

STAR WARS®

ROLEPLAYING GAME

A SMUGGLER IN CORUSCANT

AN OLD REPUBLIC ADVENTURE FOR LEVEL 1 CHARACTERS

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A long time ago in a galaxy far, far away...

It is a time of rebuilding from the ashes of war for the Galactic Republic. Although the Sith Emperor has been defeated, the embers of the Empire still glow. The Republic struggles to contain discontent as criminals take advantage of the rebuilding period, and a new wave of conversions to a revived Mandalorian “faith” further threaten the weakened government.

Caught in between the Republic, the Sith, the Hutts, and the Mandalorians, a smuggler named Mai Candan arrives in Coruscant with stolen data that could once again shift the balance of power.

Determined that the data doesn’t fall into the wrong hands, the Coruscant Security Force has impounded Candan’s freighter and taken her into custody...



3636 BBY / 17 ATC

BACKGROUND

Mai Candan is a twi'lek who has navigated much of the known galaxy, from Ossus to Coruscant, making her living running “non-manifest” cargo. While there are more legendary smugglers out there, Mai Candan has made a name for herself by running Mandalorian Space; she impressed the Mandalorians by running weapons and explaining how to use them...in the *Mando'a* language. Her ability to bridge Mandalorian prejudices against technology and using it in non-traditional applications earned Mai the respect of Uvam-Oror, a close advisor to Mandalore. Recently, Mai was contracted in Point Nadir by a secret agent of Uvam-Oror to acquire coordinates of an old hyperspace beacon; she's not certain what the significance of the beacon is yet, but the credits were too good to pass up. Besides, Mai realized the secret agent was a Mandalorian acting in an unofficial capacity, and she has a soft spot for the underdog (how she views the Mandalorians). And, if dealings with the Mandalorians ever go south, she's confident that wherever the hyperspace beacon leads to will be worth quite a bit to *someone*.

But breaking into the Hyperspace Navigators Guild is not the same as smuggling. So Mai took a payment advance and put it toward assembling a team and upgrading her ship with some tricks for her trip to Empress Teta. Using their cover as carbonite traders, Mai's team successfully infiltrated and sliced into the Guild's database, acquiring the hyperspace beacon coordinates. However, one of the team members – a former Sith warrior named Darth Kareel who'd fled the Empire – betrayed them to the Tetan authorities in exchange for information on the whereabouts of the Keto noble family (founders of the Krath uprising). With Tetan Interceptors and a sector ranger pursuing her, Mai was nearly shot down before making the jump to hyperspace.

Arriving in Coruscant 18 hours later, Mai realized that it was only a matter of time before the sector ranger caught up with her; a clean getaway was impossible, and so she develops a plan into which the PCs become tangled.

SUMMARY

At **Coruscant Spaceport** the PCs arrange for a way to get to Mai Candan while she is being held by the Coruscant Security Force inside a holding facility. Following Mai's lead, they descend to level 1313 and meet up with a seedy contact at **Dosh Bora Cantina** to learn what is so important about the stolen Hyperspace Navigator's Guild data. As they ascend from level 1313 by airspeeder they are attacked in an **Underworld Airspeeder Raid**. Returning to **Docking Bay 84** where Mai Candan's ship is impounded, the PCs alternately help her escape or commandeer a ship of their own to pursue her. This leads to a **Starship Chase Out of Coruscant** which ends the adventure.

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GETTING THE CHARACTERS INVOLVED

Jedi: Jedi's master is investigating a Rakatan artifact on distant Ossus, and sends the PC to investigate the last smuggler to have come from Ossus system; her name is Mai Candan and the Jedi's master believes she is involved with Sith artifact smuggling.

Noble: While on a mission to Coruscant, the PC is brought in for questioning by the Spaceport Authority in relation to the embargo on the Ebon Hawk; whether this connection is fabricated by Mai Candan as a decoy or there is some truth to it is up to the player to decide. Depending on what motivates the player, Mai Candan may have blackmail material or may have helped smuggle medical supplies to their family.

Scoundrel: The PC learned that Hyperspace Navigator's Guild data was stolen from archives on Empress Teta by Mai Candan, a twi'lek smuggler and captain of the Ebon Hawk, who once screwed over the PC. There's big credits in recovering the data (or appropriating its secrets), plus it's an opportunity for payback (or the start of a wonderful new friendship).

Scout: A bounty hunter PC is hired by the Hutts to bring in Mai Candan alive (6,000 credits), but when she is "captured" by the CSA, the PC needs to find some way of getting to her. Scouts attached to a military unit use the soldier hook.

Soldiers: A PC attached to a military unit is catching some R&R (having just arrived or about to leave Coruscant), when their commanding officer requests they speak with the CSF about a recently detained smuggler named Mai Candan; their CO believes the smuggler has data on a secret military base. Mercenary PC bought a gun which misfired and nearly got him/her killed from Mai Candan, and he/she has had the good fortune of being hired like the bounty hunter (see the scout hook).

Species: Gotal, Kel Dor, Miraluka, Rakatan, or Draethos: A family member of the PC has been abducted (along with another NPC), and all leads point to a smuggler named Mai Candan who transported the abductees.

ERA OF PLAY

A Smuggler in Coruscant is set in the aftermath of the events of *The Old Republic* MMORPG, though it can be adapted for most eras with minimal effort (e.g. changing names or swapping out certain vehicles/droids). Picking up five years after the Sith Emperor was defeated by a Jedi Knight and the Republic repelled the Sith back to their region of space, this adventure is set against the backdrop of Coruscant's rebuilding. The date is 3636 BBY (or 17 ATC as those living in the era would describe it). While this date is several centuries later than the material officially covered in *Knights of the Old Republic™ Campaign Guide*, the familiar themes still hold true: the prevalence of organized crime, hidden dangers of Rakatan technology, the growing power of corporations, and a profusion of Force-users. While there is no current threat of war, tensions are still high after the Sacking of Coruscant.

NOTE ON NPCS

NPCs in **bold** refer to stats found in *Star Wars Saga Edition – Core Rulebook*, *Threats of the Galaxy* or *Knights of the Old Republic*, and are denoted as such with title & page number shorthand (e.g. TotG 20). **Bold italics** denote homemade stats found in the NPC appendix at the end of the adventure.

CORUSCANT SPACEPORT

The CSF maintains a holding facility for suspected criminals on the Spaceport premises. When Docking Sergeant Jessena Dray searched the Ebon Hawk and found illegal maps of the Coruscant Spaceport's Traffic Control marked with infiltration points, she had Mai and crew taken to the holding facility. Here Mai is held behind a force field, and is being interrogated by Chief of Spaceport Security Victor Kassant about the imminent sabotage he believes Mai Candan's droid crewmate GG-Neuma is planning. The rest of the crew – Salasaat and Gudiip – share a holding cell, while their gear is kept in a storage locker.

The hum of machinery and screech of starship engines fills the background noise of the Coruscant Spaceport, above it galactic travel advisories, paging calls in dozens of languages, and chatting travelers. Periodically, a non-essential system glitches – a screen freezes, an intercom fails – and technicians hurriedly rush about. Teams of armed security personnel and probe droids oversee the Spaceport's safety.

SECURITY

3 security personnel (TotG 76) and a **KX-12 probe droid** (KotOR 86) keep guard over the holding facility at all times. During interrogation of Mai, one additional **security personnel** is with Victor Kassant. After three hours, the **sector ranger** (TotG 74) arrives.

Cell Door: (50 hp; DR 10; damage threshold 30; Break DC 35)

Force Field surrounding Mai's cell: (cannot be damaged; anyone attempting to cross takes 3d6 stun damage; Break DC 35; Use Computer DC 26 to slice control panel; 5 rounds of energy applied to force field generator – such as another power generator – deactivates the field by destroying its power source)

Alarm I: Tech problems, sensor anomalies, and other noncritical systems failure; response time 1d10 minutes; 2 technicians, a labor droid, and a **security personnel**.

Alarm II: Unauthorized weapons fire, possible security breaches, or minor reactor leaks; response time 1d6 minutes; a technician, **KX-12 probe droid**, **3 security personnel**; use CL 4 check DCs (16/21/26/29/34).

Alarm III: Explosions, escaping prisoners, intruders, or major reactor leaks; response time 1d12 rounds; **6 security personnel**, **KX-12 probe droid**, **security specialist** (TotG 76); double guard duties, lock down doors and computers; use CL 6 check DCs (17/22/27/30/35).

CSA COMPUTER MAINFRAME

While the Spaceport's functions are handled by distinct control rooms as a security measure, it relies on a computer mainframe to ensure that all the systems work together seamlessly. Ordinarily, only highest ranking CSA officers access the mainframe from Coruscant Traffic Control and other backup terminals with their rank cylinder.

Coruscant Spaceport Computer Mainframe: (Hostile; Will 28)

Linked Control Rooms: (Unfriendly; Will 20) Access, Alarm System, Communications, Personnel, Information Systems, Sensors, Satellite & Space Traffic

SKILL CHALLENGE: CSF HOLDING FACILITY INFILTRATION

The PCs attempt to reach Mai Candan in the CSF holding facility, and possibly to break her out without violence or attracting undue attention from the CSF. Each round of the skill challenge roughly equals an hour in game.

CL: 1 **XP:** 400

Complexity II: 8 successes before 3 failures

Strategies:

Deal with the Chief of Spaceport Security: (DC 23) If they have a bounty hunter license, inside info, or other credibility, Victor Kassant may give the PCs some face time with Mai if they help apprehend GG-Neuma or otherwise prevent the sabotage attempt. Alternately, a PC who helped Coruscant against the Sith may be known to Kassant, and can leverage their common allegiance to get brief face time with Mai.

Deal with sector ranger Trebant: (DC 18) Trebant will help them with any plan to get Mai out of the holding facility, so long as they agree to turn her over to him.

Getting captured: (DC 13) PCs can get themselves taken to the holding facility, if they are caught planning acts of sabotage against the Coruscant Spaceport. Once inside, they may be able to communicate with Mai's two crewmates being held.

Physically infiltrating holding facility: (DC 26) Deception with disguise of CSF personnel, Mechanics to open holding facility doors, Stealth to slip past security personnel and probe droid (still will be caught on video unless destroyed)

Slicing the CSA network: Use Computer vs. Will 26 (starting reaction Unfriendly) allows the PCs to observe Mai in the holding cell and communicate with her via comlink. Can also turn on or off an alarm at an alarm control room computer, provided they change its attitude to friendly (turn on/alert), or helpful (turn off/high alert).

Staging a decoy: (DC 18) A good decoy near the holding facility can draw away 2 security personnel from the holding facility for a few rounds.

Challenge Effects:

Changing Objectives: At about 4 successes, Mai Candan offers to work with the characters (at least temporarily), and they need to make a decision about how to proceed; see "Complication: Mai's Proposal". In addition, the sector ranger Trebant arrives after 3 rounds of the skill challenge; see "Complication: The Sector Ranger Arrives."

Success: The PCs can reach Mai Candan and release her from the holding facility. However, sooner or later the CSF will realize that she is gone; if the PCs were identified the CSF will mobilize to search for them.

Failure: The PCs are caught red-handed while trying to reach Mai Candan, and are taken into custody by **6 security personnel** and a **probe droid** under suspicion of aiding and abetting a saboteur. If they flee, the CSF under Kassant go into high alert, scouring the Spaceport for people matching the PCs' descriptions. If they surrender or are apprehended, they're interrogated by Kassant apart from Mai and her crewmates.

COMPLICATION: MAI'S PROPOSAL

When the PCs score about 4 successes (use your best DM judgment) in the skill challenge, Mai Candan gets in touch with them. Depending on the PCs' approach thus far, this might be thru GG-Neuma's comm. link, thru one of her crewmates, thru a sliced labor droid with holo-projector, thru the holding cell force field, face-to-face, or some other manner they've devised. She offers them the following deal:

"I'm sitting on coordinates to a hyperspace beacon my client wants, but they were circumspect about just what the beacon points to. I never expected the Hyperspace Navigator's Guild to send a sector ranger after me, so clearly this beacon is of extreme value. Where does it lead? There's someone on Level 1313 who will know, a burned out Guild scout named Sequari; I meant to contact him before the Coruscant Security Force got involved. Here's what I propose: Find Sequari at the Dosh Bora Cantina, give him these beacon coordinates, and learn why it's so damn important. If you like what you hear then we form a partnership, an even split of the profits."

COMPLICATION: THE SECTOR RANGER ARRIVES

After Mai Candan is held by the CSF for three hours (3 "rounds" of the skill challenge), Trebant, a **sector ranger** serving the Hyperspace Navigator's Guild arrives, requesting that she be turned over to their custody for data theft. However, Victor Kassant refuses to release Mai until the potential sabotage threat is neutralized. Of course, this is all part of Mai's plan; her droid slicer crewmate GG-Neuma was waiting for the pursuing sector ranger to arrive before slicing into the CSA's computer network to sabotage his ship. The slicing attempt is soon detected and Victor Kassant mobilizes **6 security personnel** to go after GG-Neuma. Suspecting something is amiss, Trebant returns to his ship at the docking bay only to discover the doors have been locked and it is being wrecked by a docking clamp "malfunction." Furious, Trebant blasts the doors open, leading to an altercation with CSF security personnel, but the damage is already done.

AWARDS

Ad hoc XP award: If the characters get Mai Candan out of the holding facility without alerting authorities, award them experience points equal to a CL 1 encounter (200 XP).

WHAT IF...?

This adventure assumes the characters go to the Dosh Bora cantina on Level 1313 to follow up on the lead Mai Candan gives them. However, there are other ways they might end up at Dosh Bora; for example, if they capture Mai and decide to turn her in for a bounty, they might need to contact a Hutt agent at Dosh Bora. PCs involved with a military organization might be advised to learn where the hyperspace beacon leads from Underworld contacts...and delete all trace of it should it be their secret military base.

LEVEL 1313: DOSH BORA CANTINA

The urban canyon of Coruscant's 5,000-level Underworld is a dirty artificially illuminated micro-climate with rainstorms and convective wind currents. It is accessed via airspeeders traversing enormous shafts. Either through their contacts, or with Mai's lead, the PCs get in touch with the Sullustan transporter **Dodge**; "transporters" are a common feature of Coruscant's Underworld, a cross between black market taxi and getaway driver. Dodge will give the PCs a ride down to Level 1313 and back up again for 150 credits each (a DC 18 Persuasion check with a good argument can talk this down to 100 credits each). Though he won't bring it up around Jedi or active Republic military PCs, Dodge is willing to accept an alternate form of payment: kill or otherwise get rid of the Hutt-employed bounty hunter **Jakral Evex** who has been roughing up transporters (Dodge will require proof if the PCs want to fly back to the surface with him).

When the PCs descend in Dodge's airspeeder, read the following:

With a whine the Titan-SV12 Heavy Speeder takes off, beginning a slow spin around an enormous shaft several city blocks wide before descending into the bowels of Coruscant. Your ears pop from the pressure change as you watch the whirling artificial lights of Coruscant's under-levels pass you by. The speeder's altitude display reads that you're approaching 1 km below the planet's surface when you hit a patch of turbulence. Soon all the viewports are blanketed in fog and you can't see anything save for the flashing tail wing lights. When the speeder emerges from the fogbank, you are surrounded by darkness illuminated by a band of artificial lights on the inside of the shaft. Rain batters the sides of the speeder as it comes to dock against the side of shaft. With a hiss, the speeder bay doors open, momentarily revealing bulkhead doors which read Level 1313 in red-block print before sliding open with a gust of stale air.

The "Dosh Bora Cantina" isn't far from where the speeder docked, but if you want a small interlude to evoke the feel of Coruscant's Underworld, or if your players want to explore a little bit, you might make up encounters with thugs, duracrete slugs, taozin, Coruscanti ogres, malfunctioning garbage compressors, or any number of unpleasant things. Finding the cantina is easy enough; it has a dingy exterior with flickering pink and green strip lighting, with a "Dosh Bora" sign illuminated by neon lights depicting some kind of crab-creatures dancing around a martini glass.

When the PCs enter the cantina read the following:

Seedy under-lighting and purple-colored smoke gives a ghoulish pallor to the faces of this establishment. A band of Bith with an Ithorian lounge singer plays an edgy music set which two Twi'lek dancing girls perform to. Several Sabaac tables see quite a bit of activity while more illicit deals take place in two side rooms watched over by a Gamorrean guard. The only humans in the cantina appear to be the bartender and a vicious looking fellow drinking alone. You spot your contact Sequari easily as he is the only Gotal there; you also notice several conspiring patrons giving him foul looks.

PATRONS

CASS, HUMAN BARTENDER: Dishonorably discharged from the Republic Navy, Cass became a musician, and eventually bought his own cantina.

“THE SQUIZZ”, BITH MUSICIANS: “The Squizz” are three brothers Fith, Tafl, and Zapf. They’re actually a respectable band and only relocated to Level 1313 because their uncle framed them for embezzlement to seize the family business, and they sought refuge from the authorities in the Undercity.

WAH, ITHORIAN LOUNGE SINGER: Wah owed the bartender/owner Cass a debt after he helped save the herd ship she served on, acting against orders to do so. In return, when the aging Wah retired from service to pursue her music career, she came to Cass first.

LYNIKA, TWI’LEK DANCER: Lynika is an informant for the Hutts, and keeps tabs on events in the Undercity, using her job as a dancer to get close to those with secrets to keep. She suspects Jakral is planning on betraying the Hutts, but she doesn’t have any evidence; if the PCs reveal Jakral’s duplicity she arranges a reward of 500 credits.

VERGERE, FOSH HUSTLER: Vergere is a dyed-in-the-wool **con artist** (TotG 24), and will eagerly invite any rich-looking characters to join him at the Sabbac tables. Sequari owes him 2,000 credits, and seeing as business has dried up for the “Old Goat”, Vergere has hired thugs to shake Sequari down.

WUGMAR, GAMORREAN GUARD: Wugmar is a **brute** (TotG20).

JAKRAL EVEX, BOUNTY HUNTER: The vicious-looking man drinking alone is Jakral, a notorious **bounty hunter** (SWSE 223) behold to the Anjiliac Hutts, but always looking to get ahead any chance he gets. He’s looking for Sequari but won’t make his move until Sequari leaves the cantina (see “Underworld Airspeeder Raid”). Should the PCs pick a fight, Jakral flees before getting bloodied.

SEQUARI, GOTAL EX-GUILD SCOUT: Everyone refers to Sequari as the “Old Goat”; since retiring from service to the Hyperspace Navigator’s Guild he has become an **information broker** (TotG 41). Unfortunately, the credits he earns from his new profession scarcely can keep up with his gambling habit.

CANTINA SCUFFLE

6 brutes (TotG 20) CL 1 (XP 1,200)

Vergere’s hired thugs plan on jumping Sequari when an opportune moment presents itself, such as when he goes to the refresher (aka bathroom). Use your best judgment as GM for when to time the attack, but give the PCs time to realize these thugs are planning something before rolling initiative.

NEGOTIATING WITH SEQUARI

Most Gotal practice discretion with the information they gain through their highly sensitive sensor cones; Sequari is not like most Gotal in this respect. For the right price, he'll divulge almost any secret. When the characters approach him about the hyperspace beacon, Sequari offers to tell them everything...for 5,000 credits. A Persuasion check with a sincere argument can drive his price down (DC 18 = 4,500 credits, DC 23 = 4,000 credits, DC 26 = 3,500 credits, DC 31 = 3,000 credits).

If the PCs intervene in the cantina scuffle or otherwise get rid of his gambling debt, their bargaining power with Sequari increases – reduce Sequari's asking price by 3,000 credits. Once Sequari is aware of Jakral's presence (after the scuffle), he'll ask the PCs to take him to Coruscant's surface where he can catch a transport off of Coruscant to a better hiding spot; if the PCs agree to help Sequari, reduce his asking price by another 1,000 credits. It's quite possible that well-spoken PCs who come to Jakral's aid can get the information on the hyperspace beacon for free.

Only if pressed will Sequari reveal that he's been living on Level 1313 to avoid bounty hunters sent by the Anjiliac Hutts who've placed a bounty on his head for selling the location of Point Nadir to anyone who can pay (see *Scum and Villainy* page 133). Characters using this as leverage can reduce Sequari's asking price by 1,000 credits.

THE INFORMATION

When Sequari reveals what he knows about the beacon, read the following:

"There was a group of us scouts assigned a mission by the Hyperspace Navigator's Guild to test the feasibility of Force-guided hyperspace jumps. A Jedi named Quomar Vask oversaw us. Our test zone was a section of the Unknown Regions we called the 'Tangle' cause no known ship had ever survived a hyperspace through it. Well with Quomar's help we punched through the Tangle, and we discovered a planet unlike any other: Giaca. The Near-Humans who lived there had undergone a mass awakening of Force-sensitivity within only a few generations and their society was struggling to adapt to the changes. Quomar got to know the people, and learned that even the slightest disturbance in the Force was anathema to them.

"After days exploring Giaca, it was time for us to depart; however, Quomar decided to stay behind and guide the Giacans in the cultivation of their newfound powers. Before we left to upload data to the hyperspace beacon, Quomar warned me that Giaca was not ready to be discovered, that her people still had to find themselves. Those words echoed in me... they still do. When we uploaded the data to the hyperspace beacon, I sabotaged it so that it would never transmit the route. Giaca remained hidden from the rest of the galaxy."

Perception DC 20 (active): Sequari was probably under the influence of a Force power which amplified his own sentiments when he sabotaged the hyperspace beacon.

AWARDS

Ad hoc XP award: If the characters get Sequari to divulge what he knows about the hyperspace beacon, award them experience points equal to a CL 1 encounter (200 XP).

UNDERWORLD AIRSPEEDER RAID

GM'S NOTE: This encounter uses the custom-made map and airspeeders found in the bundled jpegs "Level 1313 Airspeeder Shaft". Print these and cut them out prior to running this encounter.

As the PCs ascend in an airspeeder toward Coruscant's surface, they are attacked by the bounty hunter Jackral Evex who intends to abduct Sequari (for the Hutt bounty and to get the hyperspace beacon data for himself). Jakral approaches with his almost-entirely powered down Coruscanti gunship, preparing to board the airspeeder. The encounter begins once Jackral launches the grappler mag, at which point read the following:

As the airspeeder begins to accelerate up the enormous shaft, suddenly there is a loud sound of metal striking metal on the hull, followed by an ominous scratching and rending. Then the airspeeder lurches sharply to one side, throwing you headlong against the walls and control panels. The Sullustan pilot Dodge yells, "It's a grappler mag – we're under attack! Hang on!"

ENEMIES

Jackral, bounty hunter (SWSE 223)	CL 7 (xp 1,400)
4 Sentinel Droids (KotOR 99)	CL 1 (xp 800)

SEQUENCE OF EVENTS

Surprise Round: Grappler Mag: PCs' airspeeder is hit by grappler mag and loses the opposed grapple check – it begins to rapidly decelerate, is tethered to Jakral's airspeeder, and loses its Dexterity bonus to Reflex.

1st Round: Docking Clamps: Jackral succeeds opposed airspeeder grapple check, pulling the PCs' airspeeder into boarding range and activating docking clamps. His droids begin cutting through the hull of the PCs' airspeeder.

2nd Round: Hull Breach: The sentinel droids breach the hull and launch a furious attack, one throwing a modified sonic stun grenade (+4 vs. Reflex; 2 square radius burst; 4d6 sonic and stun damage; miss ½ damage). This grenade knocks the Sullustan pilot unconscious (Sullustan being particularly sensitive to sonic damage). With their pilot down, one of the PCs needs to take over piloting the airspeeder. The droids focus on taking Sequari alive, while Jakral focuses on piloting.

3rd Round: Fog Bank/Turbulence Zone: At the start of the 3rd round, if both airspeeders are still ascending, they enter the clouds (concealment) which separate the Underworld micro-climate from the rest of Coruscant. All creatures must make an Acrobatics check (DC 10) or slide 1 square in a random direction due to the turbulence at this speed.

4th Round: Passing Shuttle Craft: At the start of the 4th round of combat, a small shuttle hurtles past the fighting airspeeders. It holds a course through an opening at the start the round, and is a huge obstacle (4d6+6 damage; DC 15 Pilot check to mitigate collision for half damage) until the end of the round.

5th Round: Coruscant's Surface: If the PCs' are still ascending at the end of the 5th round, Jakral breaks off pursuit rather than draw attention from the authorities. Soon after, the PCs reach Coruscant's surface.

BREAKING FREE

- An attack (or collision) against Jakral's airspeeder that meets or exceeds its DR forces the docking clamps to detach.
- On the players' turn, make an opposed airspeeder grapple check. Each PC may attempt to aid the check according to the role they're playing in the airspeeder (i.e. pilot, co-pilot, gunner, mechanic, systems operator).
- A well-aimed shot at the grapppler mag line (15 Reflex; 20 hp; DR 5; damage threshold 20, Strength DC 20/Break DC 20) can sever it.
- The Move Object force power can be used to tear the grapppler mag from the hull; this requires a DC 30 Use the Force check and deals 8d6 damage to their airspeeder.
- A powerful magnetic force applied directly to the grapppler mag might reverse its polarity (GM's discretion).

HAZARDS

Falling: Any character pushed over the edge of an airspeeder can make a DC 26 Athletics check as a reaction to catch the edge; if this fails the character falls 24 m / 80 feet (unless the other airspeeder is beneath them) to one of the docking hubs on the inside of the shaft; +20 vs. Fortitude; 8d6 damage; miss ½ damage.

Explosion: When either of the airspeeders is reduced to half HP or -5 on the condition track, an explosion occurs that rips a hole in the side of the hull. The explosion is an area burst 1 (+5 vs. Reflex; 4d6 damage, knock prone, and push 1 square). This triggers the *smoke* and *air current* hazards.

Smoke: When a creature begins its turn in smoke it is subject to an attack (+5 vs. Fortitude, 1d6 and moves -1 step on condition track) but gains concealment.

Air Current: Traveling up the enclosed shaft at over 600 km/h creates a dangerous air current which can suck anyone inside the airspeeder who is not secured out the hole in the breached hull (+5 vs. Fortitude, pulled 3 squares toward and out the hole in hull).

JACKRAL'S MISSION

Jakral Evex is loosely allied with the Anjiliac Hutts, though in the past he worked closely with the Sith Empire – specifically Darth Kareel (the same Sith warrior lord who screwed over Mai Candan). A consummate opportunist, Jakral is looking to get out from under the thumb of the Anjiliac Hutts who have blackmail data which could mean life imprisonment for Jakral. While the Anjiliacs plan to use the hyperspace beacon data to establish a smuggling route through the Unknown Regions, Jakral realizes that there's more to the hyperspace beacon and Giaca than meets the eye. He's betting his old Sith clients would pay him a far handsomer sum than the Hutts if he brings the data to them. So his plan is to capture Sequari, extract the information from him, deliver Sequari to the Hutts in carbonite, then give the Sith the information he learned, and...profit!

THE AIRSPEEDERS

SoroSuub Titan-SV12 Heavy Speeder

CL 6

Gargantuan air vehicle (airspeeder)

Init +0; **Senses** Perception +5

Defenses Ref 14 (flat-footed 12), Fort 22, Will; +5 armor, Vehicular Combat

HP 100; **DR** 10; **Threshold** 35

Speed fly 12 squares (max velocity 660 km/h), fly 3 squares (starship scale)

Ranged light blaster cannon +4; **Damage** 2d10

Fighting Space 5x4 or 1 square (starship scale); **Cover** total

Base Attack +3; **Grapple** +30

Abilities Str 30, Dex 15, Con –, Int 10

Skills Initiative +0, Mechanics +5, Perception +5, Pilot +0, Use Computer +5

Crew 1 (expert); **Passengers** 8

Cargo 10 tons; **Consumables** 2 days

Availability Licensed; **Cost** 32,000 (20,000 used)

Czerka PC-X Coruscani Gunship

CL 8

Colossal air vehicle (airspeeder)

Init -1; **Senses** Perception +8

Defenses Ref 15 (flat-footed 14), Fort 25; +13 armor, Vehicular Combat

HP 150; **DR** 15; **Threshold** 50

Speed fly 12 squares (max velocity 620 km/h), fly 3 squares (starship scale)

Attack (Ranged) light laser cannons +9 (+4 autofire); **Damage** 3d10x2

Attack (Ranged) grappler mag +9; **Hit** make opposed grapple checks, if successful either bring other the ship to a stop or fly alongside, on second successful grapple check pull ship adjacent and into boarding position.

Fighting Space 6x6 or 1 square (starship scale); **Cover** total

Base Attack +5; **Grapple** +40

Attack Options autofire (light laser cannons)

Abilities Str 40, Dex 12, Con –, Int 10

Skills Initiative -1, Mechanics +6, Perception +8, Pilot -1, Use Computer +6

Crew 1 (expert); **Passengers** 12

Cargo 30 tons; **Consumables** 3 days

Availability Military; **Cost** 58,000 (42,000 used)

AWARDS

Ad hoc XP award: If the PCs manage to repel Jakral's attack and get Sequari safely to the surface, award them experience points equal to a CL 1 encounter (200 XP).

DOCKING BAY 84

Mai Candan's freighter the Ebon Hawk has been impounded in Docking Bay 84, but she has a plan to break out with the help of her trusty droid GG-Neuma. If the PCs haven't already freed Mai and her crewmates, GG-Neuma disables the security personnel and shorts out the force field's power generator. Once freed, Mai Candan and her crew run to Docking Bay 84 to escape. Depending on who the PCs have aligned with so far, either Mai Candan, the sector ranger Trebant, or Docking Sergeant Jessena Dray will alert them to the escape attempt in progress.

When the PCs arrive at Docking Bay 84, read the following:

Docking Bay 84 is dark – the main lighting system has been deactivated – and only flashing red warning lights provide illumination. A group of CSF personnel duck behind containers, seeking cover from a barrage of blaster fire. Pinned down behind a power coupling surge protector, the sector ranger Trebant is arguing with the commanding security officer in between firing his blaster rifle. Refueling equipment, shipping containers, and massive cargo cranes fill up what space isn't taken by the two impounded starship freighters in the docking bay. You catch a glimpse of Mai Candan ascending the ramp into her freighter while her crewmates provide covering fire.

Knowledge (technology) DC 15: Mai Candan's freighter is a modified Dynamic-class freighter. The other is a Corellian YT Transport which has seen better days.

Knowledge (galactic lore) DC 15: Mai Candan's freighter is none other than the Ebon Hawk, infamous in shadowports throughout the galaxy.

SHOOTOUT IN THE DOCKING BAY

Mai Candan	CL 3 (xp 600)	Trebant, sector ranger	CL 7 (xp 1,400)
Gudiip	CL 3 (xp 600)	Security specialist	CL 5 (xp 1,000)
Salassat	CL 3 (xp 600)	4 security personnel	CL 2 (xp 1,600)
GG Neuma	CL 3 (xp 600)		

The Ebon Hawk CL 8 (no xp in this encounter) KOTOR p. 220

SEQUENCE OF EVENTS

1st Round: Mai Candan runs inside the Ebon Hawk, GG Neuma and Salassat fire from behind a stack of cargo crates (improved cover), and Gudiip moves to the bay door mag-lock panel and attempts to bypass the lockdown with a Mechanics check.

2nd Round: GG Neuma and Salassat move to the starship's ramp, continuing their barrage. Unless otherwise prevented, Mai Candan powers up the Ebon Hawk and gives the engines a quick punch, tearing free of the magnetic stabilizers in a cyclone of hot air (all creatures on ground; +5 vs. Fortitude; knocked prone and pushed 1 square). Gudiip either continues working at the bay door mag-lock, or dives behind some crates.

3rd Round: Mai Candan opens fire on the bay doors if they're not already open, or else lays down covering fire for remaining crewmates while they scramble aboard.

4th Round: Mai Candan and her crew fly out the bay doors.

SKILL CHALLENGE: PREPPING THE IMPOUNDED FREIGHTER

Should the PCs attempt to prep the impounded Corellian YT Freighter in anticipation of a starship chase after Mai Candan use this skill challenge to determine how long it takes. Likewise, if the PCs make a tentative alliance with Mai Candan and decide to take off with her, you can use this skill challenge as they prep the impounded Ebon Hawk.

CL: 1 **XP:** 200

Complexity I: 5 successes before 4 rounds

Strategies:

Athletics (DC 18): Crawl and climb into a hard to reach part of the freighter to reconnect a critical power cable.

Knowledge, bureaucracy or technology (DC 18): Recall the various steps that the Republic employs when it impounds a freighter: draining its fuel, disconnect power cables, mag-stabilizers, lockout nav computer. While this doesn't count as a success, it does provide you and your allies +2 to all subsequent checks in the skill challenge.

Mechanics (DC 18): Disarm the magnetic stabilizers holding the freighter in place.

Pilot (DC 18, requires 4 successes): If your party has scored 4 successes already, you can delicately power up the engines and attempt to shake off the various cables, clamps, and mag-stabilizers holding the freighter in place. However, succeed or fail, this drops the starship -1 step on the condition track.

Use Computer (DC 18): Break the lock-out codes on the navigational computer.

Reconnecting the fuel line: Automatic success, but requires 3 sustained rounds of pumping. This must be done in order for the freighter to be made flight ready.

Challenge Effects:

Extreme Success: When a hero earns a success that is 10 or more points higher than the target DC, they gain two successes for the party instead of one. Their starship expertise pays off as one of the ship's systems comes online.

Initiative: This skill challenge likely occurs simultaneously with some of the PCs engaged in combat, thus initiative order is used.

Time Limit: While there is no hard and fast time limit, it is to the PCs' advantage to complete this skill challenge within 4 rounds. After that point, more CSF personnel arrive and Mai Candan probably escapes on the Ebon Hawk.

Success: Once the PCs get the freighter operational, and the bay doors have been opened or destroyed, they are free to leave the docking bay, either in pursuit of Mai Candan or fleeing with her.

Failure: If the PCs fail to get the Corellian YT Freighter operational by the 4th round, Mai Candan takes off on the Ebon Hawk; every round they fall behind allows Mai Candan to start one extra square ahead of them in "Starship Chase Out of Coruscant." If the PCs are with Mai Candan and fail to get the Ebon Hawk operational by the 4th round, an additional **4 security personnel** and a **security specialist** arrive, while command central regains control over the docking bay computers; every additional round they remain in the docking bay, a laser turret attacks the Ebon Hawk (+5 vs. Reflex; 6d6 energy damage).

FEATURES OF THE AREA

Low-light conditions: Mai's crew (who all have low-light vision or darkvision) gain concealment from the human CSF personnel. A character accessing a control panel can make a DC 13 Use Computer check to restore the lights as a standard action.

Contraband cargo crates: Single crate is cover (damage threshold 10); multiple crates are improved cover (damage threshold 15). When an attack misses a character behind cargo crates, roll its damage anyway; if it beats the damage threshold, the cargo crate is destroyed, releasing whatever contraband it is carrying (see table)

d6	Contraband Cargo	Effect
1	Imperial Holograms	Holograms of Imperial propaganda activate with flashy images and catchy slogans ("do your part – serve!" and "fly for the empire!").
2	Chak Root	Adjacent creatures are blinded until the start of their turn and covered in aromatic red powder.
3	Ion Grenades	All droids and electronic equipment within 2 squares subject to ion blast (+5 vs. Fortitude; 4d6 ion damage; miss ½ damage).
4	Combustible liquid	Puddle forms in all squares adjacent which require DC 15 Acrobatics to move thru or else character falls prone. An energy or fire attack against the puddle ignites it, dealing 1d6 fire damage to any character in it. The fire lasts until extinguished or end of encounter.
5	Spice (Glitterstim)	All adjacent creatures move -1 persistent step on the condition track (removed after 2 hours rest). For the rest of the encounter, the creature can make untrained Use the Force checks to activate telepathy, even if they're not Force-sensitive.
6	Medical Supplies	Bacta canisters and med packs go flying, and all adjacent creatures are covered in a goop of synthetic flesh, bacta, and coagulants.

Massive cranes: Use Computer DC 18 to seize control of a crane at control panel; as a standard action can move cargo crates, or can use it to grab a Gargantuan or smaller target (-5 + user's Wisdom or Intelligence modifier); a grabbed target cannot move and takes -2 attack. Breaking the grab takes a standard action and is an auto-success.

Refueling stations: (50 hp; DR 10) If fuel storage tank is destroyed, it explodes in a 4-square radius (+5 vs. Reflex; 10d10 damage; miss ½).

Power couplings: 20 hp; DR 5; damage threshold 20, Strength DC 20/Break DC 20.

Bay doors: 350 hp; DR 10; damage threshold 35; Strength DC 70/Break DC 45. Bay doors are sealed by a computer-controlled mag-lock (DC 25 Mechanics to bypass).

AWARDS

Ad hoc XP award: If the PCs get out of the docking bay on a starship, or prevent Mai's escape entirely, award them experience points equal to a CL 1 encounter (200 XP).

STARSHIP CHASE OUT OF CORUSCANT

GM'S NOTE: This encounter uses Paizo's gridded flip-mat or a big piece of 1" inch grid gaming paper (dimensions should be 24" by 30") to model a vertical chase through the atmosphere. Delineate one side as the Spaceport, the other as out of Coruscant's gravitational field. At 5 squares from the Spaceport mark the 'stratopause' line separating stratosphere from mesosphere, at 10 squares mark the 'turbopause' separating mesosphere from thermosphere, and at 25 squares mark the 'thermopause/exobase' separating the thermosphere from the exosphere.

During this encounter the PCs pursue Mai Candan (piloting the Ebon Hawk) as she attempts to escape Coruscant and jump to hyperspace; they can use a commandeered TY-1300 Transport to give pursuit. Alternately, if they've allied with Mai Candan and are aboard the Ebon Hawk, they attempt to shake off the pursuing sector ranger Trebant (piloting the commandeered YT-1300 Transport). In either case, the CSF scrambles 2 Stinger-Class starfighters to order both starships to return to the docking bay. Note that the YT-1300 Transport has a modified engine so its speed is about the same as the Ebon Hawk: 14 squares (1,000 km/h), 4 squares starship scale.

RULES OF THE CHASE

The chase is structured with longer than normal rounds divided among four stages:

- (1) Sky lanes within the troposphere & stratosphere.
- (2) Hazards of the mesosphere including ice clouds, zonal winds, atmospheric tides, electric storms, and the turbopause at 100 km.
- (3) Coruscant skyhooks in the burning hot thermosphere at 300-400 km.
- (4) Orbiting satellites, space probes, garbage canisters, and weather control stations in low orbit (500-2,000 km) within the exosphere.

Pilots choose how fast they want to push their starships through the atmosphere, though the faster they go, the greater the risk that hazards pose (Pilot check penalty). The same table can be used for determining attack penalty by range between starships.

Pilot moves...	Check Penalty	Special
1 square		Ship gains +2 to its defenses (so long as this is not used in conjunction with <i>All-Out Movement</i>)
2 squares	-1	
3 squares	-2	
4 squares	-5	
5 squares	-10	Ship drops -1 on condition track

STARSHIPS

The Ebon Hawk	CL 8 (1,600 xp) KOTOR p. 220
Corellian YT-1300 Transport	CL 6 (1,200 xp) SotG p. 154
(2) S-100 Stinger-Class Starfighter	CL 9 (1,800 xp) KOTOR p. 95

STAGE 1: SKYLANES

Roll a d6 for every square a starship enters while in the troposphere/stratosphere.

d6	Skylane Hazards
1	None
2	Sparse Airspeeder Traffic: Pilot DC 15, 4d6+20 collision damage, can opt to move with flow of traffic at 2 squares speed to gain +10 Pilot check.
3	Moderate Airspeeder Traffic: Pilot DC 25, 6d6+30 collision damage, can opt to move with flow of traffic at 2 squares speed to gain +10 Pilot check.
4	Dense Airspeeder Traffic: Pilot DC 31, 8d6+40 collision damage, can opt to move with flow of traffic at 1 square speed to gain +10 Pilot check.
5	Falling Airspeeder Fuel Tank: +0 vs. Reflex, 2d6+10 energy damage, temporarily blinded, and -2 Pilot checks for rest of the round; half damage on a miss.
6	CSF Police Speeder: Can avoid drawing attention by mimicking traffic flow temporarily or some kind of Deception/Stealth, otherwise CSF police activate magnetic pulse: +7 vs. Reflex, drawn into skyline (speed 2, pre-determined direction, Use Computer DC 15 to regain control).

STAGE 2: MESOSPHERE

Roll a d6 for every square a starship enters while in the mesosphere.

d6	Mesosphere Hazards
1	None
2	Atmospheric Tide, 50% Turbopause-ward: Slide 1d6 squares along a curve toward (but not past) turbopause, and suffer -5 Pilot checks the rest of this turn; alternately, can make a DC 20 Pilot check to resist the atmospheric tide. Atmospheric Tide, 50% Stratopause-ward: Slide 1d6 squares along a curve toward (but not past) stratopause, and suffer -5 Pilot checks the rest of this turn; alternately, can make a DC 20 Pilot check to resist the atmospheric tide.
3	Noctilucent Clouds: Sensors go haywire (-10 Perception checks), low visibility, can be eliminated with an attack that deals at least 15 damage or avoided with a DC 30 Pilot check, otherwise any ship flying through the clouds becomes painfully cold: +5 vs. Fortitude or -1 condition track (1 hour rest required), heavy clothes/armor provide +5 Fortitude vs. cold, but -5 vs. heat.
4	Zonal Wind/Turbulence: Everyone aboard the starship who isn't strapped in is knocked prone and takes 1d6 falling damage.
5	Micro-Meteor Shower: Targets starship and all starships in a curving line toward stratopause; +7 vs. Fortitude, 2d10 damage. Use Computer DC 16 to "double front" shields and gain +5 Fortitude bonus temporarily against the meteors.
6	Electric Storm: A "blue jet" or "red sprite" bursts nearby the starship. +7 vs. Reflex; 2d6 energy damage, -1 on condition track, and a random system goes offline.

Turbopause (mandatory hazard): When the starship leaves mesosphere, it passes thru several seconds of violent turbulence. Pilot DC 15 or ship takes 2d6 damage. Passengers subject to space sickness: +0 vs. Fortitude, -1 condition track (until 8 hours rest or Treat Injury DC 15). Passengers without safety belts take 1d6 damage and fall prone.

STAGE 3: THERMOSPHERE/SKYHOOKS

Roll a d6 for every square a starship enters while in the thermosphere.

d6	Skyhook Hazards
1	None
2	Civilian Shuttle: Pilot DC 15, 6d6+30 collision damage, shuttle moves 4 squares in curving arc either toward or away from a skyhook/the planetary surface.
3	Skyhook, Carbonite Nanofiber Tether: Perception DC 20 to spot in advance and avoid altogether. Pilot DC 25 to avoid, 4d6+20 collision damage.
4	Skyhook, Station: Pilot DC 13 to avoid, 8d6+40 collision damage.
5	Hypersonic Repulsor Lift, 50% Payload: Designed to catch payloads from high-altitude craft and place them in orbit, hypersonic repulsors pose a significant hazard to ships drawing too near. +7 vs. Reflex, 6d6+30 collision damage; Pilot check DC 15 to minimize damage on ship to half. Hypersonic Repulsor Lift, 50% Empty: Pilot DC 25 to evade, otherwise +50 grapple check, if successful the starship takes 2d10 damage and pulled up 1 square.
6	Extreme Heat: +5 vs. Fortitude for PCs or -1 condition track (1 hour rest required).

STAGE 4: EXOSPHERE/LOW-ORBIT SATELLITES

Roll a d6 for every square a starship enters while in the exosphere.

d6	Low-Orbit Satellite Hazards
1	None
2	Garbage Canisters: Sparse objects, Pilot DC 15, 4d6+20 collision damage (the corrosive gases released ignore any SR), and poor visibility.
3	Weather Control Station: Pilot DC 15, 4d6+20 collision damage, the clouds it generates mean poor visibility and provide concealment.
4	Satellite, 50% Geocentric, Small & Fast: Pilot DC 25, 4d6+20 collision damage. Satellite, 50% Geocentric, Large & Slow: Pilot DC 15, 6d6+30 collision damage.
5	Space Debris: Deals damage equal to 1d6 / point of speed the starship was moving at, a random system is clogged with debris (Mechanics DC 15), and poor visibility.
6	"Killer" Satellite: An orbital anti-satellite weapon designed to defend itself perceives the starship as a threat and unleashes an ion blast: +7 vs. Reflex; 4d10 ion damage.

OUTCOME

Once the PCs break free of Coruscant's gravitational field, they can jump to hyperspace if someone has been working on calculating astrogation coordinates for at least one minute during the chase (at this point they can make their Use Computer check). Otherwise, they need to spend a minute calculating a route, or spend a full-round action with a -10 penalty on their Use Computer check. If the PCs are chasing Mai Candan and escape the gravitational field ahead of her, then there's a good chance they will beat Mai Candan to the hyperspace beacon; otherwise Mai Candan reaches it ahead of them. If the PCs are escaping with Mai Candan and break free of the gravitational field ahead of Trebant and the starfighters, then they just need to hold off any remaining pursuers long enough so they can make the jump to hyperspace.

NON-PLAYER CHARACTERS

CREW OF THE EBON HAWK

The Ebon Hawk is captained by Mai Candan, a twi'lek smuggler of recent notoriety. Her newly assembled crew includes her co-pilot and gunner Salassat, a trandoshan hunter who was hired on Dosha to get out of an arranged marriage; ship's engineer Gudiip, an irascible Chadra-Fan who was dishonorably discharged from the Republic Navy for unauthorized starship tampering; and GG-Neuma, an espionage droid disguised as a protocol droid who was found badly damaged in the cargo hold and reprogrammed.

Mai Candan, pilot & captain

Medium ♀ Twi'lek scoundrel 6

Force 8; Dark Side 1

Initiative +5; Senses low-light vision, Perception +8

Languages: Basic, Ryl, Huttese (broken), Mando'a (broken)

Defenses Ref 20, Fort 18, Will 16

HP 44; Threshold 20

Speed 6 squares

Melee Unarmed +5 (1d6+5)

Ranged heavy blaster pistol +6 (3d8+3 or 2d8+3 stun) / or two attacks at +1

stun grenade +6 (burst 2 thrown, 4d6+2 stun, ½ miss)

ion grenade +6 (burst 2 thrown, 4d6+2 ion, ½ miss)

Base Attack +4; Grapple +6

Attack Options +1 attack and damage when target is within 20 squares; When failing Deception can draw weapon and attack with surprise, gaining a free action attack

Special Actions 1/encounter move speed when she deals damage; 1/round negate attack against vehicle she pilots with Pilot check (DC = attack) as a reaction

Abilities: Str 12, Con 12, Dex 15, Int 10, Wis 12, Cha 14

Talents: Strike and Run, Spacehound, Surprise Strike

Feats: Armor Proficiency (light), Dual Weapon Mastery I, Implant Training, Martial Arts I, Point Blank Shot, Quick Draw, Vehicular Combat, Weapon Proficiency (pistols & simple weapons)

Skills: Acrobatics +10, Deception +10 (can reroll), Knowledge (galactic lore) +8, Perception +9, Pilot +10, Stealth +10

Gear: sub-dermal comm. link implant, armored flight suit, 2 "Mer-Sonn Deathhammer" heavy blaster pistols, combat gloves, stun grenade, ion grenade, electrobinoculars (darkvision), utility belt

CL 6



Salassat, gunner & co-pilot

Medium ♂ Trandoshan soldier 3

Force 6; **Dark Side** 1

Initiative +3; **Senses** darkvision, Perception +2

Languages: Basic, Dosh

Defenses Ref 19, Fort 20, Will 14

HP 48; **Threshold** 20

Speed 4 squares

Melee bayonet +6 (1d8+5)

Ranged modified blaster rifle +4 (3d8+4 or 2d8 +4 stun)

grenade launcher +5 (4d6+1 in a 2-square burst radius; miss ½ damage)

Base Attack +3; **Grapple** +6

Attack Options Can take -2 attack with autofire weapon to deal extra die of damage;

When making an autofire attack can brace a weapon that is not autofire only

Special Actions First time reduced to 0 HP in an encounter, make Endurance check (DC = damage dealt), if successful reduced to 1 HP instead

Abilities: Str 16, Con 12, Dex 14, Int 9, Wis 12, Cha 8

Special Qualities: Limb regeneration (1d10 days)

Talents: Autofire Assault, Melee Smash

Feats: Armor Proficiency (light & medium), Never Surrender, Rapid Shot, Toughness, Weapon Proficiency (heavy weapons, pistols, rifles & simple weapons)

Skills: Athletics +9, Endurance +7, Pilot +7, Treat Injury +7

Gear: light battle armor, modified "BlastTech DLT-20" blaster rifle (with pulse charger, bayonet, and grenade launcher), 4 frag grenades



CL 3

Gudiip, engineer

Small ♂ Chadra-Fan scoundrel 3

Force 6; **Dark Side** 1

Initiative +3; **Senses** darkvision, Perception +7

Languages: Basic, Chadra-Fan

Defenses Ref 18, Fort 15, Will 15

HP 29; **Threshold** 20

Speed 4 squares

Melee unarmed +1 (1d3)

Ranged modified blaster pistol +4 (3d6+4 or 2d6+3 stun)

Base Attack +2; **Grapple** -1

Attack Options +1 attack and damage when target is within 20 squares;

Special Actions Scavenge 1 hour for materials worth Perception check x 30 credits; 1/encounter jury-rig a vehicle/object that is not disabled



CL 3

Abilities: Str 8, Con 12, Dex 15, Int 15, Wis 12, Cha 10

Special Qualities: When he repairs or jury-rigs a droid/device it regains +1d8 HP and +Mechanics check temporary HP

Talents: Fast Repairs, Quick Fix

Feats: Armor Proficiency (light), Point Blank Shot, Scavenger, Skill Focus (mechanics), Weapon Proficiency (pistols & simple weapons)

Skills: Knowledge (physical sciences) +8, Knowledge (technology) +8, Mechanics +13, Perception +7, Stealth +13, Use Computer +8

Gear: padded flight suit, modified blaster pistol (with pulse charger), tool kit, datapad

GG-Neuma, systems operator

Medium Droid (3rd-degree) noble 3

Initiative +3; **Senses**, darkvision, Perception +8

Languages: Basic, Bocce, Binary, Huttese, Chadra-Fan; translator (DC 15)

Defenses Ref 19, Fort 12, Will 16

HP 26; **Threshold** 12

Speed 6 squares

Melee stun baton +4 (2d6+1 stun)

Ranged modified wrist blaster +4 (3d4+4 stun)

 darter +4 (1 damage and make secondary attack d20+5 vs. Fort; target loses last minute of memory and takes -5 skill checks that round, poison attacks each round until Treat Injury DC 15)

Base Attack +2; **Grapple** +4

Special Actions As swift action when adjacent to 2+ creatures, gain total concealment

Abilities: Str 10, Con —, Dex 14, Int 15, Wis 14, Cha 15

Special Qualities: Droid traits

Talents: Blend In, Exceptional Skill (use computer)

Feats: Improved Defenses, Linguist, Skill Focus (use computer), Weapon Finesse, Weapon Proficiency (pistols & simple weapons)

Skills: Deception +8, Knowledge (galactic lore) +8, Knowledge (social sciences) +8, Mechanics +8, Perception +8, Persuasion +8, Stealth +8, Use Computer +13 (treat roll of 2-7 as an 8, gain +2 access information when helpful/friendly, +5 shut down system)

Systems: heuristic processor, walking locomotion, 2 hand appendages, vocabulator, comlink, antitheft comlink locator, darkvision, ID dodge, scomp link, sensor countermeasure package, communications jammer, interference generator, durasteel shell armor

Gear: modified wrist blaster (set to stun & pulse charger), darter, 4 Bundar Root poisoned darts, 1 surveillance tagger

CL 3



CORUSCANT SPACEPORT PERSONNEL AND SECURITY

Docking Sergeant Jessena Dray

CL 5

Medium ♀ Human **security specialist**

Jessena's responsibilities with the Coruscant Spaceport Authority are investigating potential illegal or hazardous material in the docking bays of the Coruscant Spaceport, as well as identifying potential threats such as sabotage or terrorism. To this end, Jessena relies on CSA personnel, probe droids, bomb squad and hazardous waste removal teams, as well as regularly corresponding with her CSF counterparts. When on duty she is often accompanied by 2 attendants and a droid.

The Docking Sergeant holds a grudge against the smuggler Mai Candan who seduced her husband as part of a con the smuggler ran over a year ago. Thus, she takes special relish in making Mai Candan's experience at the Spaceport as miserable as possible.

Chief of Spaceport Security Victor Kassant

CL 10

Medium ♂ Human soldier 10

When the Sith were driven from Coruscant, Victor Kassant was re-hired as the Chief of Spaceport Security by the Coruscant Security Forces. During the Sith occupation, Victor went underground as a rebel after the Treaty of Coruscant, during which time he gained his soldiering skills. Now in his late 50's, Victor is the perfect picture of a competent security specialist, and is a well-respected figure not just in the Spaceport, but throughout Coruscant. He is known to go easy on minor infractions by those who fought for the Republic against the Sith occupation of Coruscant.