D

(for further information and details please reference the Living Force Campaign Guide)

The New Comer's Guide to Cularin - Welcome to Cularin

The Cularin New Comers Center is happy to provide this guide to the Cularin system, your new home. This introduction to the major locations and areas of the Cularin system should help you become familiar with your new home system.

Cularin

Discovered over 200 hundred years ago by the founder of the Cularin system, Reidi Artom, Cularin is now home to thousands of citizens. A member of the Republic, our Senator represents our interests in the Republic Senate on Coruscant.

Cularin the System

Orbiting twin suns, Morasil and Termadus, the Cularin system is located within easy access to the Corellian Spine Trade Route. However, the system has long been isolated due to a gravitic anomaly that makes it very difficult to navigate through hyperspace to the Cularin System, a problem compounded by the cloud of comets that surrounds the system.

There are five planets in the Cularin System: it's namesake, the Cularin (two moons Rennokk and Tilnes), Acilaris, Genarius, Almas (single moon Dorumaa) and Morjakar. There is also a large asteroid belt between Genarius and Almas.

The Thaereian Military is currently charged with the protection of the Cularin system. Their support of our system has been greatly appreciated. They patrol the space laneways of Cularin and ensure the security of the system.

The Metatheran Cartel is the dominant commercial group in the Cularin system, since the Trade Federation withdrew. Working closely with its major industrial partners, such as Sorosuub and Sienar Fleet Systems, the Cartel is an important supporter of Cularin. If Cularin is successful, the Cartel will be successful. In the words of the head of Cartel operations in Cularin, Thurm Loog, "We Love Cularin!" The Cartel is the largest, direct and indirect, employer in the system and is also a strong supporter of a vast number of charitable organizations. The New Comer Center is especially grateful for the generous donations of the Metatheran Cartel to our program.

Cularin the Planet

Cularin is a lush jungle planet, with majestic mountains and rich valleys. It has substantial lumber resources, although there have been disputes with the natives regarding the Ch'hala trees. Temperatures can be quite hot in the summer; it rains all year round, making it a humid climate. Cularin has two moons: Rennokk a molten wasteland and Tilnes, home to a profitable subterranean mining industry.

OPS, the Office of Peace and Security is responsible for law and security on Cularin. If you are ever in need of assistance, do not hesitate to contact OPS. Sworn to protect and serve the people of Cularin, OPS will cheerfully take care of your needs. OPS have offices conveniently located throughout Cularin.

Gadrin

Reidi Artom founded the first settlement of Cularin. Situated on the banks of the Estauril river which is almost 2 km wide, Gadrin has approximately 20 000 inhabitants. Filled with heritage buildings still made of wood can be found among newer structures of metal and plastic. Be sure to visit to 20-meter tall statue of this systems founder, Reide Artom, in front of the Reidi Artom museum.

Hedrett

Hedrett sits on the other side of the Estauril, built to deal with the rapid growth of Gadrin. The two cities are connected by a massive bridge. Hedrett has a spaceport which gives it an advantage over Gadrin, it also has a population of about 20 000. Hedrett is a carefully developed city with a grid system of roads with the clean lines of modern prefab metal construction.

Platform Cities

Due to concerns from the local about urban expansion into the jungles, most recent development has been in the form of tower cities. Sitting high above the planet surface, these platform cities are built of alloy pillars, which are eventually covered with jungle vines. High above the rest of the planet, most of the world's commerce and business take place here, with most platform cities having their own administration and spaceport. There are no elevators to these cities; most visitors take air taxis between the surface and platform cities.

Tarasin Irstats

The planet Cularin is home to its native species the Tarasin. A highly intelligent, reptilian humanoid people, the Tarasin remain in the jungle for the most part. Living in tribal groups known as Irstats, the Tarasin pursue a life of harmony with their environment, a central tenet of their religion. They have succeeded, for the most part, in promoting a conservationist agenda during the development of the Cularin system as a member of the Republic. It has been their lobbying which has brought about the adoption of platform cities and the protected status of the Ch'hala tree.

Almas

Home of the Jedi Academy in Cularin, Almas is far from the twin suns of Cularin. With no surface water, and a desolate wasteland for the surface of the planet the planet seems to be of no importance. There is not even much to mine. However, the fact the Jedi Order has seen fit to place an Academy here makes it one of the most important places in Cularin. There are some who talk of an ancient and dark past, a history of Sith and terraforming grass.

Almas is a small settlement, with a spaceport and research station in addition to the Academy itself all located in the city of Forard. Those on Almas either have business with or are themselves Jedi. Cularin is honored that the Jedi have chosen to pursue their work here. Almas has a single moon, Dorumaa. A mere fifteen years ago, this moon was little more than a chunk of ice. It has been transformed into a vacation hot spot, and is now one of the Mid-Rim's most popular resorts. Sporting warm oceans and tropical islands, it is the travel destination in Cularin.

Asteroid Belt

Once a lush jungle planet, this thin belt of asteroids is all that remains. Nothing but rocks in space, the asteroid belt can be dangerous. You should never enter the asteroid belt unescorted. While the problem is being brought under control, it is still possible that you may encounter pirates while in the asteroid belt.

Genarius

A giant gas planet, Genarius has a thriving economy if a questionable reputation. Having four moons, the planet's primary centers of population are currently located on the cloud cities of Genarius. The storms of Genarius are legendary, with brutal, radioactive winds that can last for weeks. The current cities have learned from early tragedies, using massive shielding to protect themselves from the harsh environment of the planet. Ipsus, the Naescocom industrial city sporting the unlikely combination of textiles and thermal detonator manufacturing, built a massive alloy radiation shield. Friz Harammel, a near twin of Bespin, is a gas mining facility that has been very profitable, and is considered an important venture that shows the rest of the galaxy that Cularin is a good investment. Edic Bar is a carefully and elegantly designed city that was built and is run by the Sorosub company. This industrial city is home of Sorosub's Cannibalizer, their snub star fighter which competes with Incom's Z-95 Headhunter.

Tolea Biqua has harnessed the power of these winds, using shield that use the radiation of the winds to power the city. Tolea Biqua is famous as a city of vice, where gambling, drinking, companionship and glitterstim are all available for a price. The only thing more famous than the vice of Tolea Biqua is the anonymity of everything that happens there. Her sister city, Varna Biqua is a more dangerous place. Known as a black market where almost anything is available, Varna Biqua is the source for illegal substances and weapons and is suspected of being a gathering point for pirates and other criminals. We strongly advise all New Comers to avoid the Biqua cloud cities.

Player Handout 2: Cularin Star Tours

A new advertising campaign has sprung up recently in the Cularin system. Flashy ads have been appearing for a luxury space yacht rental business called "Cularin Star Tours".

"Cularin - mystery - adventure - excitement - vacation?" a narrator's voice over beckons as sweeping landscape and starscape panoramas sweep out across the screen. "Beings from all callings are racing to Cularin - a star system unlike any other in charted space! Where else can you go on a jungle adventure, cloud surf, or explore ancient ruins while enjoying the best of pre-war culture! Roll your chronometers back to happier times, as you embark on luxury vacation like no other! Each of our Star Vessels is of the highest quality and appointed with the finest of amenities. Your staff can easily crew our vessels, or, you may choose to chart your own course in Cularin. Our skilled support staff stands ready to make your all-inclusive adventure as pleasant and as hassle-free as possible. Contact Cularin Star Tours today, and book your travel arrangements now!"

The Ships of Cularin Star Tours (CST)

The Crest of Dawn, The Perihelion and Twilight's Kiss are the four luxury vessels owned by Janvar Jan's Cularin Star Tours. These are expensive, well built and well-appointed vessels that many Nobles and Senators would consider more than suitable for an adventurous jaunt through the wilds of Cularin. Sleek and fast in subspace, the ships feature no hyperdrives at all, as Mr. Jan doesn't want his vessels leaving the Cularin system. Strong shields also help protect the ships from any unwanted aggression, but otherwise, the vessels have no tactical capability to speak of.

The Crest of Dawn, The Perihelion and Twilight's Kiss – Modified Koensayr Star Yacht

Class: Space Transport; Size: Medium (72 meters); Initiative: +0 (+0 Size); Crew: 1-2; Passengers: 10; Cargo Capacity: 40 tons; Consumables: 6 months; Hyperdrive: None; Maneuver: +0 (+0 size); Defense: 20 (+0 size, +10 armor); Shield Points: 120 (DR 20); Hull Points 180 (DR 20); Maximum Speed in Space: Attack (8 squares/action); Atmospheric Speed: 800 km/h (13 squares/action); Cost: 850,000 credits (new), 450,000 (used).

Passenger Manifests:

The Crest of Dawn

Syub Kyak, his spouse Aril and 2 children, Fiev and Sien.

Twilight's Kiss

Lord Sargo VenHalgon
Lady VenHalgon
Minister Drokari
Minister Cannison
Mrs. Cannison
Professor Worrita
Mrs. Worrita
LF-R3D (Valet droid)

The Perihelion

Dr. P. Dantari
Dr. L. Raine
H. Starfinder (Research Assistant)
K. Antilles (Research Assistant)
T. Orini (Research Assistant)

Player Handout 3: Decisions – Part 1

For Sale: Medium Space Transport – Used. One Owner. Low parsecs, needs TLC. Motivated seller.

Starchaser IV – Modified Kuat Systems Engineering Wayfarer Class Medium Transport

Wayfarer-class Medium Transport

Class: Space Transport; **Size:** Medium-sized (82 meters); **Hyperdrive:** x2, x14 backup; **Passengers:** 6; **Cargo Capacity:** 220 metric tons; **Consumables:** 3 months; **Cost:** Not available for sale; **Crew:** 4-6; **Initiative:** +0 (+0 size); **Maneuver:** +0 (+0 size); **Defense:** 20 (+10 armor); **Shield Points:** 90 (DR 30); **Hull Points:** 180 (DR 30); **Maximum Speed in Space:** Attack (8 squares/action); **Atmospheric Speed:** 830 kmph (14 squares/action);

Weapon: Quad Laser cannon; **Fire Arc:** partial turret (front, left, right); **Attack Bonus:** +4 (+4 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Weapon: Tractor Beam; **Fire Arc:** Left; **Attack Bonus:** +4 (+4 fire control); **Damage:** special; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Ion Cannon; **Fire Arc:** partial turret (front, left, right); **Attack Bonus:** +4 (+4 fire control); **Damage:** 5d10x2 (ionization); **Range Modifiers:** PB +0, S +0, M -2, L n/a.

NOTE: The statistics above would represent the Starchaser in “pristine” condition. As it stands, she is heavily damaged and will take considerable work to get back up to her normal operating condition. The table below shows the Starchaser's currently damaged systems under the column “Current Status”

Damaged System	Current Status	Repair DC 10/15	Repair DC 15/20	Repair DC 20/25	Repair DC 25/30
Hull Points	30	60	90	120	180
Shield Points	0/DR 0	20/DR 5	40/DR 10	60/DR 20	90/30
Engine Speed	Cruising 2 sq/a	Cruising 3 sq/a	Cruising 4 sq/a	Attack 6 sq/a	Attack 8 sq/a
Armor Plating	Hull DR 5	Hull DR 10	Hull DR 15	Hull DR 20	Hull DR 30
Weapons Grid*	0 systems	1 system	2 systems	3 systems	---

* The maximum number of weapon systems that can be powered on in any given round.

How to use this table: By spending 5,000 credits to obtain suitable replacement parts, the heroes can attempt to repair 3 systems above. The systems are selected and a Repair skill check is made. The quality of the repairs depend on how high the skill check was. Up to three others (including other heroes or their droids) may coordinate with the lead “engineer” on making these repairs. The Repair skill check DC's listed are tiered for the lower and middle tiers, respectively.

Example of use: Our example heroes from the lower tier choose to target their repairs on the Hull, Engines and Weapons Grid. Kraeger leads in the repairs and is assisted by his friends Jace, Kaelon and Kaelon's R2 unit (They each make a DC 10 repair roll to assist, plus Kraeger has appropriate tools for the job for a +8 bonus). Kraeger rolls and gets skill check totals at DC 26, 17, and 32 for each respective system. The hull is now repaired to 120 hull points, the engines are now moving the ship at 4 squares per action and all of the ship's weapon systems can now be powered each turn.

Gaining additional repair checks:

Further repair checks can be made at the cost of 3,000 credits per repair check. These funds can come from the remainder of the credit account Mr. Jan has provided the heroes, or from their personal resources. Consider the use of favors and special class abilities (i.e. A Noble character may be able to call in a favor or use the Resource Access class ability). Heroes are encouraged to get creative and tap into the resources of the busy starport and city around them.

Player Handout 3: Decisions – Part 2

There are more things to consider when making a ship like the Starchaser ready for search and rescue activity. Getting the vessel space-worthy again is one matter, but how effective can the heroes be if they do not have the proper equipment once they get called into action?

Other Considerations:

- 1) Medical Supplies – The Starchaser has several spacious cargo bays that could be easily converted into medical bays, but there are currently no medical supplies at all aboard the ship.
- 2) Equipment lockers – During normal emergency response work, many kinds of equipment are used to assist and protect the lives of the victims and rescuers. The Starchaser has currently no stock whatsoever of such equipment (e.g. Tools, flightsuits/EVA suits, comlinks, etc).
- 3) Ship's Security – Although any of the cargo bays could be used to easily secure dangerous beings or materials, the ship's weapons locker is not stocked. Heroes may bring and use their own weapons as required.
- 4) Consumables – The Starchaser has no stock of consumable supplies, and requires restocking before departure. The standard cost for this service is 500 credits per month of supplies for a ship this size.
- 5) Fuel – Thankfully, CST's docking bay can refuel the Starchaser at no cost to the crew.
- 6) Permits – Jan's people have obtained all the necessary clearances for the Starchaser to operate within the Cularin system just like any other privately owned vessel. These permits do nothing to clear the ship through secure zones, or permit it to initiate hostile military action.

Instructions: Use the Equipment chapter of the SWRPG-RCR to purchase equipment for the Starchaser IV. All restrictions from the Living Force Hero Creation Guidelines are in effect (e.g. Restricted items are still restricted). Certain favors or class abilities might be useful to help stretch Mr. Jan's pretty thin budget. Heroes are encouraged to be creative and use their character's skills and class abilities as best they can.

Please use the chart below to record the items purchased for stocking the ship. These items are retained as the property of Cularin Star Tours upon the completion of the heroes' contract.

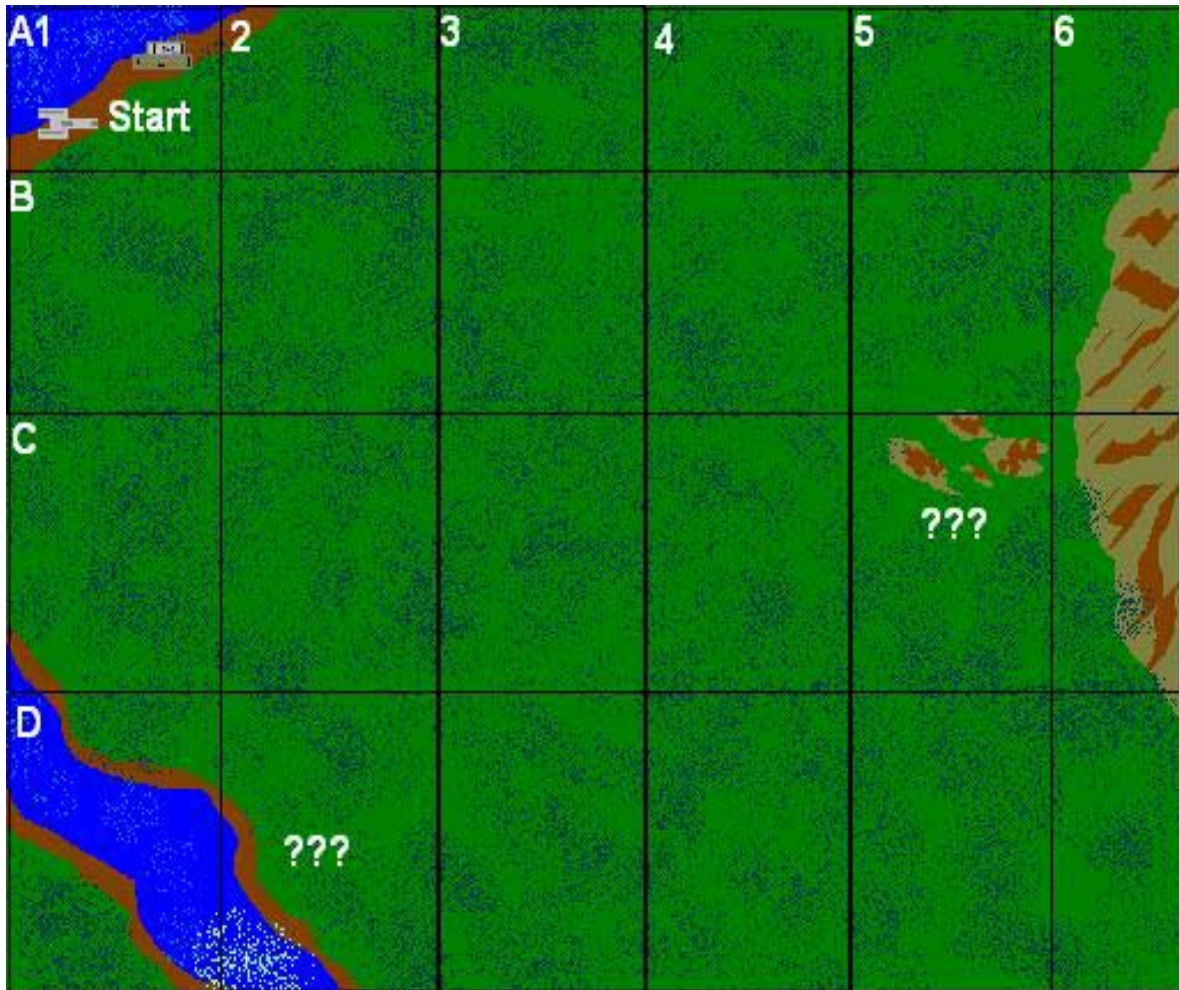
Item	Quantity	Total cost	Item	Quantity	Total cost

Player Handout 4 – Encounter 4: A Royal Pain in the...

The map below represents the area in which Lord VenHalgon's party may have disappeared. Don't forget that Lady VenHalgon has also led a party out in search of her missing husband.

The search begins in sector A1 where the Starchaser and Twilight's Kiss have landed next to the river. Sector D2 was noted as an area containing a waterfall. Sector C4 was distinct from the surrounding jungle areas with clearly visible rocky outcroppings – perhaps good shelter for the lost parties? Mountainous terrain dominates sectors A5, B5 and C5... though harsh terrain to cover, the parties may have traveled there to get their bearings.

Each sector is roughly 1km x 1km in dimension.



GM Aid 1- Janvar Jan Profile

Janvar Jan is a very good-looking man, which goes along way to hide his ugly personality. A career criminal, Jan is now middle aged. Gone are the days of foolish risks and daredevil jobs. Now he is careful and experienced – a dangerous combination in a criminal. Part of a crime family syndicate on Malastare, Janvar Jan specialized in smuggling. At first he was jacking goods and vehicles to fence and smuggle, but then after proving himself, he moved into management, quickly rising in the ranks of the syndicate. However, several years ago in a brutal gang war, his syndicate was effectively destroyed. Cularin returning from its mysterious disappearance was just the opportunity he was looking for to get back on the bantha and re-establish himself in the criminal underworld.

Cularin Stellar Tours

Janvar Jan has started an entrepreneurial venture named Cularin Stellar Tours. CST provides luxury yachts rentals, offering travel among the stars of Cularin, a vacation as exciting or relaxing as you wish. CST is a legitimate, fully functional business, and Jan expects to profit from it. However, there is more to this than a boat rental company.

Janvar Jan has the perfect cover for a smuggling operation. CST provides an excuse to be anywhere in the system at any time. While CST has three registered ships, the Crest of Dawn, the Perihelion and Twilight's Kiss, there is a fourth ship. It has a specially modified transponder that allows it to look like any of the three other ships. With this fourth ship, Janvar Jan is planning on running an obscenely profitable smuggling operation.

Janvar has struck a deal with the pirates who don't deal with Nirama. He has a crew of his own “rent” a yacht and rendezvous with his pirate contacts in the asteroid belt, transferring contraband goods. Then Janvar's crew moves to some other area of the system and makes a “distress” call to the CST Search and Rescue Team. The S&R team is the crucial link, since they take off and land at spaceports throughout the system without passing through customs. The S&R team transports the smuggled good the final leg and gets them on to Cularin or any other location with a space port, where they are distributed and fenced. By working with the pirates not on Nirama's payroll, Janvar has access to a number of pirate crews, who all have a common enemy in Nirama and now have a common ally in Janvar Jan.

While renting his yachts to real customers who take real vacations in them, Janvar quietly sends out his modified ship with it's cloned ID to pick up the goods which in turns passes them on to his Search and Rescue team which in turn gets the smuggled goods home. This is just about a perfect plan.

Search and Rescue Team

The missing link in Janvar's scheme is the Search and Rescue Team. He's hired an experienced smuggling crew from off-system, who can also perform the search and rescue duties. However, they've been delayed. Not only does this delay his smuggling operation, but also it's threatening to derail the entire project. With out a Search and Rescue Team, CST can't get insurance. Since CST is a 'legitimate' business, Janvar can't operate without insurance.

Janvar truly believes that there is nothing to go wrong, so why bother hiring qualified people? He has brand new, top of the line luxury yachts. He is fully booked for his opening week thanks to some effective advertising. Confident everything will be fine, and they won't get a single call, he wants to hire a replacement crew as fast as possible. Not only that, but he wants to hire a crew without a lot of experience, since it's less likely they'll figure out what he's up to.

Janvar Jan: Male Human Scoundrel 6/Crime Lord 2; Init +1 (+1 Dex); Defense +17 (+6 class, +1 Dex); Spd 10 m; VP/WP 32/11; Atk+6 ranged (3d8/20 or DC 18 stun, Blaster, heavy, range 8 m) or +2/+2 ranged (3d8/20, Blaster, heavy with Multifire, range 8 m) or -2 ranged (3d4/20 or DC 10 stun, Blaster, hold out in off hand, range 4 m); SQ Contact, Illicit barter, Lucky (2/day), Precise attack +1, Resource access; SV Fort +2, Ref +8, Will +5; SZ M; Rep 6; Str 9, Dex 13, Con 11, Int 17, Wis 11, Cha 15, Challenge Code D.

Skills: Appraise+12, Bluff+18, Computer Use+5, Diplomacy+10, Disable Device+8, Disguise+7, Forgery+8, Gamble+9, Gather Information+11, Hide+10, Intimidate+18, Listen+2, Move Silently+3, Pilot+6, Repair+5, Search+5, Sense Motive+14, Sleight of Hand+3, Spot+5, Tumble+3.

Feats: Combat Expertise, Infamy, Persuasive, Skill Emphasis (Bluff), Skill Emphasis (Intimidate), Skill Emphasis (Sense Motive), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons)

Tactics Notes: Lucky 2/day, Combat Expertise, Precise Shot. Feinting with Bluff.

GM Aid 2 – A Stock Wayfarer-class Medium Transport

By Christopher West with J.D. Wiker, Illustration by Jeff Carlisle

Published in Dungeon/Polyhedron May 2003 pp 20-21

The Wayfarer-class medium transport is constructed with a detachable portside section originally intended for modular reconfiguration. Kuat Systems Engineering (a now-folded subsidiary of Kuat Drive Yards) designed the Wayfarer so that it could load a passenger section, a hangar bay, or cargo module. Production costs forced KSE to scale back their plans and create only the hangar bay module, which, for most owners (who generally didn't store fighter craft, anyway), serves as cargo space. A few prototypes and custom builds of other modules exist, but are hard to find, limited primarily to bulk commerce corporate shipping operations centered on well-developed metropolitan planets like Coruscant.

The ship's detachable portside half (areas 1-6) fits into an armature extending from the other half (area 7 is connected to areas 8-16 by this armature). The versatility offered by the detachable section was initially exciting, until it was revealed that the design could not accept standard cargo containers. This, combined with a high price tag, ensured the demise of the ship's production and ultimately the entire company. Despite the flaws that kept the Wayfarer from becoming a huge commercial success, the ship's versatility makes it a well-rounded vessel for any buyer. Though it is outdated by the rise of the New Republic, many Wayfarers can still be found in widespread service.

Kuat Systems Engineering Wayfarer-class Medium Transport

Class: Space Transport; **Size:** Medium-sized (82 meters); **Hyperdrive:** x2, x14 backup; **Passengers:** 6; **Cargo Capacity:** 220 metric tons; **Consumables:** 3 months; **Cost:** 202,500 (new), 130,000 (used); **Crew:** 10 (Normal +2); **Initiative:** +2 (+2 crew); **Maneuver:** +2 (+2 crew); **Defense:** 20 (+10 armor); **Shield Points:** 60 (DR 15); **Hull Points:** 160 (DR 15); **Maximum Speed in Space:** Attack (6 squares/action); **Atmospheric Speed:** 830 (14 squares/action)

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 4d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Weapon: Quad laser cannon; **Fire Arc:** Left; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 6d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Compartment Key

1. **Forward Cargo Hold.** The forward cargo hold serves as a staging area for loading and unloading. It holds 25 tons of the ship's cargo capacity when full, but any more than about 10 tons means that fighter craft in the hangar bay cannot pass.
2. **Hangar Bay.** Though most owners use this compartment as a cargo hold, it is outfitted as a miniature hangar bay capable of carrying two Tiny ships comfortably. When not used as hangar space, it holds 160 tons of cargo. Each Tiny ship kept here reduces that total by 40 tons.
3. **Speeder Pool.** This is another case of a compartment generally used for something other than the intended design. The speeder pool can comfortably store two Large vehicles (or five speeder bikes) and one other Large vehicle if the ceiling clamps are employed. Otherwise, this area accounts for 15 tons of storage space.
4. **Secret Cargo Hold.** This 5-ton storage hold wasn't originally designed as a secret compartment, but the hatches are so easily disguised as bulkhead that it seems like the designers had that purpose in mind all along.
5. **Aft Cargo Hold.** The aft cargo hold can stop up to 25 tons, but that leaves precious little room for anyone to move through the compartment without crawling (Escape Artist check, DC 10).
6. **Portside Corridor.** The portside corridor is meant to provide easy access to the hangar bay when the aft cargo hold is completely full. It is jokingly referred to as "Lover's Lane," because it is so isolated.
7. **Gunnery Station.** When the hangar bay is detached, a crewman inside the gunnery station can also detach the station, allowing it to be maneuvered by small directional jets into position on the main hull on the module docking clamps. It also serves as a three-person escape pod (one seated, two in crash webbing), and has enough power to keep passengers alive for up to 12 hours -- or about enough power to fire the attached quad laser once.
8. **Bridge.** The six-station bridge can be crewed by one person for short periods. It also controls the main gun, a laser cannon fixed in position atop the hull.
9. **Crew Cabins.** Each crew cabin has sleeping space for two crewmembers, with separate lockers for up to three crewmembers.
10. **First Mate's Cabin.** Can serve as a temporary passenger cabin.
11. **Offices.** Includes a desk and two chairs.
12. **Captain's Cabin.** Can serve as a temporary passenger cabin.
13. **Crew Lounge.** The spacious crew lounge includes the galley and a conference table, along with a nominal entertainment center.
14. **Refresher.** Cabinets here hold first aid supplies.
15. **Airlock.** The starboard airlock includes a small storage compartment containing three environmental suits.
16. **Drive Chamber.** The drive chamber includes a small closet for storing two environmental suits and a tool chest

Wayfarer-class Medium Transport



	Bunk
	Cargo Crates
	Chairs
	Computer
	Dejarik Table
	Fuel Cells
	Hatch, Airlock
	Hatch, Floor
	Hatch, Secret
	Hatch, Standard
	Hyperdrive
	Life Support
	Power Core
	Power Loader
	Refreshers
	Shield Generator
	Sublight Engine
	Table, Desk

1 square = 2 meters

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GM Aid 3 – CST Passenger Manifest

The Crest of Dawn

Syub Kyak, his spouse and 2 children.

Twilight's Kiss

Lord Sargo VenHalgon

Lady VenHalgon

Minister Drokari

Minister Cannison

Mrs. Cannison

Professor Worrita

Mrs. Worrita

LF-R3D (Valet droid)

The Perihelion

Dr. P. Dantari

Dr. L. Raine

H. Starfinder (Research Assistant)

K. Antilles (Research Assistant)

T. Orini (Research Assistant)

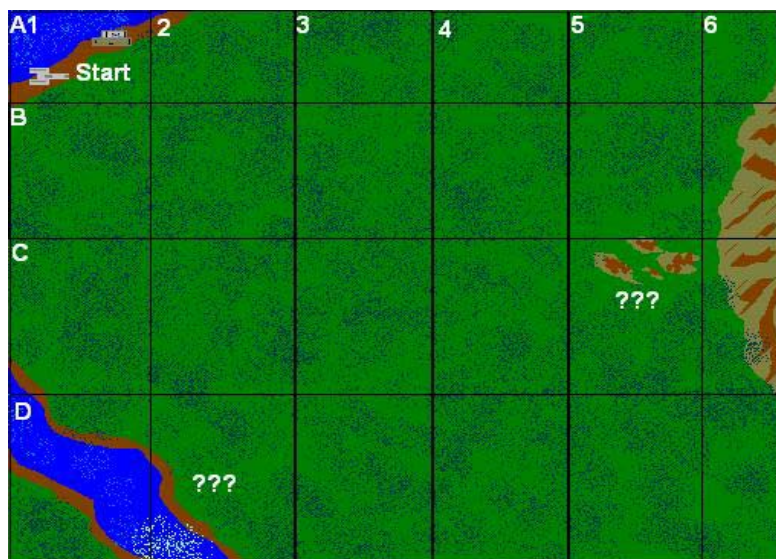
The Fourth Yacht

Teeku (Rodian – the leader of the group)

Koobis (Rodian)

Nawara Blen (Twi'lek)

GM Aid 4 – Encounter 4: A Royal Pain in the...



Deepest, Darkest Cularin – Random Events

Roll randomly on the chart below (or just choose a calamity) each time the heroes enter a sector on the above map and they cannot collectively succeed in a Survival DC 18/18 skill check. The same challenge affects every hero in the group.

Roll (1d6)	Challenge	Game Effect
1	Stinging insects fall like rain from overhead tree branches!	Each hero must make a Fortitude saving throw DC 12/17 or suffer a -4 penalty to all Will saving throws until end of this encounter.
2	You've lost your bearings!	All further Survival skill check DCs made by the heroes during this encounter are increased by +2. This effect can stack be endured multiple times.
3	Jungle rain drenches the heroes to the bones.	Each hero must succeed at a DC 12/17 Will saving throw or become uncomfortably soaked for the rest of the encounter. This results in a -2 circumstance penalty to all Str, Dex and Con based skill checks (but not attack rolls) until the end of the encounter.
4	Loose terrain gives way!	The path the heroes was following suddenly gives way due to heavy rains. Heroes take 2D6 damage from the subsequent fall (Ref save DC 12/17 for half damage).
5	Sprayed by Mulissikis!	You disturb a nest of Mulissikis who spray the group with their foul stench. You cannot help but retreat to the sector you just came from.
6	That looks like our ship. It is our ship, isn't it?	Less than skillful navigation has caused your group to find its way all the way back to sector A1 (GM's please don't inflict this one more than once).

GM Aid 5 – Shiana Trist Profile

Shiana Trist, Professional Assassin

An ex-soldier, Shiana Trist is a hell of a great shot. A sniper by trade, she is careful and extremely, terribly, perfectly patient. She is a bounty hunter for the money. Having fought for years as part of an army and being paid a pittance, she now does the same work, but she is very, very well paid for it. While she doesn't really care who her targets are, she does tend to choose assignments for terrible killers, mass murderers and genocidal generals. Don't think she's an assassin with a heart of gold – she's not. However, neither is she a heartless killer. If she can do some good without interfering with her mission, she'll do it. However, she has yet to do the right thing *instead* of her job and likely never will. But if she can do the right thing *while* she's on the job, she will.

Shiana hates being close to her target. She'd rather take a shot from a kilometer away, instead of mixing it up with blasters and vibroblades. She is the consummate professional, and views her work as nothing more than business. If a job isn't profitable, she's not interested. Shiana has an excellent reputation both for the quality of her work and her success rate. She has a five-year plan and is carefully investing her earnings. She knows she can't do this forever, and plans on retiring before she ends up dead.

Recently things haven't gone so well for her. After an ugly mission on Nar Shadda, Shiana is on the rebound and is looking for an easier mission to get her back on top of her game. Tracking down a bunch of rogue slicers should be just the ticket.

When playing Shiana be distant and cool when relating to others. She likes to be alone and feels most comfortable when she is dug in, with her sniper rifle waiting for her shot. It's not that she's shy; rather she just doesn't really like people. She has tremendous technical knowledge of her craft. While she doesn't like people, if someone is able to talk shop at her level, she would happily chat away.

Shiana Trist: Adult Female Human, Soldier 4/Scoundrel 1/Sharpshooter 5; **Init** +3 (+3 Dex); **Def** 19 (+3 Dex, +6 Class); **Spd** 10m; **VP/WP** 86/12; **Atk** +10/+5 or +4/+4/+4/-1 ranged (2d8+1/20, Slugthrower Rifle), +10/+5 or +4/+4/+4/-1 ranged (3d8/19-20, Heavy Blaster Pistol), +10/+5 ranged (DC 15/12 stun, 4m, Stun Grenade), +8/+3 melee (1d3+1, punch), +8/+3 melee (2d6+1/20, Vibroblade); **SQ** +1 bonus on attack and damage rolls with ranged weapons, for targets with 10m., Follow target, Illicit barter, Improved range (x2), Increase a ranged weapons' range increment by one-half., Ranged sneak attack +1d6; **SV** Fort +7, Ref +9, Will +8; **SZ** M; **FP**: 3; **Rep**: +5; **Str** 12, **Dex** 16, **Con** 12, **Int** 12, **Wis** 16, **Cha** 14.

Equipment: Heavy Blaster Pistol, Comlink [Encrypted], DataPad, Electrobinoculars, Glow rod, Stun Grenade, Custom Slugthrower Rifle, Utility Belt (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 2 Empty Pouches), Vibroblade, Modified Z-95 Headhunter

Skills: Astrogate +5, Climb +6, Computer Use +6, Demolitions +3, Disable Device +6, Hide +16, Knowledge (Streetwise) +6, Listen +8, Move Silently +8, Pilot +10, Profession (Soldier) +10, Read/Write Basic, Repair +7, Sense Motive +6, Speak Basic, Speak Hutttese, Spot +8, Treat Injury +10

Feats: Armor Proficiency (light), Far Shot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Emphasis (Sense Motive), Starship Operation (starfighter), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, slug throwers, vibro weapons)

Should the heroes decide to engage Shiana's ship in combat at anytime, refer to the stock statistics for the Z-95 Headhunter in the SWRPG-RCR.

GM Aid 6 – Pacing and Problems

Places where time can become a problem	Solution
Encounter 1 – Questions and Answers	This is the standard 'job description scene'. Heroes are told what they are here to do, how much they are getting paid etc. Do not dwell too long in this Encounter. 15 minutes should be more than sufficient.
Encounter 2 – We want it all	Your average group of gamers would likely be thrilled to be given a chance to acquire credits, equipment and customize a starship. Unfortunately, they might get pretty tied down in the details. In order to keep this scene under 45 minutes, you might have to assign players to specific tasks (e.g. 2 people to make the repair priorities, 2 people to look after equipment and 2 people to maybe bring in some more credits).
Encounter 3 – We did say optional.	Each sub-encounter should not take more than 15 minutes. Police yourself for time, and if necessary, do not run Encounter 3C. The story is more rewarding if the heroes do play through Encounters 3a, and 3b, so try to keep those ones in.
Encounter 4 – Lost time in the jungle	Heroes might end up exploring every single sector on the Jungle map with a fine-tooth comb. Try to prevent that. 15-20 minutes should be enough for this scene.
Encounter 5 – Possible tangents	Heroes might fight Shiana, they might do all kinds of things other than recognize the heroic call to stop some bad slicers. This encounter is mostly Q&A, but there is a chance for the heroes to start looking in every nook and cranny in Cularin for the Liberators. Try to keep things concise and this encounter to about 15 minutes.
Encounter 6 – Encounter Ending Asteroid	Chasing the Liana liberators involves some skills, some combat and potential some amount of time to resolve. It is recommended that if things are dragging alone, the Perihelion could get nailed by an encounter-ending asteroid. If the Perihelion survives the impact, they Liberators signal surrender right away.