STAR WARS

Edge of the Empire

THE JEWEL OF YAVIN

Adventure Module

STAR WARS
ROLEPLAYING

STAR WARS®

EDGE OF THE EMPIRE™

ROLEPLAYING GAME

THE JEWEL OF YAVIN

Its origin and history shrouded in legend, the JEWEL OF YAVIN is one of the largest and most beautiful corusca gems in the galaxy. By luck or by fate, a group of enterprising individuals has the chance of a lifetime to steal the precious gem from its current owner in CLOUD CITY.

Their contact, a canny Pantoran by the name of ARIS SHEN, has arranged a meeting at their ship in a landing bay in shadowy PORT TOWN, but she is not alone....

CREDITS

PRODUCED AND DEVELOPED BY
Katrina Ostrander

ADDITIONAL WRITING AND DEVELOPMENT
Dave Allen, Shawn Carman, Daniel Lovat Clark, and Jordan Goldfarb

EDITING AND PROOFREADING
Alex Stragey, Mark Pollard, and Kristopher Reisz

MANAGING RPG PRODUCER
Chris Gerber

GAME LINE GRAPHIC DESIGN
EDGE Studio, David Ardila, and Chris Beck

EXPANSION GRAPHIC DESIGN
Chris Beck

GRAPHIC DESIGN MANAGER
Brian Schomburg

MANAGING ART DIRECTOR
Andrew Navaro

ART DIRECTION
Zoë Robinson

COVER ART
David Kegg and Mark Molnar

INTERIOR ART
Matt Bradbury, Stephen Chang, Alexandre Dainche, Tony Foti, Tomasz Jedruszek, Jeff Lee Johnson, Jason Juta, Adam Lane, Ignacio Bazán Lazcano, Ralph McQuarrie, Jake Murray, David Auden Nash, Ryan Valle, Matt Zeilinger, Ben Zweifel, and the Lucasfilm art archives

PRODUCTION MANAGEMENT
Eric Knight

LICENSING & DEVELOPMENT COORDINATOR
Deb Freytag

EXECUTIVE GAME DESIGNER
Corey Konieczka

EXECUTIVE PRODUCER
Michael Hurley

PUBLISHER
Christian T. Petersen

PLAYTESTERS
"Bacta the Testing": Josh Carr with Aaron Burton, Rebecca Carr, Amadei Fiocchi, Josh Muelle, Ryan Brooks, and Keith Kappel; "Fort Meade Gamers": CS Barnhart with Joshua Balog, Eric Hein, Brien Vorhees, Kelly Warren, Darian Anderson, and Luke Schuppel; "The Iron Ring": Charlie Pate with Dan DeFigio, Matt Grimm, Patrick Mullen, and Mark Warren; "The Mad Adventurers Society": Thomas Hughes with Brian Casey, Jason Phillips, and Rob Davee"; "Morse's Marauders": Katrina Ostrander with Max Brooks, Andrew Fischer, Ryan Lee, and Sam Stewart.

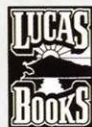## LUCAS LICENSING

DIRECTOR OF PUBLISHING
Carol Roeder

SENIOR EDITOR
Jennifer Heddle

MANAGER OF THE HOLOCRON
Leland Chee

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The security guard at the penthouse never saw one of the shadows in the hall reach out and strike him. All was silence and stillness after that until the midnight-furred Defel stepped out of the darkness and growled briefly into his comlink. "Inner patrol dealt with. All clear to proceed."

Gantel Dro and his crew had a lot of credits riding on their operation tonight. The client had impressed upon them the difficulty of the task—to steal a famously unstealable corusca gem from within the secure vault of a penthouse in Coruscant's upper levels—and had even detailed what had happened to the last few would-be thieves who had gone after it. But the Defel was confident enough in his crew—a pair of humans, Jera and Kerr, and an Aqualish street tough, Deelo—to make up for any doubts he had about the client. The credits would cover the bribes he needed for a slicer to get their records cleared and their ship freed from impound. They just needed to make their move.

"Deelo, report," he murmured into his comlink. There was only the slight crackle of static interference from surrounding security systems. Gantel scowled. "Deelo! Report, blast it!"

It should have been plenty of time for the Aqualish to investigate the disturbance—and to break the neck of any guard who was passing by if it proved necessary—but he hadn't heard any updates for minutes now. Gantel hadn't moved a meter farther through the vent system since the last alert, crouched in wait.

Suddenly, his comlink came to life. For a brief second, he gathered a few choice curses on his lips, when the speaker cut him off.

"Gantel Dro! You are under arrest for breaking and entering, attempted robbery, and crimes against the Empire! We have your associates in custody. Exit the air vents at the following coordinates and attempt no resistance."

His heart stopped as he heard a blaster shot in the distance. "Your Aqualish friend has already learned the penalty for resisting Imperial law. Let's hope you show more discretion, as the humans did."

Things were bad, as sure as slime on a Hutt. But the day some sun-blinded human caught a Defel thief in the dark was not one Gantel Dro ever expected to see. At least he'd be able to exit the vents at a different opening and escape into the night, but there was nothing he could do for his crew now.

He hurried through the vents with a speed most would have found impossible in such tight quarters and hopped out into a small side room.

Just a little bit further, he thought, holding out hope that he'd be able to make a break for it. He lingered in the shadows a moment longer, ears pricked for footsteps, voices. Silence. He took a deep breath and exited through the open door only to face a cluster of guards

in dark uniforms waiting for him, blaster rifles at the ready. Their commander approached from down the hall, parting the guards as he stepped toward the Defel.

The grim expression on the Imperial's face made the heavy blaster barrel look almost inviting. It was a countenance Gantel Dro had seen before, and as the realization struck him, his talons pressed hard into his palms. Though he felt the warmth of blood ooze against his fingertips, it was all he could do not to launch himself at the man. "Grayson," he swore.

"It never ceases to amaze me just what you alien scum are capable of," the treacherous client muttered with a scowl. "I never believed my agents could find me a thief of your skill and capability in the Core Worlds, but Jera and Kerr served admirably. And I certainly didn't expect you to get this close to the jewel! I suppose I can consider my defenses tested." The Imperial's grimace twisted and sharpened as his eyes narrowed sidelong at his guards.

"I wish I could say I had no further need of you, but you've proven more competent than my so-called security team," he said. "If you are willing to forgive my deception, I'd like to extend the terms of our agreement. Protect my gem instead of stealing it, and I'll not only pay for your transport back to the Rim, I'll oversee it myself."

A growl bubbled up from Gantel's throat. "And if I don't?"

The Imperial didn't respond but simply gestured to a guard. The guard sighted down his blaster rifle, and Gantel scrambled back into his corner. "All right!" he breathed, eyeing the threat defiantly. "All right. I'll handle the operation. As long as our Outer Rim stop isn't Kessel."

At the last remark, Marus Grayson almost smiled. "No," he purred. "The destination is rather more scenic than Kessel. Tell me, Gantel—have you ever heard of a world called Bespin?"

INTRODUCTION

Sky-high on the planet Bespin, Cloud City is known across the galaxy for its high-stakes sabacc games, spectacular sunsets, and seedy shadowports. There, the Player Characters are thrust into webs of conspiracy and audacious capers. Thieves, slicers, and con artists must collaborate with mechanics, pilots, and mercenaries in order to pull off the heist of their lives. Their job: to steal the "unstealable" Jewel of Yavin—not once, but twice—right under the noses of its owners, local crime lords, and the famous Wing Guard itself.

This adventure may be used as an introductory job or as an irresistible "business venture" for established crews hoping to make it big. Game Masters may also use its gazetteer section for setting their own campaigns on Cloud City, where they will find detailed locations from the Tourist District, Port Town, and the Industrial Levels. Inside are unique adversary profiles, including those for Wing Guard officers and sergeants, Lobot, and Baron Administrator Lando Calrissian.

In this chapter, the Game Master can find the following information to help prepare for the campaign:

- **Adventure Overview:** A big-picture guide to the plot progression of the adventure.

- **Adventure Background:** This section sets the stage for the action and puts the characters into context with the story behind the Jewel of Yavin.

- **Important Characters:** A list of the major Non-Player Characters and their roles in the adventure.

- **Adventure Summary:** Detailed outlines of the general course of events in each of the three episodes.

- **Game Preparation:** Instructions for the Game Master on how to use this book and run this adventure.

- **Engaging the Player Characters:** Guidelines for incorporating PCs' Obligation and Motivation into the main story arc and subplots.

- **Exploring the City in the Clouds:** A fringer's guide to Cloud City, Bespin.

ADVENTURE OVERVIEW

The Player Characters are invited to Cloud City to discuss a highly promising job prospect with Arend Shen, a made man with well-placed contacts in all strata of Bespin society. The Jewel of Yavin is to be auctioned off at a high-class gala in the Figg & Associates Art Museum. The PCs are to slice into the Cloud City Central Bank and divert the winning bid into Arend's account and then steal the gem displayed there later that night. First, though, they'll need to win the Cloud City Grand Prix cloud car race in order to secure an invitation to the party and manufacture a bidding war to maximize the Jewel of Yavin's worth. Only after they've pulled off the heist does Arend reveal his duplicitous nature, and the PCs will have to try to escape to the clouds with both the gem and their lives.

ADVENTURE BACKGROUND

The man hiring the Player Characters is Arend Shen, a Pantoran financier who has been working for the last ten or so years as a tax administrator on Cloud City. He's been skimming off the top and sharing with just enough people to keep the operation quiet and uses his underworld connections when necessary to ensure that no one squeals. With the new Baron Administrator, Lando Calrissian, trying to clean up the city's corruption, Arend has decided it's time to cut and run. He only stays long enough to seize the perfect opportunity to settle a score with an old enemy and pocket enough cash to set himself up handsomely in a remote region away from the Empire and his past.

Before working on Bespin, Arend and his family were wealthy investors in a subsidiary branch of the Bank of the Core specializing in venture capital. One of their clients, a commissioner in the Imperial Trade and Commerce Authority named Marus Grayson, headed a business enterprise that flopped. Rather than going bankrupt with debt to the bank, he used his connections in the Imperial Bureaucracy and COMPNOR to freeze and later seize the branch's assets in connection with allegations of treason, effectively ruining the Shen family. Ten years later, Grayson has arrived at Cloud City to auction off a precious corusca gem, one of the most beautiful specimens ever discovered, called "the Jewel of Yavin."

Bespin was the perfect location, not only to duck the exorbitant Imperial taxes that target large transactions, but also because the item has recently been branded as contraband in Imperial space since it can be repurposed as a lightsaber crystal. Little does Grayson know that the man he crossed a decade ago is now the one pulling the strings in the floating city. Arend plans to exact his revenge twice over: first, by diverting the money transfer for the winning bid from Grayson's account into one of his own, and second, stealing the gem itself.

Of course, he's not foolish enough to get his own hands dirty—that's where the PCs come in. He has sent his adult daughter, Aris Shen, wife of a local casino mogul (and mobster), to rendezvous with their potential operatives in Port Town, where the opening scene of **Episode I** picks up the Jewel of Yavin's story.

IMPORTANT CHARACTERS

The following section summarizes the Non-Player Characters who play leading roles during the course of the adventure, as well as where in the book to find more information.

- **Arend Shen:** A former financier, this middle-aged Pantoran is the client for whom the PCs are working and the mastermind of the heist. For Arend, it's both business and personal, given his grudge against Marus Grayson (see page 90).

- **Aris Shen:** Arend's thirty-year-old daughter and wife of the fading mobster and casino mogul, Vorse Tabarith. She serves as the liaison between her father and the PCs but isn't beholden to anyone but herself (see page 89).

- **Marus Grayson:** Vengeful and greedy, Marus is the Imperial bureaucrat who ruined the Shen family ten years ago (see page 64). He is the current owner of the Jewel of Yavin.

- **The Bidders:** The seven competitors for the Jewel of Yavin come from across the galaxy, from the Core Worlds to the Outer Rim, and from Hutt Space back to Cloud City itself (see pages 59–64).

- **The Racers:** In order to win the Grand Prix, the PCs will need to out-fly the hot-shot Stormhawks from MandalMotors, the cutthroat Carbine team from Hutt Space, and the local underdogs, Tarryn Rayzer and his droid K4-76A (see pages 45–47).

- **Captain Bialar Selis:** The human captain is the highest ranking field commander of the Wing Guard and one of the few working against the rampant corruption among its ranks (see page 88).

ADVENTURE SUMMARY

This section describes the main plot line of the adventure in greater detail. PCs can handle the investigation and heist preparation in the order of their choosing, and additional plot threads and leads may point them in new and different directions. See **Game Preparation** on page 8 for more information.

EPISODE I: ODDS AND OPPORTUNITY

The adventure begins *in media res* as the Player Characters rendezvous with their initial contact for the job, Aris Shen, in the shady back alleys of Port Town. What was supposed to be a simple meeting quickly devolves into a frantic chase through Market Row with her husband's trigger-happy thugs in pursuit. Once the PCs help her escape to the Tourist District, she introduces them to her father, Arend Shen, who explains the jobs for which he's hiring the PCs.

With their objectives clear, the PCs begin working out a plan to learn more about the bidders, prepare for the slice and the heist, and arrange to compete in the Cloud City Grand Prix. Aris serves as a sounding board if they need one, and she can help point them in the right direction if they run out of leads or ideas. The rest of the episode can be run as a free-form investigation and non-linear series of encounters, culminating in the exhilarating cloud car race around the floating city. The PCs need not complete every task in order to complete the adventure, but doing so gives them an edge when it comes to the theft, auction, funds transfer, and race.

Marus Grayson

The Player Characters may want to case the museum in order to figure the best points of exit and entry for the heist itself, as well as the precise location of their mark, the Jewel of Yavin. Schematic diagrams for the area will assist with this, as will specialized arms and equipment for dealing with security droids or blasting through walls. Lastly, the PCs can follow up on Marus Grayson's private security forces and look for holes in his guards' behavior and loyalty.
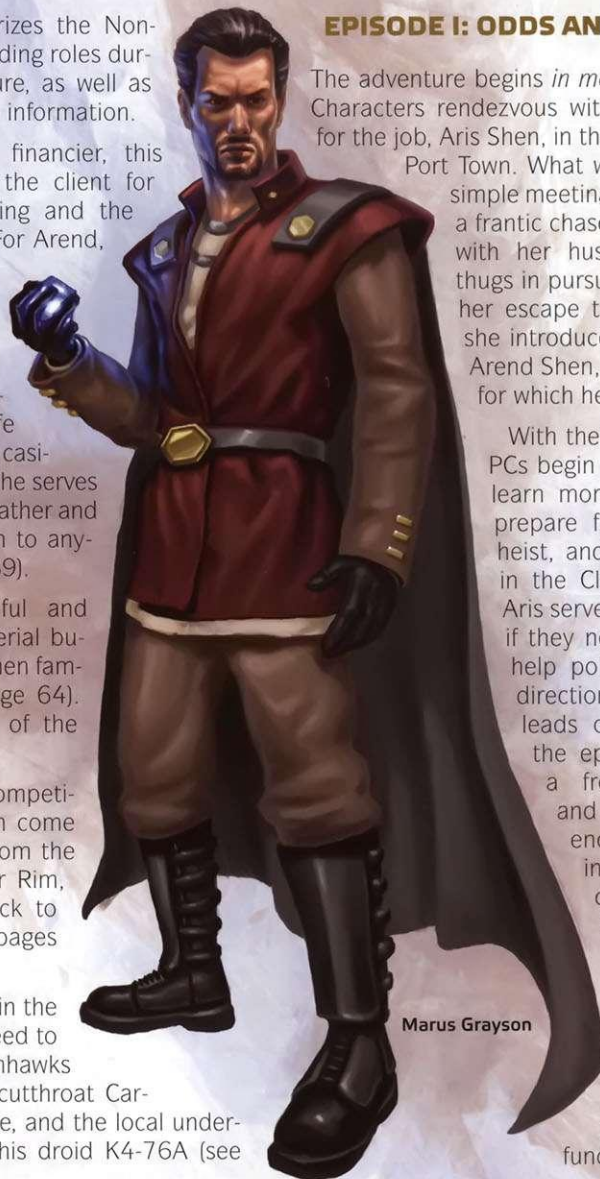
Concerning the auction, the PCs should use their street smarts, underworld connections, and computer skills to dig up as much dirt on the bidders as they can to leverage their motivations and emotions against one another, thereby driving the price ever higher. They'll travel throughout the city to find contacts and clues about each bidder's background. While they're at it, the slicing job needs someone with the right tools and a little know-how to crack security and evade Cloud City's primary network administrator, Lobot.

Finally, the entire party should work together to help gather information on the other racers, acquire and install any necessary modifications, and sabotage their competition (if they want to go down that path). During the race itself, the GM might want to split the party to allow the two co-pilots to have their moment in the spotlight, but also to allow the other PCs to make any last-minute preparations while the bulk of the city is spectating. Regardless of whether they take first place, the PCs have some sort of "in" at the gala, which begins shortly after the last cloud cars pass the finish line.

EPISODE II: THE GREATEST CAPER

Their plans carefully laid, the time has come for the PCs to execute them. At the gala, the bidding begins promptly and lasts for five hours, during which the PCs have the chance to con the contenders in an attempt to convince them to bid even higher. Of course, with so many forceful personalities in one room, the PCs may find themselves caught between a battle of flared tempers and bruised egos if they aren't careful. As the bidding war rages on, the bidders drop out one by one, until, at last, only a few are left standing. Depending on the PCs' actions, an unexpected winner may emerge, but regardless of the outcome, the players are looking at a hefty sum: 200,000 to 300,000 credits, which they will be siphoning into their employer's (or their own) account in another few nerve-wracking hours.

Next, the players will need to slice into the central banking networks and divert the money before it posts to the bidder's accounts at sunrise. Doing so likely results in some crafty code-jockeying and the kidnapping of a banking droid in order to reprogram the transfer. Afterward, they'll need to wipe or ditch the droid in order to eliminate any evidence against them.

Finally, the PCs must break into the museum after hours in order to lift the gem without being detected. They need to somehow get in and get out, impair or bypass security, and deal with any complications that arise. The PCs must sneak past any cameras as well as the security guards and surveillance droids that patrol the museum in shifts, while potentially snagging other treasures along the way. They are not the only ones after the gem, however, and soon they are face

to face with the true identity of one of the bidders, who is much more than she initially seemed. Nearing the end of the most delicate part of the heist, they dodge some final security measures before making their getaway via one of Arend's speeders.

EPISODE III: ESCAPE TO THE CLOUDS

Whether or not the party has successfully stolen the gem, Arend has one last surprise in store for them. The speeder he's supplied them for their getaway is rigged to explode immediately after they board it, and without some quick thinking by the PCs, they'll be in for a long fall down to the edge of Bespin's life zone. With Arend's treachery revealed, the PCs may have few—if any—real allies left and need to figure out how to escape Cloud City with the gem without being arrested or killed.

Getting revenge on Arend Shen is another matter, and the Player Characters will have to decide whether they want to spend time pursuing him or save their payback for another day. Racing against Grayson's forces, the Wing Guard, and Arend's own goons, they chase him across the city and mete out their own idea of justice. Depending on how the PCs developed their relationship with Aris, she will either be a help or a major hindrance in the fight against her father.

The PCs may have arranged passage offworld through one of the bidders, but regardless they need to get to one of the three starports located on Cloud City—if not to catch a ride, then to steal one. If they are headed for the Tourist District's main docking facilities, they can lose their pursuers in the maze-like holograms of the Grand Galaxy Holo-Park. After a climactic final battle against the numerous factions chasing the PCs, they'll finally need to escape to hyperspace with whatever loot and Obligation they've managed to accumulate along the way.

SCALING ADVENTURE DIFFICULTY

The encounters in this scenario have been built for Player Characters who have been around the hyperlanes once or twice and have the scars to prove it. However, the GM can easily scale the adventure down for less experienced parties by removing minions from groups, decreasing the defenses and wound thresholds of rivals and nemeses, and subtracting ranks from NPCs' characteristics and skills.

GAME PREPARATION

The Game Master should read through the entirety of THE JEWEL OF YAVIN before running the adventure in order to understand the general flow of events and also to be able to run the free-form investigation seamlessly. There are three main leads that the PCs follow over the course of the adventure: the bidding war, the slicing job, and the gem heist. These are bookended by the Grand Prix in the beginning and the search for Arend and holo-park encounter at the climax.

Due to this structure, the adventure is less linear than typical published campaigns, and the Player Characters will be roaming across Cloud City throughout each of the episodes to complete various tasks. The Cloud City gazetteer section of the **Introduction** (starting on page 9) is meant to help with this, providing local flavor and giving the GM plug-and-play locations in which to set various scenes. Locations specific to certain tasks are detailed in the relevant section. The GM may also invent his own points of interest if the PCs wander off the beaten path or if he wants to develop one of the PCs' existing Obligations over the course of the campaign.

The options for approaching the various jobs as presented here are by no means exhaustive, and the PCs should be encouraged to come up with a plan of their own. The GM may adapt or elaborate on the material from the adventure as he sees fit to work with their scheme. If the PCs seem stuck or need additional guidance, however, they can always approach Aris and she can point them in the right direction. **Average (♦ ♦) Computers**, **Knowledge (Underworld)**, or **Streetwise checks** may also provide the characters with leads or contacts who can suggest a course of action. The adventure is also designed to be playable without a focus on extensive planning, although the PCs might discover themselves facing considerably more obstacles (and less playtime) than if they had pursued the preparation plotlines.

Ultimately, the GM should condense sections his players are uninterested in pursuing and elaborate on the sections they seem most excited about.

At the outset, the Game Master should determine how much narrative time to allow the PCs before the Cloud City Grand Prix, when they must go directly from the race to the gala to the funds transfer and finally the heist with little to no downtime in between. Three days from their initial meeting should be sufficient for them to complete their preparations, but if the Player Characters are more or less invested in this planning stage, the GM should adjust the timetable leading up to the race accordingly. Setting a firm limit on the amount of prep time helps to raise the stakes and makes the PCs prioritize their planning. The GM should use his best judgment to determine how long each of their activities take, taking into account delays that might be caused by one or more ⚙ and ▽ that result on the players' checks (when applicable).

Finally, the GM should spend some time familiarizing himself with the important NPCs and coming up with ways to tie them to the PCs' background, Motivations, or Obligations. Many of them are reoccurring or distinctive characters, and are an opportunity for rich social intrigue encounters should the players enjoy roleplaying and developing relationships (or breaking them) with the motley cast of characters around them.

ENGAGING THE PLAYER CHARACTERS

Tying the Player Characters to one or more of the major NPCs helps get the players invested in the adventure beyond the straightforward lure of cold, hard credits. If the group is starting with brand new characters, it is relatively easy to tie them to the bidders, racers, or members of the criminal factions. Otherwise, the GM could easily flesh out the relationships of the existing movers and shakers in his campaign to intertwine their motives and trepidations with those of the NPCs featured in THE JEWEL OF YAVIN. Moreover, there are endless reasons other than greed that the Player Characters may be after the gem and a share of the profits. See **Table 0–1: Subplots** on the following page for more on the different subplots the GM can use to engage the PCs.

FOURTH WHEEL

If a Player Character has a background relating to academia or the upper crust of society, it's entirely possible that he has heard of the bidders Shreya Ordassa, Mil Mikkir, or Pos Podura. Perhaps the PC even has background relations with one of them, which causes him to be sympathetic or spiteful toward one or more of this unfortunate trio. The GM may also decide that the PC in question is the one who has blackmail material on Mil Mikkir (see page 36) or vice versa. If the PC comes from a long-standing campaign, the GM may decide to swap out one or more of the three bidders with a character from the PC's past to make the interaction more dramatic.

MYSTERIOUS BENEFACTOR

Somehow, the PC has gotten himself caught up in Imperial or Hutt business, and Zekra Fol or Kaltho the Hutt will reach out to get in contact with him at some point during the adventure. They may want additional information on Marus Grayson or Elaiza, and threaten the PC with retribution or sweeten the deal by offering their aid to the party as a whole (with the final getaway, for instance). The player will have to decide whether he alerts the rest of his companions to his situation, or if he will work covertly against the party's interests.

PROVING YOURSELF

For this PC, the adventure is as much about the challenge itself as the reward at the end. A pilot or mechanic might be determined to win the Cloud City Grand Prix, or a thief or slicer might take on the job just to say that he'd done the impossible. A character with the Addiction Obligation might feel compelled to risk it all on the race or a few hands of sabacc. A PC with Betrayal might have a personal rivalry with or vendetta against one of the other pilots in the race, and either go to extremes to ensure victory or even be forced to try to lose on purpose.

SOMETHING GREATER

The PC may be involved in the Rebel Alliance or another organization desperately in need of funding. Alternatively, he may have a down-and-out family member or a noble cause worth supporting. In either case, the proceeds from auctioning and fencing the Jewel of Yavin would go far to help a third party in need, and adds the extra dimension of "robbing from the rich and giving to the poor" to their mission.

THICK AS THIEVES

For better or for worse, a member of Marus Grayson's security team or one of Vorse Tabarith's thugs has a history with one of the Player Characters. This opens up the option for the PC to meet and bargain with his former associate, family member, or friend to try to convince him to switch sides, render aid, or willfully neglect his duties on the night of the heist. Alternatively, the security guard catches wind of the PC's arrival on Cloud City and puts the rest of his team on high alert as a result of the known criminal's presence. If the contact is among the casino mogul's thugs, he might try to convince or coerce the PCs to report on Aris and Arend's activities, since Vorse suspects the two are conspiring about something behind his back.

TABLE 0-1: SUBPLOTS

Subplot	Suggested Obligation and Motivation
Fourth Wheel	**Obligation:** Betrayal, Blackmail, Debt, Favor **Motivation:** Childhood Friends, Extended Family/Clan, Friendship, Love, Place of Origin
Proving Yourself	**Obligation:** Addiction, Betrayal, Obsession **Motivation:** Expertise, Greed, Fame, Status, Wanderlust/Novelty
Mysterious Benefactor	**Obligation:** Blackmail, Bounty, Criminal, Debt, Favor **Motivation:** Freedom, Greed, Local Politics, Power
Something Greater	**Obligation:** Dutybound, Family, Favor, Oath, Responsibility **Motivation:** Charity, Love, Overthrow the Empire, Support the Empire
Thick as Thieves	**Obligation:** Addiction, Criminal, Debt, Family **Motivation:** Comrades, Crime, Former Nemesis, Friendship

EXPLORING THE CITY IN THE CLOUDS

During this adventure, the PCs have ample opportunity to explore Cloud City on Bespin (see page 356 in the Edge of the Empire Core Rulebook). Despite its precarious position floating above a gas giant, Cloud City is a major cultural, commercial, and industrial hub. The following description is not intended to be complete; the GM should feel free to improvise additional locations as needed. Anything that seems reasonable to be found in a major city could be found in Cloud City.

HISTORY OF CLOUD CITY

Cloud City was founded many years ago by the eccentric Corellian Lord Ecclessis Figg and constructed using materials extracted from the planet Miser, also located in the Bespin system. Lord Figg's goal was to engage in the (then illegal) mining of tibanna gas while promoting the image of his floating city as a tourist resort and leisure center.

Figg contracted an Alderaanian architect named Nyrconnel to design the upper areas of the Floating Home complex—Cloud City proper. The white spires and understated facades are to this day reminiscent of the Alderaanian classical period, and are popular with rich tourists from the Core Worlds. Figg, however, doesn't seem to have had high hopes for Cloud City as a tourist destination. It is entirely possible that he commissioned an Alderaanian architect principally to please his Alderaanian wife and not out of any desire to emulate the classical architecture of that elegant world.

To Figg, Floating Home Mining Colony existed for the illegal mining and processing of spin-sealed tibanna gas. Used primarily in military-grade blasters and other weapons, tibanna gas has a civilian application as an engine coolant. Its most lucrative use, however, is as a component in heavy weaponry; activated tibanna gas emits energy at roughly four times the power of its common competitors. During the era of the Republic, tibanna gas mining and refining was strictly regulated by the Mining Guild and other agencies. The Republic actively attempted to suppress the creation of armies and navies amongst its member worlds, and the regulation of tibanna gas was one tool by which the Republic did so. Only the relatively small size and remote location of Figg's Bespin operation allowed it to escape the Republic's—and the Mining Guild's—notice.

THE TIBANNA BOOM

During the Separatist Crisis and the subsequent Clone Wars, demand for tibanna gas rose sharply, and Bespin became a boomworld, all concern for secrecy thrown aside in a mad scramble for profit. New mining platforms sprang up on the planet, and a sharp influx of prospectors, miners, industrialists, and wealthy speculators flocked to Cloud City. New operations such as Tibannopolis and the strange Ugnaught-run platform, Ugnaught Surface, provided competition when it came to tibanna mining and processing, but none of the other platforms had a built-in luxury and leisure zone.

Over the next few years, a Lutrillian named Ulumahal defined the role that future Baron Administrators would fulfill and oversaw the transition of Cloud City from illegal front to booming cultural center. As the tibanna boom began, she offered favorable deals to entrepreneurs who aspired to open casinos, restaurants, and other tourist attractions in Cloud City, and oversaw the expansion in the necessary administrative overhead. Although Ulumahal's term as Baron Administrator was only a few years long, she did as much to shape the laws and administrative structure of Cloud City as Figg did to shape its physical dimensions.

When the Clone Wars began in earnest, Ulumahal quietly left office, took a modest pension, and returned to her homeworld of Lutrillia, concluding that the position had now become too dangerous for her taste.

IMPERIAL CRACKDOWN

After the tumult of the Clone Wars, Cloud City was in danger. With weak leadership and the end of the tibanna boom, many smaller platforms contracted or were abandoned. Bespin once again became small enough to escape the attention of the authorities. A new Baron Administrator was soon appointed by the Parliament of Guilds: Ellisa Shallence. Although the tibanna boom was over, she was confident that the reduced competition from other platforms and the still-functional "cover" as a tourist destination could keep Cloud City alive. But first, she had to resolve Floating Home Mining Colony's technical issues.

Shallence decided to create a new position, "computer liaison officer," to integrate Floating Home's disparate systems and administer the technical needs of Cloud City. But such a complex task would require someone willing to undergo extensive cybernetic modification, melding his or her brain with machinery capable of communicating with Floating Home's various computer networks. Shallence found a willing candidate languishing in Cloud City's prison, a young thief named Lobot. Lobot agreed to undergo the surgery and serve as Cloud City's computer liaison officer in lieu of his sentence. The plan worked; Cloud City's technical issues were resolved, and Lobot continues to serve loyally to this day.

TIBANNA GAS AND SPIN

Tibanna gas is a major component in military-grade heavy blasters and turbolasers. In its spin-sealed form, it is highly energetic and increases the output of energy weapons severalfold. Unfortunately, spin-sealed tibanna gas is too energetic for personal-scale weapons, which seldom survive more than a few test-firings. This doesn't stop the odd blaster-for-hire from trying, of course.

In its unspun or natural state, tibanna gas is a useful engine coolant. Unspun tibanna can be spin-sealed via an industrial process, but doing so is costly and difficult. Officially, the export of Cloud City is unspun tibanna gas, which is legal and unregulated; it is taxed and subject to the administration of the Mining Guild, but Bespin is a relatively small operation and normally overlooked by most Imperial and Guild authorities.

Bespin is notable for the large amount of naturally spin-sealed tibanna gas available in its atmosphere. Cloud City's primary export is spin-sealed tibanna gas, for which it earns enormous profits on the black market.

RAYNOR, LOBOT, AND LANDO

After Baroness Administrator Shallence, Cloud City endured the reign of several less-talented leaders. The most recent Baron Administrator was Dominic Raynor, a human from the Core Worlds. Under Raynor, Cloud City struggled. Raynor was more interested in his personal wealth and leisure than the health of his city or its economy. He assigned city administrative posts based on cronyism and bribes, suppressed or ignored objections from the city's laboring classes, and generally embezzled everything he could from Cloud City. Raynor was efficient; while actively attempting to rob the city blind, he successfully ignored pressing social problems in favor of drinking, gambling, and pursuing various lovers of various species.

The one holdover from the previous Baron Administrator that Raynor could not or would not replace was Lobot. Raynor, like Baron Administrators past, found Lobot indispensable and left much of the day-to-day of running Cloud City to him. This would prove to be a costly mistake for Raynor, as Lobot, loyal to Cloud City but not to any particular Baron Administrator, soon decided that Raynor should be replaced.

His opportunity arrived in the form of the charismatic scoundrel Lando Calrissian. Calrissian seemed to have all the qualities necessary for a Baron Administrator. He was intelligent, brave, capable of long-term thinking, and was neither too selfish to serve as a leader nor too moral to survive in the galactic underworld. Most importantly, Calrissian was an avid and talented sabacc player, a vice that Raynor shared. Once Calrissian arrived in Cloud City, it was inevitable that he and Raynor would wind up playing sabacc against one another. Using his advanced cybernetic implant and computer skills, Lobot compromised the sabacc game and began manipulating the cards. He kept the game close with several reversals of fortune, so that both gamblers gradually increased the stakes. Ultimately, as Lobot knew he would, Raynor bet the title of Baron Administrator on a hand. Lobot ensured that his opponent won the hand, and Lando Calrissian became Baron Administrator of Cloud City.

Lando has proven a capable administrator, and even more conscientious about building a better future for his people than anyone (including Lando) expected. He still struggles with the legacy left him by Dominic Raynor and spends much of his time attempting to repair Raynor's damage. From labor disputes to trade negotiations, Calrissian finds himself engaging in a very different form of high-stakes game, one that never seems to end and whose prize doesn't necessarily seem worth it. Many of Raynor's cronies remain in positions of power within Cloud City's administration, but Baron Administrator Calrissian is gradually turning things around. The future looks bright for Cloud City, and as long as the Empire's attention remains diverted elsewhere, it seems likely that things will continue to improve.

BARON ADMINISTRATOR LANDO CALRISSIAN [NEMESIS]

Lando Calrissian has been a smuggler, gambler, soldier of fortune, hero, and scoundrel in his time. Now, he is the Baron Administrator of Cloud City, a role that he is surprised to discover he enjoys and at which he excels. Lando is a handsome human who sports an elegant mustache and is always well-dressed. He cannot help being charming, especially to ladies of all species. This profile represents Lando in his role as socialite and administrator as that is the role he is expected to play in this adventure; a full profile of Lando Calrissian is beyond the scope of THE JEWEL OF YAVIN.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	4	3	4

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
2	16	15	0	0

Skills: Charm 3, Cool 2, Deception 4, Discipline 2, Knowledge (Core Worlds) 1, Knowledge (Underworld) 2, Leadership 2, Negotiation 3, Perception 2, Ranged (Light) 2, Skulduggery 2, Stealth 2, Streetwise 2, Vigilance 1.

Talents: Adversary 2 (upgrade difficulty of all combat checks against Lando twice), Kill with Kindness 1 (remove ■ from all Charm and Leadership checks), Nobody's Fool 2 (upgrade difficulty of Charm, Coercion, or Deception checks targeting Lando twice), Plausible Deniability 2 (remove ■ ■ from all Coercion and Deception checks).

Abilities: Luck Be a Lady (once per encounter, Lando may reroll a skill check).

Equipment: Fine clothing, dashing cloak, wrist-mounted comlink, hold-out blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting). As the Baron Administrator, Lando has access to immense wealth and resources, but carries very little with him.

LOBOT, CYBORG BUREAUCRAT [NEMESIS]

A former thief with an enhanced cybernetic brain, Lobot is steadfastly loyal to Cloud City. Serving as the Computer Liaison Officer and chief aide to the Baron Administrator, Lobot is arguably the most powerful person on Cloud City. Due to the machinery in his brain, Lobot now has difficulty engaging in human conversation and very seldom speaks. When he does speak, he does not waste time on pleasantries. He is to the point and unflinchingly honest. This profile represents Lobot in his role as computer liaison officer as that is the role he is expected to fulfill in this adventure; a full profile of Lobot is beyond the scope of this adventure.

2	2	5	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
3	14	16	0	0

Skills: Computers 3, Discipline 3, Knowledge (Education) 2, Knowledge (Outer Rim) 1, Knowledge (Underworld) 1, Mechanics 2, Perception 2, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Defensive Slicing 2 (opponents slicing a computer system Lobot is guarding add ■ ■ to their checks), Speaks Binary 2 (when directing NPC droids, those droids add □ □ to checks).
Abilities: None.
Equipment: Durable clothing (+ 1 soak), hold-out blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun Setting), Borg Construct Aj^6 implant (Lobot can communicate silently with computers and comlinks and wirelessly access Cloud City's central computer from anywhere in the city; the implant also increases his Intellect, which is already accounted for in his profile).

THE BESPIN WING GUARD

The Bespin Wing Guard is the official security force employed to police Cloud City. Their main headquarters is the Cloud City Security Tower in the plaza district. The Wing Guard can be recognized by their distinctive uniforms, consisting of wide-domed blue helmets and padded blue jackets with trim details in gold embroidery and maroon cuffs.

The Wing Guard patrols the upper levels of Cloud City in groups of four officers plus one sergeant. It is rarely seen in Port Town and the lower levels unless it is investigating a particular disturbance or pursuing a known offender. If Wing Guard officers enter the lower levels, it is usually in significant force, though they do have undercover operatives and informers among the smugglers and street toughs of Port Town. The Wing Guard is a professional police outfit, and its members are careful to seek backup when in trouble. They engage in protracted firefights only when they have the

advantage of numbers and position. If members of the Bespin Wing Guard are attacked by the PCs, they fight as well as they are able but tend to break off and send for reinforcements if they come under heavy fire. The PCs should know that the Bespin Wing Guard is a dangerous and professional foe and to avoid conflict with it as a matter of priority.

If the PCs take care in pulling off the heist, they need not attract the attention of the Bespin Wing Guard. However, if they cause a commotion outside the museum, inflict damage to Cloud City, waylay or injure a member of the Wing Guard (who then uses his communicator to alert his colleagues), or wound and terrorize residents and visitors, they could easily find themselves on the wrong side of the law.

If the alarm is raised, or if a member of the Wing Guard sends a call for help, a squad of four officers plus one sergeant makes its way from the Security Tower to the scene of the disturbance. They arrive in approximately five minutes (or five rounds of structured gameplay) and briefly survey the scene before deciding whether or not they can handle things themselves or call for reinforcements. If they decide to call for backup, another patrol of Wing Guard officers arrives every five minutes (or five rounds) until the situation is under control.

The Game Master should be cautious about how he employs the Bespin Wing Guard; if the PCs get into a protracted conflict with them, the most likely outcome is that they are either killed or dragged to the Cloud City Security Tower in a set of magnacuffs.

One way of demonstrating to the PCs that the Bespin Wing Guard is to be taken seriously is to show them tackling a criminal. The PCs might observe members of the Wing Guard taking on a band of street toughs in Port Town, or raiding a ring of smugglers. This could give the PCs a decent perspective on how the Wing Guard operates and warn against taking them too lightly.

WING GUARD OFFICER [MINION]

2	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	5	0	0

Skills (group only): Discipline, Melee, Piloting (Planetary), Ranged (Light), Vigilance.
Talents: None.
Abilities: Covering Fire (may spend a maneuver to add + 1 ranged defense to up to two allied characters or minion groups within short range until the end of the next round. This does not stack with multiple uses).
Equipment: Relby-K23 blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Pierce 2, Stun

setting), stun club (Melee; Damage 5; Critical 2; Range [Engaged]; Disorient 2), Wing Guard uniform (+1 soak), comlink, magnacuffs (breaking free of these restraints requires a **Daunting [◆◆◆◆] Coordination check**).

WING GUARD SERGEANT [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	2	3	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	12	0	0

Skills: Coercion 1, Discipline 1, Leadership 2, Melee 2, Piloting (Planetary) 2, Ranged (Light) 2, Vigilance 2.
Talents: None.
Abilities: Tactical Direction (may perform a maneuver to direct one Wing Guard Officer minion group within medium range. The group may perform an immediate free maneuver or add ☐ to their next check).
Equipment: Relby-K23 blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Pierce 2, Stun setting), stun club (Melee; Damage 5; Critical 2; Range [Engaged]; Disorient 2), Wing Guard uniform (+1 soak), comlink, spare clip.

CLOUD CITY'S ECONOMY AND CHARACTER

Cloud City's economy is driven by two main forces: tibanna gas mining and tourism. In many ways, it is really two cities: the lovely and inviting Cloud City proper, and the secretive illegal tibanna operation of Floating Home Mining Colony (Cloud City's original name).

Within the recreational areas of the Tourist District and much of Port Town, offworld visitors are met with a smile. Even citizens not directly engaged in the tourism industry understand that offworlders bring a great deal of money into Cloud City's economy, and as a result, citizens are friendly to offworlders no matter their species or point of origin.

In the Industrial Levels and certain seedier parts of Port Town, inhabitants understand that their livelihood is supported by illegal trade, and any outsider is a potential spy or Imperial agent and a risk to that livelihood. Tourists who wander too far from the upper levels of Cloud City sometimes vanish, never to be seen again.

Most of Cloud City's inhabitants are human, with sizable Ugnaught (mostly on the lower levels) and Lutrillian (mostly on the upper levels) minorities. Members of nearly every sentient species in the galaxy can either be found in residence or are known to pass through either as tourists or on business. PCs who are members of exotic or unusual alien species are unlikely to seem out of place on Cloud City, and even if they do, the hospitable inhabitants would never point it out—at least not on the upper levels.

Aside from tibanna mining and tourism, Cloud City produces very little and depends on imports for most of its technology. Bespin Motors is one of the heavy industrial companies and known as the makers of the iconic twin-pod cloud car of the Wing Guard, as well as several other models. Bespin Motors must import its raw materials from Miser or elsewhere in the galaxy, which makes their products prohibitively expensive for most. Fortunately, these are of extremely high quality.

BUYING AND SELLING IN CLOUD CITY

Bespin is an Outer Rim world on a major trade route. As a result, there is a net +1 modifier to the rarity of all goods and services bought on Cloud City. The GM may feel free to further reduce the rarity of any item that would plausibly be classified as a "luxury good" to represent the specific focus of Cloud City proper. High fashion, fine art, and exotic foodstuffs are all easier to find on Cloud City than might be predicted by its location in the galaxy, although of course such goods are only available at a premium!

There is no appreciable black market in the Tourist District; anyone attempting to deal in restricted goods or make other illegal dealings should focus on Port Town or the Industrial Levels. Tibanna gas, although plentiful, is still considered a restricted good in Cloud City; most of Bespin's production is already spoken for and pre-sold, and the authorities who control the tibanna shipping are keen to keep Imperial agents from learning quite how much illegal spin-sealed gas is sold through Cloud City.

PCs who do manage to find a seller for spin-sealed tibanna gas can purchase at a 10% discount from the normal price. Uncanceled ⦿ ⦿ or ◈ from any Streetwise or Negotiate checks made dealing with tibanna attract the attention of Lobot and Baron Administrator Calrissian. Although the Wing Guard is unlikely to get involved directly for appearance's sake, a number of "off-duty" Wing Guard officers may ask the PCs some pointed questions about their interest in spin-sealed tibanna gas. Alternatively, Zekra Fol may learn of the PCs' interest, and her awareness may complicate the PCs' plans for the auction (see **Imperial Investigation** on page 39).

CULTURE AND EVENTS

Cloud City prides itself on its elegance and culture. The Tourist District and the upper levels are awash with entertainment, including hotels, casinos, dance halls, cantinas, and even museums and galleries. Museums often have traveling exhibits, and galleries invite artists from the Core Worlds to display their work, timed to coincide with major events orchestrated by the tourism board.

UGNAUGHTS

A short, stocky race of humanoids with porcine features, Ugnaughts are considered loyal and hardworking by the rest of the galaxy. Ugnaught society revolves around a family unit that also serves as a work-gang, the whole family working together in the same profession or on the same project.

When Lord Figg first began construction on Cloud City, he purchased three enslaved Ugnaught tribes—the Irden, the Botrut, and the Isced—and offered them a deal. If they would build and maintain Cloud City, Figg would grant them their freedom and give them and their descendants a permanent home on Cloud City, where they could work maintaining the facility and earning a share of the profits. The Ugnaughts agreed.

Cloud City's Ugnaughts do most of the day-to-day work on the facility and the tibanna gas mining operation. They are mostly self-governing, electing their own elders called *ufflor* and enforcing their own laws. The Ugnaughts continue to receive a portion of Cloud City's profits, although what they spend it on is anyone's guess.

UGNAUGHT LABORER [RIVAL]

Ugnaughts are a common sight in the lower levels of Cloud City, constantly performing maintenance tasks and operating the machinery for tibanna mining.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	3	2	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	10	0 | 0

Skills: Computers 1, Mechanics 2, Melee 1.
Talents: None.
Abilities: Silhouette 0. Stubborn and Dependable (remove ▢ from all checks).
Equipment: Hydrospanner or other bulky tool (Melee or Ranged [Light]; Damage 3; Critical 4; Range [Engaged or Short]; Knockdown), durable clothing (+1 soak).

LUTRILLIANS

Lutrillians are a nomadic species of humanoids from the planet Lutrillia. They are notable for their broad, wrinkled features with pointed ears, flattened snouts, and hair growing from their heads and cheeks. Lutrillians commonly bear a thick a thick layer of blubber to protect them from the cold of their homeworld.

After being exposed to the larger galaxy, Lutrillians adapted their nomadic lifestyle and became enthusiastic space-travelers and colonists. Many emigrated to Bespin where they thrive in the arenas of finance, trade, and the hospitality industry.

Adventurous risk-takers, especially where a potential for profit is involved, Lutrillians fit in very well with the character of Cloud City and many call it their home. Considered gregarious, clever, and likable by other species, Lutrillians sometimes fail to respect personal space, a legacy of the overcrowded moving cities of their homeworld.

LUTRILLIAN MERCHANT [RIVAL]

Cloud City boasts a sizable Lutrillian population; many work in the service or commerce industries on the upper levels.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	3	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	10	0 | 0

Skills: Charm 1, Cool 1, Deception 1, Discipline 1, Negotiation 2, Streetwise 2.
Talents: Greased Palms (as a maneuver spend 50 credits to upgrade the ability of a Social Interaction check once).
Abilities: Blubber (+1 soak).
Equipment: Upper class clothing, 250 credits.

Lutrillian

Ugnaught

What home-grown culture Cloud City does possess mostly emerges from Port Town. Various intersecting species, cultural, and class divisions result in intriguing new music and food, and Port Town's "guerilla artists" are becoming somewhat famous in the sector.

What both the Tourist District and Port Town share is a certain low-level seediness in character. Although the Wing Guard is quite thorough, polite, and serious about maintaining law and order within Cloud City, there is never any attempt to inquire into crimes or atrocities committed offworld. On Cloud City, a person's past does not matter. Inquiries into one's past or motivations are considered rude, and the fact that notorious gangsters visit the city on a regular basis is an open secret. Some find the lack of curiosity and judgment refreshing; others find it unnerving. Yet, money spends the same no matter who it comes from.

When it comes to politics and galactic events, Cloud City citizens are surprisingly united in their lack of interest and refusal to venture an opinion. Cloud City's neutrality is as valuable to its prosperity as tibanna, and its citizens embrace neutrality whole-heartedly. The Empire is treated with suspicion, not because of a philosophical distaste for its excesses and corruption, but because it threatens Cloud City's neutrality. The Rebel Alliance is treated with the same suspicion; in the opinion of Cloud City, both organizations should just leave Bespin alone.

There are exceptions to this rule, of course, and a substantial minority of Cloud City's inhabitants are either sympathetic to the Rebel cause or believe that the Empire is more dangerous to Cloud City's existence than the Rebellion. There are rumors that Baron Administrator Lando Calrissian is one such Rebellion sympathizer, and he has been giving the Alliance favorable rates on spin-sealed tibanna from Cloud City's mines.

PHYSICAL DETAILS OF CLOUD CITY

In addition to being a vibrant and fascinating city, Cloud City is an engineering marvel. The disc of the upper section is roughly 16 kilometers in diameter and roughly 17 kilometers tall from the tip of Kerros Tower to the bottom of the unipod that projects into Bespin's lower reaches. The facility consists of 392 internal levels, plus the top plaza concourse, which is open to Bespin's atmosphere. The top level includes many high-rise structures that add another few dozen floors.

In addition to the plaza concourse (level zero), levels 1–50 of Cloud City are devoted to the Tourist District, containing mostly resorts, hotels, casinos, restaurants, and the like. For more details of the Tourist District, see the following section. Levels 51–100 contain high-income housing, including a large block set aside for personal guests of the Baron Administrator. Levels 101–120 contain most of the city's administrative offices, including the headquarters of the Wing Guard and offices set aside for the Baron Administrator and his staff.

Levels 121–160 are collectively referred to as Port Town and include various starship landing bays, warehouses, services, and amenities for the shipping that passes through the city every day. Port Town (see page 18) is sometimes considered seedy and disreputable and contains a strong criminal and underworld element. Levels 161–220 contain housing for service sector employees and other mid-low income citizens. Levels 221–280 are the home of Bespin Motors and what other industry Cloud City hosts, as well as some of the life support, water treatment, and other critical resources of the city.

Levels 221 and below are generally considered the Industrial Levels (see page 20). Levels 281–370 are given over almost entirely to tibanna gas mining and processing. Levels 371–392 house the massive tractor beams and repulsorlift generators that keep the city aloft.

Although it can move, and often does to either avoid one of Bespin's storms or to access a new reservoir of tibanna gas, Cloud City is neither fast nor agile. It is a massive structure and requires time to get up to speed, stop, or change direction. In non-emergency situations, Cloud City's movement and acceleration are gentle enough that its citizens don't notice. In cases of emergency, alert klaxons blare and citizens brace themselves and suspend travel; Cloud City under emergency maneuvers is very similar to a mild earthquake striking a terrestrial city.

THE TOURIST DISTRICT

The upper levels of Cloud City are given over primarily to resorts, hotels, casinos, museums, theaters, boutiques, restaurants, and other attractions for the sector's well-to-do. This area is regularly patrolled by the Wing Guard and monitored by observation droids. Those who break Cloud City's laws or disturb the peace are quickly identified and quietly apprehended.

The plaza level is open to the Bespin sky and resembles a pedestrian-friendly city on a planet surface, complete with small, tasteful parks and high-rise structures lining the city streets. Within the Floating Home complex itself (levels one through fifty), the corridors are wide and well-lit, and the area is served by a network of turbolifts controlled by the central computer. These high-speed transit cars can carry a small group from one side of Cloud City to the other in minutes for a small fee. The plaza level also sports an elevated repulsorrail train that travels a regular loop through the most important sectors of the city on a route designed to appeal to sightseers and shoppers more than local residents who need to get around in a hurry.

Figg & Associates
Art Museum
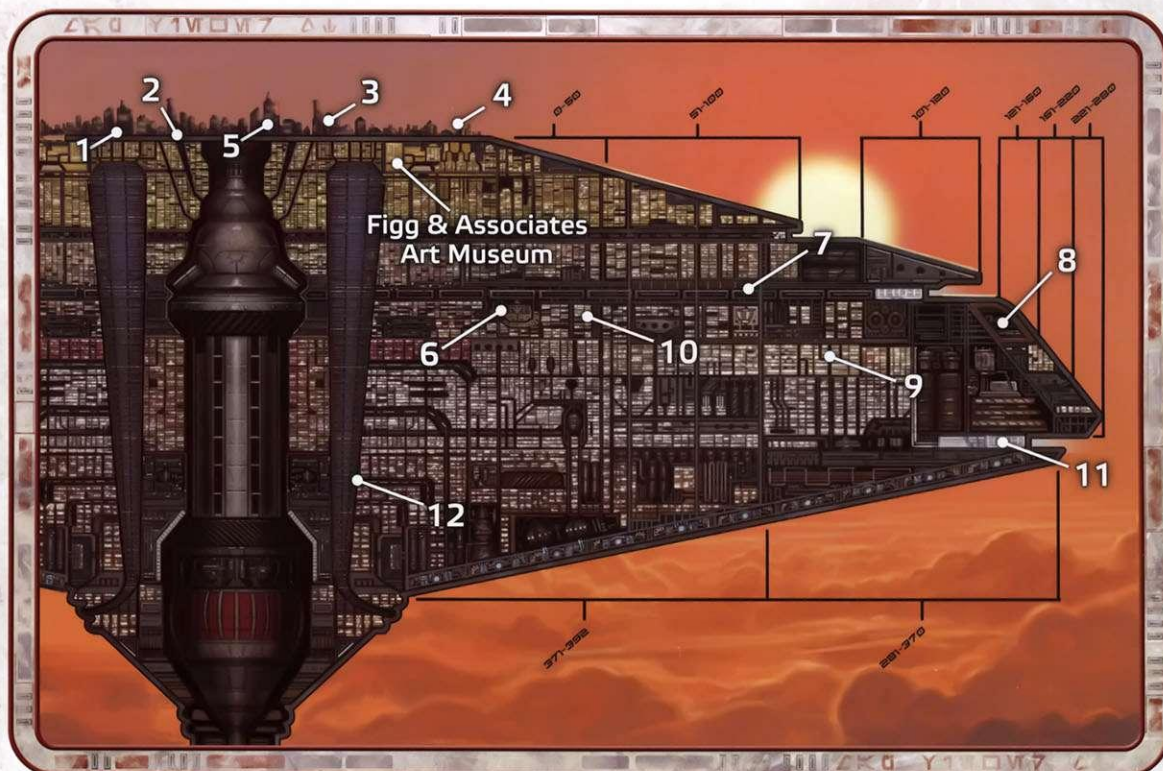
1. THE YARITH BESPIN

In a city well known for its elegant, high-class hotels, the Yarith Bespin stands out as the most elegant and highest-class of them all. With its Alderaanian decor and architecture, the Yarith Bespin deliberately sets its tone as one of exclusivity, high class, wealth, and privacy. Its guests are often among the galaxy's elite.

The Yarith Bespin is a large complex, including a drum-shaped tower above the plaza and extending several levels down into the Floating Home facility. It's a fully-featured and self-contained resort, and boasts no fewer than three restaurants in a variety of styles, its own landing pad, a pool and gym, a small collection of exclusive boutiques, and the Pair O'Dice casino.

The Pair O'Dice is representative of the high-end casinos that are common to the upper levels of Cloud City. A wide variety of games are available, and regular tournaments and special events are hosted here. Sabacc is the game of choice for many of the Pair O'Dice's clientele, and the house has a reputation for honesty and discretion.

Kaltho the Hutt and his household have currently taken up residence on the entire fifteenth floor of the Yarith Bespin tower. The polite human and Lutrillian staff of the Yarith Bespin will resolutely refuse to confirm that Kaltho is a guest but will be happy to "take a message" for Kaltho or any other member of his household, "in the event Mr. Kaltho does stop by."

Security at the Yarith Bespin is good but not excellent; the GM should use Wing Guard officer profiles for any security personnel. If they spend any time at the resort, the PCs are likely to meet the Yarith Bespin's concierge, a gray-haired and talkative Lutrillian male named Taluhann, or the Yarith Bespin's chief of security, a cheerful but easily annoyed human woman named Leviani. If NPC profiles are needed, use the Lutrillian merchant profile on page 14 and the Spaceport Security Officer profile on page 398 of the **Edge of the Empire** Core Rulebook (substituting a holdout blaster for the blaster rifle), respectively.

The Yarith Bespin is as expensive as it is exclusive. PCs will be unable to find a room for less than 400 credits per person per night.

2. FIGG HALL

Figg Hall is a public space for visitors and residents to speak with representatives of Cloud City's government. The Baron Administrator himself keeps offices in Figg Hall, although he rarely uses them and prefers to do his business in more intimate locales. The structure has a long, low-profile upper level, opposite one of Cloud City's few parks on the plaza level, and continues for two levels below the surface. The upper facade is adorned with bas-relief scenes of the heroic adventures of Ecclessis Figg; his lovely wife, Yarith; and the construction of Cloud City by hard-working Ugnaughts. The historical accuracy of the sculptures is extremely dubious.

Visitors to Figg Hall are met by Bea, the efficient, pretty, and polite human female who runs the reception desk with the assistance of protocol droid B-7G. Use the profiles for the Corrupt Bureaucrat and Protocol Droid on pages 408 and 412 of the **Edge of the Empire** Core Rulebook. With a successful **Charm** or **Negotiation check opposed** by Bea's **Discipline** (◆ ◆ ◆), PCs can gain access to Cloud City's official records to investigate various bidders. Any ▽ generated on the check indicates that Bea has informed Lobot that the PCs are persons of interest, which adds ■ to all future Computers checks to access Cloud City's computers. A similar Charm or Negotiation check can win an audience with Lobot or Baron Administrator Lando, although both men are busy and the earliest Bea can schedule a meeting is probably "over lunch tomorrow" (for Lando) or "0600 tomorrow morning" (for Lobot).

"Visitors" to Figg Hall who come after hours must contend with a two-man Wing Guard security team and **Hard** (◆ ◆ ◆) locks on the doors and computer consoles. See the Wing Guard profile on page 12.

3. THREE BELDONS BUFFET

The Three Beldons Buffet is the finest restaurant on all of Bespin, according to its three co-head chefs and its own advertising. Located on the plaza level opposite Figg Hall and only a short walk from the Yarith Bespin and the Figg & Associates Art Museum, the Three Beldons is well-positioned to attract a high-class clientele. Its owner, the human Jolen Mandar, makes a point of mingling with his wealthy and powerful clientele and leaves the actual details of the food to his kitchen staff.

The Three Beldons offers excellent food at a surprisingly reasonable price. Dinner averages about 30 credits per plate, not including liquor. The restaurant is quite crowded during mealtimes, and PCs who fail to make a reservation can expect a sixty-minute wait, or they can slip the pompous Ugnaught host 20 credits and find their wait sharply reduced.

Kaltho the Hutt regularly visits the Three Beldons with his staff, whereupon a silent war breaks out between the Three Beldons kitchen staff and Kaltho's personal chef, each vying to outdo the other. Vorse Tabarith and Leina, Shreya Ordassa's childhood friend, are also regular customers.

4. CLOUDSCAPE TOURS & LANDING PAD P4

Located by necessity at the very edge of the plaza level off of the Cloud City Skyport, Landing Pad P4 plays host to Cloudscape Tours and a handful of other tourist-friendly businesses. The landing pad is itself a

circular space about 80m across, ringed on the plaza side by a variety of kiosks, speeder racks, and low buildings housing the Cloudscape Tours offices and a variety of maintenance necessities.

Cloudscape Tours maintains a small fleet of airspeeders and sail barges which it uses to host regular tours of Bespin's unique scenery. Tours start at 30 credits for a two-hour sunset excursion on a crowded sail barge, with longer or more intimate tours at sky-high prices. Cloudscape's curvaceous human owner, Babs Terll, can often be found at the front desk or in the Cloudscape Tours garage beneath the landing pad, tuning up the fleet. Her sandy-haired husband, Merl, is a bit of a daredevil and maintains a speedy, customized Bespin Motors cloud car. He goes on high-speed surveys of the surrounding area and plots the routes for that day's tours.

Merl Terll is a race fan, and from time to time, Cloudscape Tours does some side business concerning cloud car races, escorting fans to ideal viewing positions along the race route. Merl is a valuable source of advice in prepping for the race, and is familiar with all three of this year's top competitors (see page 44 for more information). Merl himself no longer races, as Babs won't permit him to "risk his fool neck" anymore, but he may be persuaded if the PCs are in need of an experienced pilot (see page 45).

5. KERROS TOWER

The highest point on Cloud City is the top of Kerros Tower, an elegant spire that rises from the top of the Floating Home facility. Kerros Tower is the home of the Storm Guard, Cloud City's meteorological service who monitors the often turbulent atmosphere of the gas giant. The upper levels of Kerros Tower are given over to monitoring equipment of various sorts, although there is also a public observation deck at the top, accessible to tourists for a 15 credit fee.

The rest of the tower is a mixture of offices for the Storm Guard, the Wing Guard, and other administrative agencies. At the top is a particularly expensive—but not particularly good—restaurant called Sunset House. And on the bottom levels, a small and fairly boring museum devoted to the history of Cloud City itself, where tourists can learn how Cloud City was built before taking an elevator up to the observation deck.

In the event of meteorological emergency, the Storm Guard in Kerros Tower has the ability to order the Floating Home facility to activate its maneuvering repulsors to change its position. During maneuvers, all incoming and outgoing traffic is necessarily ceased and much of the day-to-day business of Cloud City is also paused as the whole city shudders and rocks. Enterprising PCs may take it upon themselves to artificially create a meteorological emergency as part of some master plan. The locks within Kerros Tower are all **Hard (◇◇◇)** difficulty to access, as is the Storm Guard computer system. If the Wing Guard or Storm Guard are alerted to the presence of intruders, ☐☐ are added to all Skulduggery or Computers checks as security protocols are put in place. The tower is guarded by uniformed Wing Guard officers, with six such officers on-shift at a time and a dozen more on-call from a nearby Wing Guard station house. See the Wing Guard profile on page 12 for more information.

PORT TOWN

Immediately accessible from the majority of Cloud City's landing bays and platforms, Port Town occupies levels 121 through 160 of the facility. In addition to the predictable warehouses, starship repair and refueling facilities, and other necessities of an active starport, Port Town offers lower-class amenities and entertainment for visiting spacefarers. A seedy and disreputable region, Port Town contains gambling dens, flophouses, cantinas, red light districts, and a wide variety of underworld opportunities and dangers.

Unless a visitor has special connections or a prior arrangement, anyone requesting permission to dock a starship at Cloud City will be directed to one of the Port Town landing bays or docking ports. Port fees are low to encourage tourists and traders, only 25 credits for the first day and 15 credits for each additional day for any

starship up to silhouette 4, or 40 credits for the first day and 20 for each additional day for larger starships.

Port Town is patrolled by the Wing Guard with much less enthusiasm and diligence than the upper levels. Although violent crime is still aggressively pursued, petty criminals such as black marketeers, smugglers, and thieves have little to fear from the Port Town authorities so long as they keep their malfeasance out of the upper levels.

The excellent mass transit system of the upper levels is much less reliable and convenient in Port Town, with fewer than a quarter the density of turbolift terminals and more than triple the wait for a free turbolift car. Most residents hire small Ugnaught- or droid-driven speedercabs or more crude droid-drawn rickshaws.

6. LEVEL 124.5: THE *FOUR-AND-A-HALF*

Straddling levels 124 and 125, the *Four-and-a-Half* is a cantina built into the space usually reserved for utilities. It sits on top of a heat sink array it uses to power its electronics and beneath a water pipe the proprietors tap into to pour their drinks. As an entirely off-the-grid operation, there's no official record that level 124.5 exists and even setting foot inside is technically illegal.

For those willing to brave the law, level 124.5 is the rowdiest, seediest, most awful and wonderful drinking hole in Port Town.

Because it's off-grid and doesn't concern itself with issues such as liquor licenses and paying taxes, drinks are cheap. Because it's already breaking the law by simply existing, illegal entertainment such as spice, gambling, and bloodsports are readily available. The *Four-and-a-Half* has become one of the premiere cantinas for the establishing of underworld connections and the making of under-the-table deals.

Drinks can be had for as little as 1 credit, and meals for as little as 3 credits, although in all cases, the customer gets what he or she pays for. The house speciality is what is called "Ugnaught Spit," a colorless moonshine made by illicit Ugnaught stills hidden throughout Cloud City. It is a singularly vile and potent liquor, the only virtue of which is that it is the cheapest way to get drunk in the entire Bespin system. There's a regular sabacc game each evening from which the house takes only a modest cut of each player's stake, and many of the best gamblers in Port Town are known to frequent the game. A dejarik table can be found against one wall; the reigning champion is a Wookiee female named Yawrocca. Other amusements include mynock fights and the dice game hintaro.

The cantina is operated by a slimy female human named Bree (which is short for something, but no one seems sure what). The wait staff are primarily repurposed industrial droids of various sorts, most of whom are presumably stolen from elsewhere on the station.

Frequent customers include Pos Podura and Kerek, as well as legbreakers from Vorse Tabarith's operation. If the PCs are making Streetwise checks to find one thing or the other, chances are their destination will be the *Four-and-a-Half*.

7. MARKET ROW

Located on level 121, almost exactly in the center of Port Town, is a long, wide corridor that runs from the outermost edges of the Floating Home platform to the central shaft. Almost 7 kilometers long and over 100m wide, this corridor was apparently once used to fly remote-operated droids and small maintenance craft into the internal voids of the Floating Home wind baffle system. It has not been used for this purpose for quite some time, and instead it plays host to an ever-shifting variety of market stalls, food carts, and illegally parked starships plying their wares.

Now known as "Market Row," the corridor and the chambers associated with it are the best place in Port Town to buy or sell. Anything that can be found on Cloud City can be found on Market Row, using the normal rules for availability and price.

The interior terminus of Market Row is sealed by a massive hatch, barring access to the central void. There is a similar hatch at the outermost terminus, but this hatch is normally left open by the Ugnaught work gang that is responsible for this area except in the case of inclement weather. Starships of silhouette 4 or smaller can fly into the Market Row corridor. However, the difficulty of any Piloting (Space) check made inside the corridor is upgraded once due to the cramped conditions—pilots are advised to proceed extremely slowly.

Merchants and stalls the PCs may come across include Rowralorr, a Wookiee male gunsmith selling blasters and other weapons; Hobi Rann's Fine Imported Goods, a shop run by human male peddling cheap, colorful junk from across the galaxy; Tezli Odo of the Hatchery, a Rodian female selling exotic pets and food animals; and Bothawui Jewelers, owned by a Bothan married couple named Cidri and Henna who operate out of a weathered JumpMaster starship.

8. LANDING BAY 124A

Located on level 124, Landing Bay 124A is in all respects a perfectly normal and average Port Town landing bay for Cloud City. Large enough to host several small starships at once, or a single silhouette 5 ship, the landing bay also features coolant and refuelling lines and a full staff of droids to assist with loading and unloading.

Where Landing Bay 124A differs is in the fact that it is owned by noted gangster Vorse Tabarith (see page 38). Tabarith has bribed or blackmailed all of the traffic control and customs officials that are responsible for Bay 124A, allowing him control of everything that moves through the bay. He can smuggle in or out any cargo he pleases, and often does.

For the daily operations of Bay 124A, Tabarith leaves matters in the capable talons of Hressk, a Trandoshan male dock chief who spends most of his time playing sabacc against off-duty Ugnaughts on top of a cargo container near the primary airlock. Hressk is happy to arrange illegal or off-the-books transport for an appropriate bribe but will not knowingly betray Tabarith—at least, not without tripling his fee and some appropriate social skill use. Hressk also has connections to the street-level spice trade on Cloud City.

Landing Bay 124A consists of a large external platform that opens into an equally large internal bay. The bay is roughly 100 meters wide by 50 meters deep, and is nearly 20 meters tall, extending in height up into levels 123 and 122. A glassed-in control booth, accessible via a corridor on level 122 and as well as a lift from the bay floor, overlooks the entire bay. A pair of massive roll-down doors grant access to two spacious cargo bays where starship captains can unload their goods and store them for a nominal fee. One of these bays contains a variety of Tabarith's illegal cargo; the other is empty and awaiting off-loading. Two airlocks, one at the back of the bay and one to the side, grant access to Port Town.

Finding out about the shady character of Landing Bay 124A is an **Average (♦ ♦) Streetwise check**. This is one potential getaway point for the PCs after they complete the heist. Aris Shen is familiar with the dock and will suggest it if the PCs have allied with her at the end. See page 92.

9. THE LADY YARITH

Like the Yarith Bespin, the Lady Yarith is named after the Alderaanian wife of the late Lord Figg. And like the Yarith Bespin, the Lady Yarith is a hotel—of sorts. While the former is grand and elegant, featuring beautiful views of Bespin's cloudscape, the latter is squalid and cramped without a single window at all.

The Lady Yarith occupies part of levels 136–139 and is not far from Market Row. It sports a hand-painted sign hanging in the corridor outside its lounge, cracked with age. As a series of chambers within the Port Town levels of Floating Home, the Lady Yarith has no facade or external walls of any kind, but its interior compensates with an effort to be homey. There are worn rugs from a dozen worlds laid over the metal deck plating, second-hand overstuffed furniture is crammed into every corner, and the pale electric lighting is warm and friendly.

The owner of the Lady Yarith is an elderly Ugnaught widow named Bozzi. She spends most of her time dozing in a human-sized armchair in the lounge while her droid staff tends to business. The clientele of the Lady Yarith are mostly lower-class, often people with something to hide. No questions are asked at the Lady Yarith, cash is the only acceptable form of currency, and the droids will not answer any questions about any of their guests.

Aside from privacy, the Lady Yarith does have one other quality to recommend it, and that is price. A comfortable (but rather small) room can be had for as little as 30 credits per night. Meals are included, although the Ugnaught conception of a meal seems to consist of algae-derived protein paste for breakfast, lunch, and dinner. Despite its flaws, the Lady Yarith has a good reputation with the underclass of Cloud City; it's nothing fancy, but it's cheap, private, and safe.

Although the PCs may not discover this unless they are guests at the Lady Yarith themselves, Elaiza is making her home here during her stay on Cloud City. Bozzi took a liking to the "batty old woman," seeing her as a kindred spirit, and gave her a generous discount.

THE INDUSTRIAL LEVELS

These regions consist of tibanna gas mining and processing equipment, including carbonite freezing facilities. The industrial levels also include the necessities for maintaining Cloud City's operations such as power generation, repulsorlift altitude monitoring, water and sewage processing, heating and cooling, and so on.

Aside from a few critical systems, such as the repulsorlifts, or businesses with economic and political clout, such as Bespin Motors, the Wing Guard mostly ignores the Industrial Levels. The peace is kept by the Ugnaughts, who are known to dispense immediate justice without the formality of a trial.

10. HONEST GREK'S SPEEDERS

"Finest speeders on Bespin! You can trust me, I'm Honest Grek." So say the advertisements that surround the entrance to Honest Grek's Speeders for about a kilometer in every direction, waiting be torn down by Wing Guard or maintenance workers for illegal posting.

Honest Grek is a human male with a cybernetic left leg and a cybernetic right arm. Each time he is asked how he lost his limbs, Honest Grek will tell an entirely different and mutually contradictory story. *"Lost it in the races." "Shot up in the Clone Wars." "Used to be a big game hunter on Kashyyyk."* Honest Grek is about fifty years old, overweight, and balding, his olive skin perpetually covered in a sheen of sweat. As far as can be determined, he is called Honest Grek only because he calls himself that and wears a name tag that reads "Honest Grek" in three languages.

However, it does appear to be true that Honest Grek can provide fine speeders, cloud cars, swoops, and other light vehicles. Grek is a competent mechanic and makes his living buying junked speeders and lovingly restoring them. He can also assist the PCs in upgrading speeders and is a good source for vehicle attachments and modifications.

Honest Grek and Merl Terll (see page 17) do not get along at all. The two men used to be partners, kings of the two-man cloud car race, until a tragic speeder accident caused Merl to eject and Grek to crash, suffering grievous injuries. But the real end of their relationship came later, when Merl refused to return to the races at the request of his wife. Grek has still not forgiven Merl for his "betrayal" and blames his current, fairly miserable, existence on Merl.

Honest Grek would be happy to help the PCs cheat on the speeder race (see page 48) if induced with an appropriate bribe. Many of the other racers get their maintenance done by Honest Grek or one of his competitors, so Grek can be a good source of information, too. When he's not running his shop, he can also be found at the Podracer's Retirement (page 44).

11. INDUSTRIAL SPACEPORT

The industrial spaceport is not a port at all, but a series of docking clamps and airlocks. These allow ships too large or too hurried to land at Port Town the ability to dock with Floating Home and take on or offload cargo.

Access to the various docking ports is not tightly controlled from within the industrial district, and anyone can open a port by overriding the safety locks if he really wants to jump out into Bespin's atmosphere (a **Hard [◆ ◆ ◆] Computers check**). Anyone looking to dock with one of these ports from the outside will have to get clearance from the Wing Guard, otherwise he may be met by a cloud car patrol and find the port in question firmly locked.

12. NEGRI'S PROCESSING VANE

Negri is an Ugnaught male who oversees the operations of Processing Vane 5. Processing vanes across Cloud City filter incoming tibanna gas and freeze it in slabs of carbonite for shipping, a perfectly normal and harmless practice essential to the safe transport of the energetic compound.

Negri's vane is the least efficient vane in the entire complex, with the most unscheduled downtime for "maintenance." In reality, Negri is perfectly willing to take a little money under the table to freeze anything a client might want in one of his carbonite sledges. During the "downtime," he clears his facility of tibanna, drops his client's payload into the carbon freezer, delivers the sledge to the client, and resumes normal operations.

Negri's fee is 500 credits per sledge—no questions asked, no haggling. Negri does not guarantee that any living being frozen in carbonite will survive the procedure. Finding out about Negri and his side business is an **Average (◆ ◆) Streetwise check**.
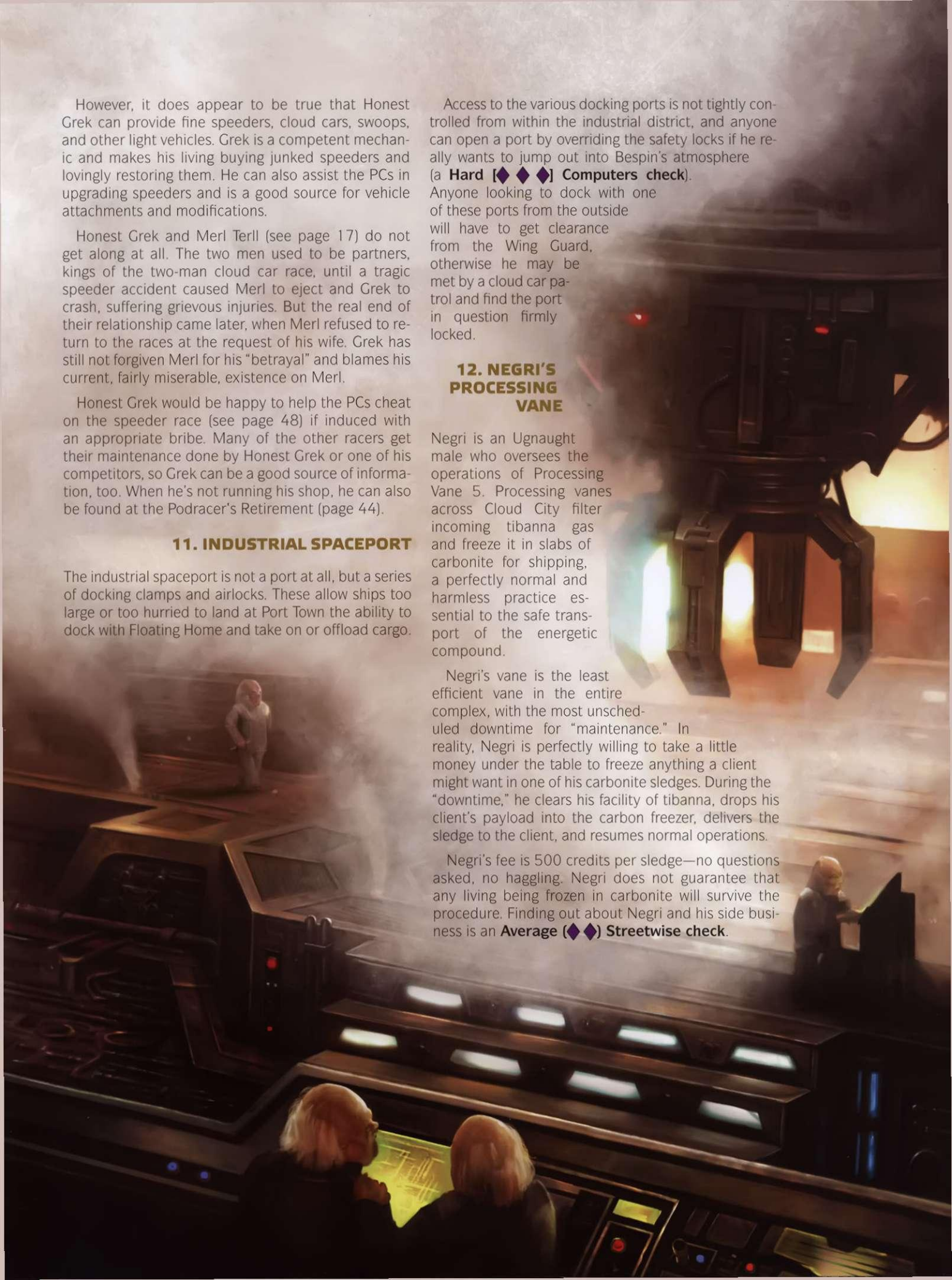
ODDS AND OPPORTUNITY

"Sir, the odds of successfully robbing this casino are 39,087 to 1!"

–12-4C-41z ("Zee"), Droid Slicer

The Player Characters learn about the heist, begin assembling a team, and lay the groundwork for their schemes in **Episode I**. Nobody said stealing the "unstealable" Jewel of Yavin would be easy, but with some careful planning and a lot of luck, the PCs might just win big on Cloud City. This chapter includes:

- **Shadowport Blues:** The PCs rendezvous with their contact person in Port Town's Market Row.

- **Heist Homework:** Scouting out the corusca gem's location ahead of time reveals its defenses.

- **Getting to Know You:** Savvy PCs will get the bidders to warm up to them ahead of the auction.

- **Setting up the Slicing Shop:** Computer spikes and encryption samples are the order of the day for a meticulous technician planning on cracking Cloud City's network security.

- **The Cloud City Grand Prix:** To secure their invitation to the auction gala, the PCs compete in Bespin's pre-eminent cloud car race.

- **Interlude:** After the race, there's time for a few last-minute preparations before the gala.

The players begin the adventure on Cloud City with a lead pointing them to the Shen family for a job that promises a big payout. The PCs may have heard of the offer through one of their other contacts or Obligation holders, an infochant, or they perhaps received a personal offer from Arend himself, depending on the group's reputation.

If the Game Master is starting THE JEWEL OF YAVIN for a group of brand new Player Characters, he is encouraged to plunge straight into the action. After reading the opening crawl, turn the page to **Shadowport Blues** and begin *in media res*. If the GM is running the campaign for an established group of characters, he may want to allow them to play out the transition from their previous destination while incorporating the following relevant details:

On their descent through Bespin's atmosphere the Player Characters are mysteriously granted passage by the Wing Guard cloud car patrols without much hassle at all, as if they were expected. They soon receive an encrypted transmission to dock and meet with a Pantoran woman named Aris on Market Row in Port Town.

SHADOWPORT BLUES

Depending on the PCs and the group, the GM may choose to introduce Aris Shen and Arend Shen in a variety of different ways. The PCs may have Obligations that are tied into either of the Shens or Motivations that can be leveraged to introduce them into the thrust of the adventure (see **Engaging the Player Characters** on page 8 for more information). Alternatively, the GM can choose to use this encounter as an *in media res* introduction to get straight into the meat of the action.

This encounter details a meeting with Aris Shen on Market Row that goes wrong, followed by a more sedate briefing with her father Arend. Several thugs in the employ of Aris's husband, Vorse Tabarith, have been assigned to tail her, so the PCs must first find some way to separate Aris from her escort.

Optionally, the GM can give the PCs a chance to do some shopping on Market Row and narrate their journey to Bespin. When ready to proceed (or in lieu of any prologue), read the opening crawl from the beginning of the book, and then read or paraphrase the following aloud:

> *Pushing through the mass of market stalls, carts, and parked starships that make up Market Row, you reach your rendezvous point just in time. A slim Pantoran woman pauses at a nearby stall. "Good," she says, avoiding outwardly acknowledging you, "You're on time. See those gentlemen in the black coats and goggles? We can't have them overhearing. Find me at the droid access hatch in ten minutes. Ta!"*
>
> *As though she had failed to find the scarf she sought at the stall, she drifts on. Muscling through the crowd in her wake, you make out several humans and a Lutrillian in similar black coats and tinted goggles, each focused on the fleeing woman.*

There is one human thug per PC, plus Bhurra the Lutrillian. The thugs are all in the employ of Vorse Tabarith; their goal is to follow Aris Shen and observe her, making a note of where she goes and whom she meets with. If anyone tries to spirit Aris away, accost her, or insult Vorse Tabarith's reputation, the thugs respond with violence. Otherwise, they are content to follow and observe. The thugs are at medium range from Aris and short range from the rendezvous point (and by extension, at least one PC).

TABARITH'S THUG [RIVAL]

Tabarith keeps a number of burly human thugs, both men and women, on his payroll. They typically wear thick black coats and tinted goggles, primarily to intimidate civilians.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	8	0 0

Skills: Brawl 1, Coercion 1, Ranged (Light) 1.
Talents: None.
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 4; Critical 4; Range [Engaged]; Disorient 3), long coat (+1 soak), comlink.

BHURRA, LUTRILLIAN THUG [RIVAL]

Bhurra is one of Tabarith's most loyal lieutenants. Tabarith doesn't have a terribly high opinion of Bhurra's abilities but values his loyalty enough to assign Bhurra to monitoring his wife, Aris Shen. Bhurra is particularly broad shouldered and bulky by Lutrillian standards, with broad and impressive white whiskers.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	3	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	12	0 0

Skills: Brawl 1, Coercion 1, Perception 1, Ranged (Light) 1, Vigilance 1.
Talents: Adversary 1 (upgrade difficulty of all combat checks against Bhurra once).
Abilities: Blubber (+1 soak value).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 4; Critical 4; Range [Engaged]; Disorient 3), long coat (+1 soak), comlink.

RUNNING THE ENCOUNTER

To begin the encounter, roll for initiative. The PCs can use Cool; the thugs use Vigilance (roll once for the human thugs and once for Bhurra). Even though there won't necessarily be combat in this encounter, characters should still act in initiative order. If the thugs win initiative, they simply spend their turn maneuvering toward Aris; in fact, this is all they do unless the PCs catch

their attention or force them to respond. Aris acts last each round, and unless the PCs request her to take some other action, she simply spends two maneuvers (downgrading her action) moving away from the thugs. Aris Shen's characteristics will probably not be necessary during this encounter; if needed, they can be found on page 89.

The difficulty of any ranged combat check against any target farther away than engaged is upgraded by one to represent the teeming crowds in Market Row; any ▽ generated on a check can be spent to strike an innocent bystander instead of the target, with potentially serious consequences if the culprit doesn't immediately make himself or herself scarce.

In addition to violence, the PCs could solve their problem with any number of clever ideas, such as:

- Disguising Aris with clothing bought or stolen from a Market Row stall (an **opposed Deception check**).

- Distracting the thugs and allowing Aris to use Stealth to get away (an **opposed Charm, Coercion, or Deception check**).

- Physically blocking the thugs from proceeding, either with their own bodies or by tipping over stacks of goods, moving market carts, etc. (an **Average [♦♦] Athletics check**).

- Finding Aris a shortcut (a **Hard [♦♦♦] Knowledge [Underworld]** or **Streetwise check**).

In general, if the players come up with a plausible idea, the GM should allow a check to see if it works. The goal of this encounter is not to tax the PCs to the utmost but rather to get them immersed in the action and informed about their objectives.

If Aris moves to extreme range from the thugs and the thugs are not actively fighting the PCs, the encounter is over and the PCs are successful. If Aris is unable to escape, she presses a datachip bearing a time and an address on Level 50 into a PCs' hand before she is escorted away by her husband's goons.

MOVING ON

If the PCs rendezvous with Aris Shen, she apologizes for the thugs but doesn't volunteer any information about them. If asked, she admits that they are her husband's men sent to "protect" her, which really means keeping tabs on what she's doing and who she's with. Vorse Tabarith may not be as sharp as he used to be, but Aris has never been one to kowtow, and he suspects she may be planning to betray him (and rightly so, though she doesn't mention that part just yet). She volunteers to serve as the PCs' guide to Cloud City if they require and recommends that they meet with her father sometime in the next half hour.

Either guided by Aris Shen personally or the cryptic note she left them, the PCs should proceed to the address on Level 50 where Arend Shen keeps an apartment. When the PCs arrive, Arend answers the door and welcomes them inside, pausing only to verify that they weren't followed. If Aris is with them, Arend sends her to the bar to fix drinks for everyone.

The apartment is well-appointed and tastefully, if generically, decorated. Arend receives the PCs in a living room that is illuminated by a lightwell open to natural sunlight, separated from a galley kitchen by a wood-topped bar. A hallway leads back toward a rest room and two bedrooms. Any PC who wishes to observe the apartment carefully makes a **Hard (◆ ◆ ◆) Perception check**. Success indicates that the apartment is not actually inhabited; Shen either maintains it as a front or has rented it exclusively for this meeting.

Once the PCs are settled, Shen addresses them:

"I'm pleased you came," the middle-aged Pantoran man dressed in elegant blues and maroons says. "You have been recommended to me as people with a certain set of skills. I have a job offer for you—a scheme that requires those skills. What I'm about to propose is illegal, confidential, and could be somewhat dangerous—and, if you're successful, could pay out tens of thousands of credits, perhaps more. I think you'll discover it's well worth your trouble. Now, which of you is interested?"

Presumably, all the Player Characters indicate themselves. Satisfied, Shen continues:

"A few days from now, a valuable gemstone will be auctioned here on Cloud City. The gem is known as the Jewel of Yavin and has a reputation for being 'unstealable.' The plan is this: infiltrate the auction and manipulate the bidders to raise the bid. We want the jewel to sell for as much as possible for maximum return when we slice into the central computer network and redirect the auction credits to our own accounts, hmm? The gala and gem are being held at the Figg & Associates art museum, which isn't designed to protect an object that valuable, making this the best chance we have to nab it. You heard me right; we're going to steal the gem twice."

Then the Pantoran sits back, grinning from ear to ear. "Well? What do you think?"

The PCs may now discuss the details of the plan with Arend Shen and ask any questions they find pertinent. Some obvious questions include:

- *"How much is our cut?"* Arend and Aris will split the winning bid with them equally, meaning six ways if there are four in the players' party. He expects the bidding to reach into the hundreds of thousands of credits.

- *"What's so special about this gem?"* The Jewel of Yavin is a rare corusca gem of unparalleled size, clarity, and inner radiance.

- *"Who are the bidders?"* There are seven in all: Kaltho the Hutt, Shreya Ordassa, Mil Mikkir, Pos Podura, Zekra Fol, Elaiza, and Vorse Tabarith. Arend doesn't know much about them, except that Aris is married to Vorse. The PCs need to do some of their own investigative legwork in order to figure out how to best manipulate the bidders. See page 34 for more information.

- *"How do we infiltrate the auction?"* The most straightforward means of securing an invitation is to win the Cloud Car Grand Prix the day of the gala. Of course, it's not exactly the easiest means either, but the 30,000 credit grand prize is certainly a draw for most pilots. If the PCs don't have a cloud car of their own, Arend can lend them one. See page 43 for more information.

- *"To whose account are we transferring the funds?"* Arend has set up an off-world dummy account specifically for this purpose that is untraceable to him or the PCs. He gives them a datapad with the relevant routing and account information.

- *"What about the heist itself?"* The PCs will need to develop their own plan of attack and complete any reconnaissance necessary to successfully

dodge any guards and security measures in the museum. Arend will provide a getaway speeder for them to rendezvous back with him, deliver the gem, and make their escape on his yacht, the *Venture*. See page 86 for more information.

Once the Player Characters have had a chance to get a grasp on their mission objectives, Arend excuses himself, apologizing that he has other business to attend to. If he gives off the impression that he's not being entirely forthright with the PCs, they'd be correct.

He leaves Aris with them to hash out a plan and answer any remaining questions. She is able to elaborate on certain details if the PCs manage to impress her or seem genuinely competent. Aris has no particular loyalty to her father or husband, as she is resentful of always having to be duplicitous with whatever schemes they are devising. She can be made into an ally if the PCs promise her a bigger cut than her father has promised her or if they can appeal to the fact that she's sick of being a pawn. She can answer the following questions, if asked:

- *"What do you know about the current owner of the gem?"* Marus Grayson is a commissioner in the Imperial Trade and Commerce Authority and an example of exactly why everyone hates the Imperial bureaucracy. Aris divulges more or less the entire background story as detailed on page 5 of the **Introduction** if pressed, and she suspects that his security crew is only so loyal to him as they are paid to be.

- *"Why does Arend want the gem?"* It's business as well as personal. Marus Grayson ruined the Shen family and her father wants to make him squirm.

- *"How much is the jewel itself worth?"* In legal markets, five hundred thousand to 1 million credits. However, a legal market no longer exists—at least not in Imperial space. On the black market, it depends on one's contacts and networks.

- *"Why are you betraying your husband?"* Aris cares about more than just maintaining a posh lifestyle, while Vorse is obsessed with wealth and status. Her marriage was arranged by her father to expand his interests, and though she hasn't been mistreated, she wants to buy a ship and make a name for herself—by herself. If the PCs suggest it, she isn't opposed to pulling one over on her father as well.

The Player Characters should take this opportunity to cultivate a course of action over the next two days. They should be encouraged to come up with plans of their own, and the GM should be able to adapt the existing material to suit most strategies the PCs may come up with. After talking to Aris and Arend, the PCs should have a sense of what they need to do and where they need to go. The party may also brainstorm ideas by succeeding at various **Average (◆ ◆)** difficulty skill checks and learning the following information:

- **Computers:** In addition to needing a competent slicer (page 41), computer spikes (page 40), and encryption samples (page 40), the surveillance system in the art museum should be disabled for the heist as well (page 79).

- **Knowledge (Lore):** Corusca gems may also be used as lightsaber crystals, meaning they are potentially as deadly as they are beautiful.

- **Knowledge (Underworld):** Under Dominic Raynor, crime and corruption flourished on Cloud City. Many of the casino moguls and government officials are still in the pockets of crime lords or are crime lords themselves. Arend seems to be one of the latter.

- **Knowledge (Outer Rim):** Lando Calrissian is the new Baron Administrator on Cloud City, but his chief administrative assistant, Lobot, runs most of the day-to-day operations using his cybernetic implant's direct uplink to the central computer network.

- **Mechanics:** In addition to custom modifying the cloud car to suit, it may also be worthwhile to track down the Cloud City schematics to figure out the best entrances and exits for the art museum.

- **Piloting (Planetary):** Many races are won before even stepping foot on the track. In order to best formulate a strategy, the party needs to find out more about the racecourse and racers (page 44) and hire on mechanics (page 46) and co-pilots (page 45) if need be.

- **Skulduggery:** The party should attempt to examine the physical security features surrounding the gem itself, if not before the gala certainly during it. It may also be worthwhile to investigate the security guard details.

- **Stealth:** For the heist and possibly the slice job, the party may want to disguise themselves by purchasing stealth suits (250 credits each [R]; +1 soak; adds □ to all Stealth checks), masks (25 credits each), and possibly optical camouflage systems for their armor (see page 195 in the **Edge of the Empire** Core Rulebook).

- **Streetwise:** The *Four-and-a-Half* cantina and the entirety of Port Town ares the best places to find other villains and scoundrels who may offer their expertise or services for a fee. Apparently the cantina is also where a number of the jewel's guards have been going during their off-shifts.

With a plan in place, the Player Characters should set out to establish a base of operations, conduct any research, and complete any preparation necessary before noon on the third day when the **Cloud Car Grand Prix** kicks off (page 43). For heist preparation, see **Heist Homework** on the following page. For investigating the bidders and preparing for the slice job, see **Getting to Know You** on page 34 and **Setting up the Slicing Shop** on page 40.

HEIST HOMEWORK

Stealing the gem is no easy task, and unless the PCs make careful preparations, there are many ways the caper can go wrong. There are three bases the crew need to cover before they can successfully pull of the heist, though how they go about it is up to them. They will need to:

1. Chart their entrance and escape routes.
2. Determine what security is in place and its strength.
3. Figure out how to blind or bypass security.

This section deals with plans the PCs may come up with in order to succeed in stealing the gem, though they are by no means the only ways to accomplish the above objectives. The PCs should be allowed to put their own plans into action if they formulate feasible ideas.

Some of the more obvious means of accomplishing the three main tasks include:

- Visiting the museum while it's open, then either staking it out to make a map or hiding until closing time.
- Collecting schematic diagrams of the Figg & Associates Art Museum for an idea of the layout and find points of entry.
- Acquiring suitable gear to help carry out the heist such as ionizing blasters to help them disable security systems or the museum's droids.
- Looking into Marus Grayson's operation for weak links, potentially discovering that some members of his staff are less than loyal.

Provided the PCs realize the need for a plan and come up with ideas on their own accord, the Game Master should encourage them without leading them by the nose. Planning the heist is part of the fun, after all. It may be a good idea to allow the PCs to plot at the end of a session, as this makes for a nice cliffhanger and allows the Game Master time to adapt to unexpected moves by the PCs.

The greatest source of encouragement and advice in this regard comes from Aris Shen, who obviously wants the PCs to succeed in stealing the gem and therefore hopes they conceive a solid plan. If the PCs begin to proceed without a plan to pull the heist, it would be entirely in keeping for her to get in touch with them and inquire about their plans. If they have none, she mutters about their recklessness and encourages them to come up with ideas.

While Aris could be secretly pleased that her father's patsies aren't the brightest operators—the Shens plan to betray them after all—she won't want the PCs to bungle the actual heist. If the PCs genuinely haven't got a clue how to proceed, the GM may have Aris suggest one or more of the previously mentioned bullet points.

Other NPCs can help persuade the PCs to come up with a plan. If they decide to eavesdrop on people working for Marus Grayson, they may hear snippets of conversation regarding jewel security or how the guards are *"almost hoping some thief pulls a frontal assault on them"* as they could *"use a good excuse to disintegrate some scum."* Visitors to the museum can remark on the tightness of museum security, and Nallith at the reception desk warns the PCs not to touch artworks in case they set off electro-railings as they enter the museum.

CASING THE JOINT

The Jewel of Yavin is to be auctioned during the gala at the Figg & Associates Art Museum, an upscale art gallery on the 22nd level of Cloud City. The art museum was one of the first attractions to be commissioned by Ecclessis Figg during the construction of the city and has remained popular since.

The PCs may decide to visit the museum during daylight hours to get a feel for the place without arousing suspicion. At any one time, there are between thirty to sixty visitors to the museum, mostly humans from other planets on the Outer Rim, though there might be a few Core Worlders there too. All are welcome to visit the museum, although individuals who appear particularly rough or well-armed draw additional attention from the guards.

Like many of the attractions in Cloud City, the museum is gaudy and expensive but carries an air of having been hurriedly put together. While there are a number of eye-catching pieces in the museum, it seldom receives praise from critics or connoisseurs. Compared to renowned art museums of the Core Worlds, many see Figg & Associates as lacking class and favoring large or colorful exhibits over a more carefully selected and intriguing collection. Most visitors to Cloud City care little for such elitism and find the museum a delightful diversion for a few quiet hours.

The museum is depicted on the map on page 30. The descriptive text provided gives an impression of what it is like to visit the museum during open hours. If the PCs are looking for **Security Features**, they can be found on page 79 in **Episode II**.

The Lutrillian, Nallith, is the museum's receptionist. He is an expert on the exhibits and enjoys talking about them, though his language is limited to Lutrillian and Basic. He employs his companion, the protocol droid C3-B8, to help him with translation. Nallith enjoys talking about the museum and exhibits in a general way but reveals nothing that might compromise security at the museum and becomes suspicious of a PC who spends too much time talking about such matters.

If the PCs read about the history of the museum, they find out that it was backed by some of Ecclessis' friends in the Incom Corporation. If they pass an **Easy (◆) Underworld check** or an **Average (◆◆) Knowledge (Core Worlds)** or **Knowledge (Outer Rim) check**, the PCs are aware that many of Incom's engineers have thrown in with the Rebellion, and the remaining company is a shell of its former self. They realize that this is a clue that may direct them to a likely location of the schematics. Incom used to have facilities in Cloud City's Port Town, and since the company fell from glory, these assets have been taken over by an Ugnaught-run construction guild.

SECURITY CAMERAS

During opening hours, the feed is monitored by Nallith at the front desk, but because he is also busy with customers, he may miss activity caught on camera. Every time the PCs take an action in the museum that would rouse an observer's suspicions, have the PCs make an **opposed Stealth check vs. Nallith's Vigilance (◆◆◆)**. If the PCs take precautions to hide underneath the camera or behind pieces of art, add □ to the check. If PCs make a second suspicious action shortly after the first, upgrade the difficulty of the check once for each time they make a suspicious act until they leave the room, pass a **Hard (◆◆◆) Cool check**, or spend more than ten minutes behaving normally.

1. MAIN ENTRANCE

If the PCs show much interest in the main entrance, they find that heavy blast doors come down to close the museum off from the public at the end of the day.

2. RECEPTION

The reception area is dominated by a massive statue rendered in varying shades of dolomite. The statue depicts a middle-aged human in a well-tailored flight suit with slicked-back hair. The inscription reads simply: Ecclessis Figg. A small and old-fashioned information console stands by the door. A Lutrillian male with a friendly and alert expression and a gleaming silver C3 protocol droid man the large wooden table set up beside an electro-turnstile.

The museum is open between the hours of 10 am and 6 pm. A ticket costs 12 credits. Tickets for children and Ugnaughts run only 7 credits. Licensed service animals and droids can enter for free provided they are kept close to their owners at all times.

3. HALLWAY EXHIBITION: "BEAUTY OF BESPIN"

Electric signs flash and glow, advertising the "Beauty of Bespin" in a host of languages through an otherwise dimly lit, cavernous hallway. A number of large and impressive glass containers have been installed around the room, each containing a slowly shifting landscape rendered in colored gasses and held in place by energy fields.

With the exception of the gift shop, doorways lead from the hall to every other room in the building.

Security Patrol
Route

FIGG & ASSOCIATES ART MUSEUM

4. EXHIBITION ROOM: "REFLECTIONS ON XIM"

This room is a jumble of paintings, sculptures, and cases filled with a motley mix of artworks and archeological finds from Xim the Despot's reign. Some of the exhibits bear signs that claim to date from before the Republic, while others are either replicas or artwork inspired by the period. The room is dominated by a large metal and stone replica of the bold conqueror, a copy of the famed wonder of antiquity, the Statue of Xim on Desevro.

5. HOLOPICS GALLERY

The gallery is hung with a number of wide, sheet-like screens showing landscapes and space vistas. These are not photographic captures but layers upon layers of graphic paintwork, built into three-dimensional scenes. The holopics are stunningly beautiful, and the light levels can be adjusted to better suit the eyes of the viewer.

6. EXHIBITION ROOM: "WONDERS OF THE GALAXY"

The door leading into this exhibit is flanked by a pair of life-size replicas of the Brass Soldiers of Axum. Holopics of the Imperial Palace on Coruscant and the Dawn Pyramid of Aargau proudly decorate the walls. A glass cabinet displays archaic finds from recent excavations in Coruscant's Ice Crypts. Scale models of the towering Shawken Spire and the Caliginous Automaton of Tomo-Reth have been placed by the walls near the inscriptions of inspiring quotes from the Celebratus Archive and the Halls of Knowledge on Phateem. A replica of a section of the Alsakan Mosaics that covers the floor in gleaming tiles, and a sculpture of Belcoth's Beacon hovers in the center of the room. A selection of sounds from the Cathedral of Winds on Vortex is piped into the room for added ambiance.

7. THE AUCTION ROOM

This room has been set aside for the display of the Jewel of Yavin and associated exhibits. On the days preceding the auction, this room is locked. A PC may pass a **Hard (◆◆◆) Skulduggery check** to pick the lock, but might be picked up by the museum's security camera system (see page 79). Inside, there are a couple of displays providing information about the history and uses of corusca gems, but they make no mention of lightsabers, pandering to the official line. (See also **The Jewel of Yavin** on page 81.)

8. CLEANING EQUIPMENT AND GARBAGE DISPOSAL

Varied containers of cleaning fluid and solvents fill the shelves that line the eastern wall, and to the south, a large chute for waste disposal dominates the rear of the room. There are a pair of droids in the room, a CLE-004 window cleaning droid and a T3 utility droid adapted to polish floors and pick up garbage.

During open hours, the door to this room is locked. The museum's security camera (see page 79) may still catch them even if the PCs pass an **Average (◆◆) Skulduggery check** to bypass the lock.

This room may be of particular interest to PCs who have worked out that entering the museum from the garbage disposal might be the easiest way to break in. After the droids deposit the waste through the chute, it slides down to Cloud City's central wind corridor and out into Bespin's atmosphere.

9. TAPCAFÉ

The tapcafé provides a comfortable setting for visitors to relax and enjoy hot drinks and snack food. Its atmosphere is sedate and almost tropical, decorated with a number of large potted plants. An Industrial Automaton COO cook droid tends the counter, whirring quietly as it gathers empty glasses and plates.

A small and crowded kitchen, as well as three refreshers, can be accessed from the tapcafé dining room. Such areas may be of interest to the PCs, as they are effectively blind spots in the museum's security, unmonitored by cameras and outside the security droid's patrol. The COO cook droid is barely sentient and provides the PCs with no challenge. Its programming is limited to cooking and serving food. If they insist on interacting with it, use the maintenance droid profile on page 411 of the EDGE OF THE EMPIRE Core Rulebook.

10. GIFT SHOP

The museum shop is a clean and austere boutique where patrons may purchase souvenirs, such as portable holopics and scale models of some of the museum's more popular exhibits. The shelves are stocked with such holobooks as artist biographies and portfolios, as well as other merchandise depicting famous works of art, some of which have been featured at the museum itself.

During open hours, a WA-7 service unit minds the shop and tenders sales. A stylish and gregarious droid who zips about the shop on a unipod wheel, the WA-7 counts as a protocol droid for all practical purposes.

If anyone approaches the counter, the droid immediately whizzes over to serve them.

At the rear of the shop is a door marked "Staff Only" **(11)**. This leads into a storeroom that is piled high with spare stock for the shop as well as panels and displays designed to advertise old exhibitions. The storeroom is another security black spot off the radar of the museum's security droid and conveniently overlooked by watchful cameras.

ACQUIRING SCHEMATICS

Schematics detailing the architecture of Cloud City are a closely guarded secret. While the PCs can access utilitarian maps of the city from public information consoles, they provide only a general overview of Cloud City's layout. If the PCs do use one of these consoles to seek more information, they may be able to form a rough idea of the layout of areas of the museum that are open to the public on a **Hard (◆ ◆ ◆) Computers check**. However, this information would not include such details as the storeroom, tapcafé kitchen, and the cleaning equipment room and garbage disposal.

If the PCs think to ask anyone where to find detailed schematics of the architecture of Cloud City, they learn that the construction guilds at Port Town might be the best place to look. The office of the Baron Administrator and databases at the Cloud City Security Tower hold such information, but to look there would arouse much greater suspicion, unless the PCs have the right contacts or skills.

THE CONSTRUCTION GUILD

Level 154 in Port Town has been largely taken over by an industrious Ugnaught construction guild that has been contracted for most of the buildings in Cloud City and other floating habitats on Bespin. If the PCs know to look for former Incom facilities, they are able to find their own way here with the help of a few signs. If not, by asking the right questions, they may be directed by residents, though most locals will ask for a small tip of 20 credits for the trouble of providing the PCs with a guide.

There are about fifty Ugnaughts in the building. If the PCs ask to speak to someone who might have plans for parts of Cloud City, they are referred to one of the chief foremen, Xoff Ix.

XOFF IX, CHIEF FOREMAN

Xoff is a stooped and aging Ugnaught with a long mane of frizzy, gray hair. He is particularly cranky and prone to snapping at inquiries. Xoff has grown resentful over the years, feeling that his people have been cheated by the Exex of Cloud City. This could work to the PCs' advantage or disadvantage depending how they

play things. On one hand, he is rude and unwilling to put up with any nonsense from humans. On the other, his bitterness acts as moral blinders, making him more likely to disregard the PCs' obviously criminal intentions.

Xoff speaks no Basic but is accompanied by D3-LOM, a creaking protocol droid in bad need of an oil bath . As soon as he meets the PCs, Xoff snorts angrily at the droid who translates his grunts into platitudes: *"Ah, erm—my master, Xoff, wonders what he can do for you."* It should be clear to the PCs that D3-LOM is making some pains to rephrase his master's words into more palatable language. Should a PC understand the Ugnaught tongue, he realizes that an accurate translation would include many colorful epithets and insults.

For his part, Xoff understands Basic very well, and doubles the price should any of the PCs say a rude word about him. He uses the Ugnaught laborer profile on page 14 when interacting with the PCs.

Xoff might be persuaded to provide schematics if the PCs have a good cover story or sweet talk him by succeeding at a pass a **Charm** or **Deception check opposed by Xoff's Discipline (◆ ◆)**. The Ugnaught charges the party 500 credits to cover the costs of "producing an accurate replica of the original plans."

Like many Ugnaughts, Xoff finds the universal Basic greeting "ya-yahh" to be offensive, which the PCs may know by making an **Average (◆ ◆) Knowledge (Xenology) check**. If PCs use such words, including similar words such as "yeah," add ■ to any Charm checks made during the interaction.

KITTING OUT

The Player Characters may want to get their hands on specialized equipment in order to carry out the heist. After all, explosives and weapons with the Breach quality could be very useful for blasting out holes between levels, and ion weapons can be used to disable electro-railings and security droids.

Obtaining such weapons on Cloud City can be difficult. Importation of items such as thermal detonators is tightly controlled due to the catastrophic damage that could be inflicted to integral parts of the floating metropolis. Port Town is the only likely place that PCs are able to find such items, though what they have to do to get them depends on what they're looking for.

FINDING A SELLER

The PCs can easily find a black market weapons dealer in Port Town, but may have a hard time winning his trust. All manner of smugglers and spaceport urchins crowd the concourses and docks of Port Town and can lead the PCs to a black market arms dealer if they wish.

In order to find an arms dealer, a PC must contact a suitably shady resident of Port Town. The GM should use the Smuggler (page 396 of the EDGE OF THE EMPIRE Core Rulebook) or Spaceport Urchin profiles if needed (page 399 of the EDGE OF THE EMPIRE Core Rulebook). The PCs have to succeed on a **Hard (◆ ◆ ◆) Charm, Coercion, or Streetwise check** to win his trust. Smuggler characters add □ to such checks, representing their familiarity with this sort of deal. If the PC offers a 50 credit bribe, he may reduce the difficulty to an **Average (◆ ◆) check**. Three NPCs can be approached in this manner, but if the PCs fail all three checks, word gets around that they are suspicious types, and other black market dealers refuse contact with them.

If the PCs succeed, the contact leads them to the office of a local arms dealer. A dealer has two minion groups of three Aqualish Thugs and a Barabel Enforcer on hand at all times (pages 391 and 392 of the EDGE OF THE EMPIRE Core Rulebook). The arms dealer also keeps a protocol droid to help with any translation issues that crop up. The PCs can now negotiate for Restricted items as described in **Chapter V: Gear and Equipment** on page 147 of the EDGE OF THE EMPIRE Core Rulebook.

GRAYSON'S CREW

Grayson's security team consists of a dozen men and women split into two teams of six. One of these teams keeps a close eye on the gem while the other rests. The crew was assembled relatively recently and consists of people who were formerly part of the Imperial Army or Corporate Sector Authority, making the team one of the most dangerous and disciplined private security outfits of the Outer Rim.

While Grayson's security team is made up of highly professional security guards, there is some dissension in the ranks. Grayson is an arrogant and unsympathetic employer and the only thing that keeps his hirelings in line is money. Should the PCs decide to look into the security guarding the gem, they can get information on them if they shadow Marus Grayson and stake out his lodgings. They should try to be covert, as Grayson's private security guards chase off anyone obviously hanging around his apartment. If they take care and use long-range monitoring or spy devices, the PCs learn that, every ten hours, Grayson is visited by one of two men: the squad leaders of each security team. Once the PCs know who to look for, shadowing them isn't terribly hard.

The adversary profiles for the security guards and squad leaders are on page 78.

BURR NAXIS

The first squad leader is Burr Naxis, a tall, dark-skinned Corellian who walks with a slight limp. He is a little careless about his personal safety, and the PCs can follow him if they pass a single **Stealth check versus his Vigilance (◆ ◆ ◆)**. If he spots the PCs following him, Burr does nothing unless they become violent, but he finds them suspicious and is more hesitant to talk to them (add ■ to social checks with Burr). Burr spends ten hours during the day guarding the gem before making his report to Grayson. Afterwards, he goes to the Trest casino on Level 44 to relax and play a few hands of sabacc. This takes him an hour or two, after which he catches some sleep before his next shift.

If the PCs think to join Burr in his game, he may open up a little, but only if they let him win. Then, bragging about what a big shot sabacc player Burr is, the PCs must pass a **Hard (◆ ◆ ◆) Charm check** or ply him with drinks before he becomes talkative. He is happy to discuss the fact that he has been employed to "help guard some valuables." Provided the PCs feign interest in his job and don't press him too hard, he reveals that he is annoyed that the museum will not let them carry disruptors on the premises. He says the guards are limited to the use of riot guns. His employer is an irritating man, and the other squad leader, Gantel, is particularly annoyed with Grayson.

Another option is for the PCs to pretend to be off-duty or retired members of the security profession themselves. Burr feels a strong sense of identity for the job, and can easily be convinced to swap horror stories provided that the PCs go first and pass an **Easy (◆) Deception check**.

There is one way to shake the guards' loyalties even further: planting the suggestion that Grayson is too poor or tight-fisted to pay his mercenaries. If the PCs try this, have them make a **Deception check opposed by Burr's Discipline (⬣◆◆)**. If this check succeeds, it has no obvious effect, though the guards' morale is adversely affected should the PCs encounter them later on during the heist. The guards suffer a ■ to all checks during the encounter.

GANTEL DRO

The second squad leader is Gantel Dro. He is a lithe Defel with a quiet, determined manner. Gantel is increasingly annoyed with Marus Grayson, who he feels is needlessly endangering his men by refusing to listen to Gantel's advice about securing the gem.

Marus Grayson originally hired Gantel to test his security system by having him try to steal the gem back on Coruscant. When explaining the job, Marus didn't tell Gantel that he was also the gem's owner, and when Gantel and his partner got far enough into their attempt, the security forces were called. Reasoning that it takes a thief to catch a thief, Marus offered to hire the Defel as head of his personal security. Gantel is basically being blackmailed into working for Marus, and while he's glad to have a comfortable life, there is no love lost between them.

Gantel likes to go to the *Four-and-a-Half* after having made his report to Grayson, where he can fade into the shadows and take off his visor for a time (as a Defel, he is blinded by white light and can naturally see in the ultraviolet spectrum). He is much more perceptive and alert than Burr, and any attempts to tail him sneakily requires succeeding at a **Hard (⬣⬣⬣) Stealth check**. Like Burr, he does not attack anyone following him but becomes suspicious and adds ■ to any social check targeting him.

If any of the PCs have the Thief (or a similar) specialization or they pass a **Hard (◆◆◆) Streetwise check** to approach him, he sees the PC as a fellow rogue and allows him to approach. He'll trade stories of some of his best runs and even tell him about the time he almost stole one of the most priceless gems in the galaxy (see page 4). It's up to the PCs to put two and two together, though, as he won't explicitly reveal his history with the Jewel of Yavin.

Gantel is sick of being blackmailed by Grayson and if the PCs play their cards right, he might be willing to purposefully overlook their illegal entry or even give them a few tips for their job. The PCs can offer him money, but he's more interested in seeing Grayson humiliated (in public) or eliminated (in private). If the PCs outright tell him their plan, he is amused and challenges them to pull it off. Besides, if they fail, as he knows they will, he can dispatch them as he pleases.

He's willing to share the following information out of sheer amusement:

- He is annoyed that his request to have a couple more men to guard the garbage disposal has been denied. It is the obvious place for a break in.

- He mentions that there has been little cooperation from the Bespin Wing Guard.

- He says the museum's security systems do not cover all parts of the building, and that all sorts of things could be hidden there. If the PCs gently press him for examples, he rattles off a short list of areas the cameras cannot see: the storeroom, cleaner's room, and the tapcafé kitchen.

GETTING TO KNOW YOU

The auction for the Jewel of Yavin is an exclusive affair that has drawn a select group of bidders from across the galaxy's upper crust and underworld. Marus Grayson and his associates have put in a great deal of careful work to spread word of the auction along the appropriate channels to keep the auction both profitable and quiet. Their efforts have not been entirely a success but have nonetheless drawn interested parties from a number of regions, including Hutt Space and the Outer Rim.

Each bidder has his or her own reasons to be interested in the precious gem, as well as some familiarity with one or more of the other bidders, as detailed in the following sections. The galaxy's underworld is a tangled web of mutual contact, and the upper tiers of its wealthy elite are often very closely linked.

If the PCs expect to steer the bidding toward personal profit, they need to learn all they can about the bidders. Fortunately, an exclusive auction of this sort brings in patrons who bring their entourages. Cloud City's infochants are sure to be tracking them and their reputations. The following section details each of the bidders, their motivations, their associations, and the best methods for learning about all of the above.

RUNNING THE INVESTIGATION

The PCs need to leverage as much background knowledge on the bidders as possible in order to manipulate them into maximizing the bid. In order to gather initial leads, the PCs may try searching the HoloNet or other computer networks, calling upon their own knowledge of the criminal underworld, or seeking contacts in Port Town. The PCs may begin their investigation by succeeding at an **Average (◆ ◆) Computers, Knowledge (Underworld),** or **Streetwise check**, which points them to possible associates from whom they can learn more. They should compare their results to **Table 1–1: Computers, Knowledge (Underworld) & Streetwise Check Results** on page 37. See also the sidebar **In Lieu of Dead Ends...** on page 36 for GM guidance on continuing the investigation if the players' dice rolls botch across the board.

KALTHO THE HUTT

The massive Hutt Kaltho belongs to one of the most prominent kajidics in Hutt Space. The key to his fortune lies in his ownership of some of the largest and busiest spaceports and private loading docks on Nar Shaddaa, the Smuggler's Moon. Through these holdings, he collects hundreds of thousands of credits in fees and bribes every day, as even other Hutts must pay for access to his facilities. This has allowed Kaltho to expand into numerous other fields, including shipping (or smuggling), heavy manufacturing, arms dealing, and the spice trade. Despite his incredibly lucrative holdings, Kaltho is known to shun most of the luxuries and excesses common to his station and focus with a cool head on his clan's ever-expanding criminal empire. His one indulgence is his appetite for rare and unusual delicacies—a hunger that has led him to execute a dozen master chefs in fits of distaste.

For Kaltho the Hutt, the auction for the Jewel of Yavin is a purely economic matter, and one in which he has no real personal stake. Kaltho is counting on his wide network of contacts and control of underworld markets to bring in a price for the jewel far in excess of its cost on Cloud City. He does not intend to come away from his visit empty-handed but may settle for the results of other dealings if the bidding is driven high enough to cut into his profit margins.

Kaltho's visit to Cloud City has seen him attended by a massive coterie of his servants and enforcers, as befits a Hutt of his stature. He has a dozen bodyguards of assorted species, from elite Nikto warriors to Gamorrean thugs, numerous entertainers, and a small number of his best and cleverest bookkeepers either traveling with him or on his personal starship at any given time. Few of these attendants have the time or freedom to associate with the PCs, but his most favored agents are given greater freedom.

A human bounty hunter named Kerek is his chief enforcer and has been tasked with putting the fear of Kaltho's empire into the locals while the Hutt is in port. As a result, Kerek can be met at a variety of locales across Cloud City, where he may be willing to inform on his boss for credits or information on a promising target. The bounty hunter has little loyalty, but he has to be plied with the right kind of leverage. Kerek can frequently be found at the *Four-and-a-Half* (see page 18).

If the PCs prefer not to deal with Kerek, they might seek out Kaltho's master chef, the Ortolan Bos Na'doa, who has let his patron's favor go to his head. Bos is full of himself and convinced he is indispensable and might do or say almost anything for sufficient flattery and a large enough bribe. Bos Na'doa has been given free rein of the kitchen of the Three Beldons Buffet (see page 17), where he creates his gastronomical delicacies.

THE PROFESSOR, SHREYA ORDASSA

Shreya's past is shrouded in mystery before she attended the University of Sanbra, but somehow she came to leave the Togruta homeworld, Shili, and entered academia, becoming an esteemed professor. She met Mil Mikkir while teaching on Sanbra, and a secret romance bloomed between them. But when he insisted she leave her career behind to be with him, she broke the relationship off. Not only did she lack the wealthy upbringing to run in his social circles, but she finally told him that he was jealous of how she had built her own success, instead of having it handed to her all her life. Mil didn't take it well, and they haven't spoken since.

Shreya is here on behalf of her university to acquire the corusca gem for research purposes and has secured a large grant with which to bid on the gem. She believes Mil only wants the gem to spite her and is that much more determined to win it. Shreya has never been to Cloud City before, but she has a few friends and acquaintances in the area with whom the PCs might want to speak. Mil Mikkir would gladly provide information about her, but his accounts are sure to be heavily biased by the recent split. Another bidder and one of her students, Pos Podura, is in love with Shreya and hopes to acquire the jewel to impress her, but he is less likely to speak of her if he does not trust the PCs enough to keep his plan secret. The players' best bet may be to question her traveling companions—an old friend from her youth and her research assistant droid.

The research assistant droid's loyalty programming would make him a difficult prospect to speak to if the PCs seem ill-disposed toward his mistress (as well as causing him to be an insufferable snob to them), but he can be easily tricked into revealing her secrets if he can be made to think they have inside information about the gem. He is located in the Figg & Associates Art Museum (page 28) trying to do basic research legwork for the professor (albeit unsuccessfully).

If the PCs are unable to turn up enough of the information they need with the methods of investigation described previously, the GM should not let that prevent them from completing the investigation. The necessary information can be turned up in other ways. One simple method is to provide the PCs with access to an infochant who can sell them what they need to know. Such a knowledgeable figure should certainly not work cheap and may require undertaking Obligation in order to pay for the intelligence. This serves to make sure the PCs rely on their own ingenuity first and turn to hired help as a last resort.

If the PCs cannot afford to hire an infochant and are leery of further Obligation, establishing a personal connection might be just the thing that is needed.

By spending light side Destiny Points, the PCs can establish old contacts or other figures who might be favorably inclined toward helping them with their troubles. Generally, a single light side Destiny Point should be enough to get information in detail on one of the bidders or provide assorted minor leads on several—just enough to break through a dead end in the investigation and provide new ground from which to work.

If all else fails, the Player Characters can turn to Aris for help. She should be able to point the PCs toward the next step they need to take, but doing so is likely to undermine her confidence in them (not to mention the weakness it brings to the drama in the narrative), and should be used as a last resort.

Shreya's friend and fellow Togrutan, Leina, is considerably less loyal, as they have been apart for some time. Leina came to Cloud City for an entertaining vacation as much as to catch up or comfort Shreya and is most interested in ensuring her own stay is as enjoyable as possible. She is most often found at the Yarith Bespin's Pair O'Dice Casino at the sabacc tables or at the bar (see page 16). Bribes, flattery, or the hint of intrigue should surely catch her attention.

THE ARISTOCRAT, MIL MIKKIR

Mil Mikkir was born to a life of luxury and wealth, thanks to his father's expansive business endeavors, and he has continued to live off of his inherited money and status all his life. While he technically has a position as a manager in one of the Outer Rim's most profitable construction firms, he owes his job entirely to his father—for both the initial hire and his continued employment. He does a good enough job of hiding behind spouted buzzwords and his skill at blaming others that his lack of ambition was only recently recognized by his then-girlfriend Shreya Ordassa. It led to a bitter argument and break-up, and he is now on Cloud City solely because he heard of her interest in the Jewel of Yavin, which he intends to thwart out of spite.

Mil Mikkir spent a portion of his wayward youth slumming through Port Town and still knows his way around moderately well. He has nonetheless brought a bodyguard droid with him to be careful. His familiarity is at least part of the reason for this caution—on one of his earlier trips, he dabbled in a mild form of spice provided by men working for Vorse Tabarith, and he fears the gangster may attempt to blackmail him if he appears weak.

His other connections on Cloud City include Shreya Ordassa (whom he avoids whenever possible), the Twi'lek Pos Podura (whom he barely acknowledges), and a fellow businessman named Choran Les who owns Negri's Processing Vane in the Industrial Levels. Choran's offices are located in the plaza district, and he may be willing to talk about Mil or arrange a meeting if the PCs pose as clients looking to contact the Chagrian for a construction contract.

THE THIRD WHEEL, POS PODURA

Pos Podura is one of the most out-of-place individuals attending the high-class gala. The young Twi'lek managed to get past the screening for the auction's bidders through bluffing, luck, and credentials stolen from far up the corporate ladder at the firm where he works. His continued attendance is dependent on a great number of fragile ruses holding together, and he knows it—just as he knows he has no real chance of paying for the Jewel of Yavin. However, Pos Podura is determined to see the auction through, as he believes acquiring the exquisite gem could impress Shreya Ordassa, his secret unrequited love. Pos was a scholarship student at the exclusive academy on Sanbra where Shreya taught and developed feelings for her that he has never let go. When he heard that she was attending the auction for the Jewel of Yavin, he became determined to find a way to claim the gem to impress her, presenting it as a token of his affection.

Pos Podura is out of his element in the luxurious districts of Cloud City where the auction is being held. He does not have the nerve to spend much time in Shreya's presence just yet and avoids Mil Mikkir because he would recognize him as a student from the University of Sanbra, not a wealthy businessman. Even in safer company, Pos largely keeps to himself and says little, hoping his cover can hold together better if he stays on the sidelines. When his nerve fails him, he heads to the seedier districts and seeks out a cantina for some liquid courage. He never visits the same site twice, but patient PCs may be able to piece together his story from details he lets slip after too much to drink.

TABLE 1–1: COMPUTERS, KNOWLEDGE (UNDERWORLD) & STREETWISE CHECK RESULTS

Topic	Cost and Result Options
Kaltho the Hutt	☼: Kaltho is a member of a powerful kajidic from Nar Shaddaa. He controls several major spaceports and private landing bays on the Smuggler's Moon.
	◊: The bounty hunter Kerek has come with Kaltho to Cloud City, serving as his chief enforcer. He can be found at the *Four-and-a-Half* (page 18).
	◊ ◊: Kaltho's most favored servant is the Ortolan Bos Na'doa, for whom he has arranged access to the kitchens at the Three Beldons Buffet (page 17).
	⦿: The Jewel of Yavin means nothing to Kaltho in itself, but he believes the markets of Nar Shaddaa can offer him the chance to sell the gem for much more than it costs to acquire it.
Shreya Ordassa	☼: The Togrutan is an esteemed professor at the University of Sanbra, here to procure the gem for her department.
	◊: Her assistant droid has been trying to gain entry to the gem's exhibit at the museum (see page 28), where its pompous attitude has already annoyed many.
	◊ ◊: Leina, a childhood friend of Shreya's, can be found at the Pair O'Dice Casino in the Yarith Bespin Hotel.
	⦿: Shreya was recently involved with another bidder, Mil Mikkir. Although she still wants the jewel for research purposes, Mil's interest in it has only made her even more determined to win it.
Mil Mikkir	☼: This up-and-coming Chagrian is from one of the most influential alien families in Outer Rim politics. He has a management position in a major construction corporation.
	◊: Mil Mikkir regularly visits Figg Hall seeking an audience with Lando Calrissian or other Exex members to expand his business' interests in the Outer Rim (page 16).
	◊ ◊: The Chagrian came to Cloud City to carouse with old friends when he found out that his ex-girlfriend, Shreya Ordassa, had entered the auction for the jewel. He is determined to keep her from winning it.
	⦿: A few of Port Town's purveyors of vice recall Mil Mikkir having some sort of run-in with Vorse Tabarith.
Pos Podura	☼: Pos Podura is a male Twi'lek mid-level executive at ThoraTech, a rapidly growing technology firm.
	◊: Pos Podura regularly visits seedy cantinas in Port Town, where he is said to relate some tale of woe.
	◊ ◊: Pos Podura is not an executive at all, and has somehow managed to acquire false credentials to the auction. However, his charade has gone on long enough that Grayson would rather he bid than be kicked out.
	⦿: The Twi'lek is in love with fellow bidder Shreya Ordassa and hopes to win her affection with the Jewel of Yavin.
Zekra Fol	☼: Zekra Fol is a human representative for the Outer Rim Exploratory Mining Corps. The OREMC is a recent venture backed by patrons from the Core Worlds to seek mineral wealth in the Outer Rim.
	◊: A small office owned by the OREMC is located in one of the better districts of Cloud City, where they coordinate data-gathering efforts to find new mining prospects.
	◊ ◊: Zekra Fol wants the Jewel of Yavin as the centerpiece for a display gallery of the OREMC's successes.
	⦿: OREMC agents have been seen visiting infochants known for their discretion since shortly before Zekra Fol's arrival. Rumors suggest the representative is engaged in some manner of corporate espionage.
Elaiza	☼: Rumors swirl about the origins of Elaiza's wealth, but most reliable sources say she simply appears to be a batty old human woman with too much to spend.
	◊: Elaiza has developed a degree of notoriety among Cloud City's citizens for her mysterious riches. Tracking her comings and goings is not difficult if one asks around.
	◊ ◊: Kaltho the Hutt has taken an interest in Elaiza as well and has been seeking further information regarding her past and wealth. He believes she came from Nar Shaddaa, as he did.
	⦿: Elaiza has occasionally let an odd familiarity with the Jewel of Yavin—or other stones like it—slip when she cannot avoid the topic. Some say she might have owned the gem in her youth.
Vorse Tabarith	☼: This burly human runs one of Cloud City's strongest remaining criminal syndicates.
	◊: Vorse is frequently drunk these days, and his men grow disloyal as he appears to be "going soft." Some of the bolder men are willing to inform on him for credits. They can be found at Landing Bay 124A (page 19).
	◊ ◊: One of the bookkeepers in the Tabarith syndicate, a Twi'lek named Faa'i Lethax, is interested in joining up with Kaltho's kajidic. He would do quite a lot for anyone who could make the introduction.
	⦿: Vorse doesn't really want the gem, but his wife Aris Shen has put him up to purchasing it for her.

ELAIZA, THE JEDI IN EXILE

To many involved with the auction, the old human Elaiza is as much a curiosity as a bidder. She does not appear rich, powerful, or connected, but the agents who investigated her suitability for attendance swore she was all of the above. Grayson's staff has begun a betting pool as to whether the apparently batty old woman is reclusive royalty, a secretive mastermind from a crime syndicate, or simply someone who saved credit after credit for more years than most. In truth, Elaiza is none of these things but something altogether rarer and stranger. She is one of the last Jedi, long in hiding from the Empire's purge in the teeming crowds on her homeworld of Nar Shaddaa. Her lightsaber has begun to fail, and she needs a new crystal to repair it. The Jewel of Yavin could be cut and reshaped to serve as such a crystal.

When she heard of the auction, she used her Force powers to persuade Grayson's weak-minded agents to allow her to attend. Unfortunately for Elaiza, she had not realized the demand for the gem and cannot afford to bid anywhere near as highly as the other attendees. If her initial gambit fails, Elaiza has resolved to steal the gem as a desperate necessity.

Elaiza owes her continued survival to her obscurity more than any other factor. As a young Jedi, she went on a meditative retreat during the Clone Wars to recover from the horrors of war. Before she was ready to return, then Chancellor Palpatine annihilated the Jedi Order with the Republic's armies. She decided to flee to her childhood home on Nar Shaddaa, where she could blend in seamlessly with the millions of souls dwelling in its tenements and on its streets. This strategy is rapidly coming apart as her actions at the auction generate attention. As a native of the Smuggler's Moon, she is familiar with Kaltho's reputation and knows to avoid him, but he has taken something of an interest in this mysterious old woman from his domain. Over the course of the events before the auction, Elaiza begins to develop a sense of foreboding about the woman calling herself Zekra Fol—a warning of danger from the Force. How she acts on this premonition depends on how much she feels she has already risked, but she is unlikely to spend a moment longer near her than is necessary.

PCs hoping to investigate Elaiza are likely to be disappointed. Before the auction, she was a complete non-entity to the knowledge of even the most informed underworld figures, and she remains an enigma in motivation and origin. However, the batty old lady persona she has adopted as camouflage is memorable enough that many locals have some details to share on her comings and goings. A few credits or a trade in kind is usually enough to secure such informants.

THE CASINO MOGUL, VORSE TABARITH

The last bidder involved in the auction for the Jewel of Yavin is a Cloud City native and a major player in its underworld affairs. The human crime boss Vorse Tabarith runs many of the local racketeering and bookkeeping operations, operating many of Cloud City's casinos and resorts as fronts and forcing more still to pay him protection money. His syndicate is a relatively small player on the galactic stage but still the most prominent criminal operation on Bespin.

Vorse gained his position through several ruthless murders and is still known and feared for his bouts of violent rage. Unfortunately for him, he has recently lost the respect of several key lieutenants, as he spends more time drinking or on the town with his wife, Aris Shen, than involving himself with his businesses. He is planning to buy the Jewel of Yavin at his wife's suggestion, unaware of her father's plan to steal both the gem and the funds of the winning bidder.

Although he spends much of his time drunk these days, Vorse has not had his senses dulled enough to let Kaltho's visit go unnoticed. Several of his best men have been assigned to tail the Hutt's delegation and watch their movements for any attempt at a subversion or takeover. He also possesses old holofootage that could be used to blackmail Mil Mikkir, although
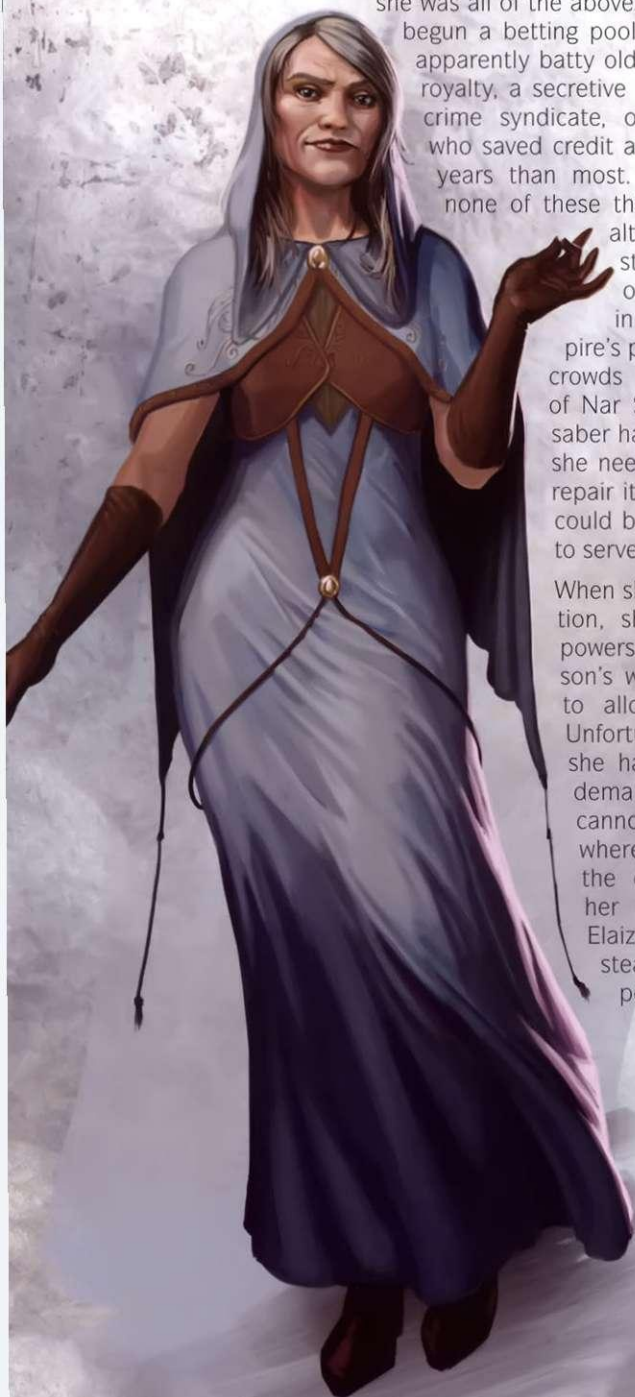
the passage of years and too many Andoan ales has left him unaware of its significance for the moment.

Getting basic information on Vorse Tabarith is easy, as he is widely known among the legitimate citizens as a prominent business owner and to underworld figures as a crime boss. More detailed information can come from one of two sources: Tabarith's lackeys or Aris Shen.

Finding disloyal men in the Tabarith syndicate is not as difficult as it might have been before Vorse's drunken antics began emboldening those in the know. For enough credits, these moles gladly share what they know. The most highly placed of the would-be traitors is a Twi'lek bookkeeper named Faa'i Lethax who hopes to jump ship into Kaltho's kajidic. If the PCs can help him with his defection, or at least convince him that they can do so, he provides all manner of details on Vorse's dealings. He can be found doing business along Market Row of Port Town in front of the Hobi Rann's Fine Imported Goods (see page 19).

If the PCs are leery of getting involved in the internal struggles of the Tabarith syndicate, they may be able to turn to Vorse's wife, Aris, who is quite willing to help them pull one over on her unloving husband. Arend has also promised his daughter a share from the heist that she can use to leave Cloud City, a place with which she has long since grown disenchanted. Although the Shens doubt that Vorse will win the auction, his involvement will at the very least boost the final bids.

"ZEKRA FOL," UNDERCOVER AGENT

While Grayson's contacts have not checked the credentials of some bidders as closely as they ought to have done, their biggest mistake was overlooking those of the human going by the name of Zekra Fol. Her credentials appear flawless, and the mining consortium she claims to represent would pay a great deal for a display piece such as the Jewel of Yavin. Unfortunately, both the credentials and the consortium are a front for her activities as an agent of the Imperial Security Bureau. This undercover ISB agent (whose real name is Tirsia Lek) caught hints of Grayson's plan for selling contraband outside Imperial-controlled space and has manufactured an airtight cover identity for her investigation into his activities. She has no interest in the gem being auctioned (except perhaps to add it to the Imperial treasury), but she would be quite willing to drive the bidding higher to further incriminate Grayson once she has enough evidence for her case.

Tirsia Lek is well-informed in the way that only someone with vast intelligence resources at her disposal can manage. She is already familiar with Kaltho the Hutt by reputation, as he has informed on his business rivals when it suited his dealings, and can pull up dossiers on the rich and prominent among the other bidders. Lek's respect and caution is reserved for Kaltho, whose ruthlessness is well-known to her.

THE IMPERIAL INVESTIGATION

Tirsia Lek is doing just as much snooping around on the other bidders and their associates as the PCs but with all the resources and expertise of the Imperial Security Bureau behind her. Finding out that others have been asking similar questions is sure to draw her interest, and she may decide the PCs are relevant to her investigation. Whenever a PC rolls a ⬢ result during **Episode I**, the GM can choose to spend it to invest an available dark side Destiny Point into her investigation.

When the GM has spent a number of dark side Destiny Points in this way equal to the number of PCs, Lek's investigation reveals the PCs true identities and details on their real motive. If the PCs' make it to **Episode II** without the necessary dark side Destiny Points built up, they remain undiscovered, although Lek may be suspicious of their cover if she came close to her goal.

If Lek discovers the PCs, it should not mean that their cover is wholly blown. Despite her belief in Imperial superiority, she recognizes that even the Empire needs the underworld occasionally.

Lek is more likely to blackmail the PCs into revealing any information they've gathered or turning their efforts to the benefit of the Empire. If they cooperate, she has no interest in betraying them and may even be willing to assist them in the future if they look like useful assets. Impressing Tirsia Lek and the ISB may prove useful in the closing events of the adventure, (see page 92).
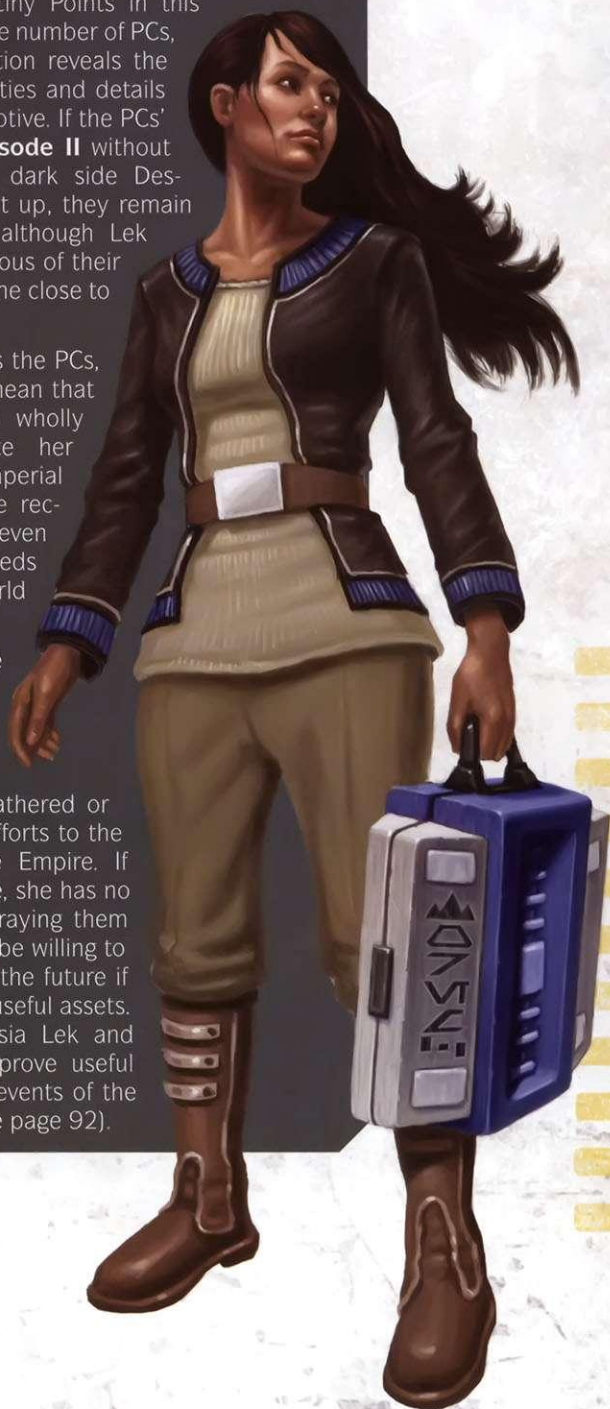
If the PCs investigate the woman they believe to be Zekra Fol, they should have little difficulty discovering reports of the Outer Rim Exploratory Mining Corps and its interest in display pieces worthy of a Core Worlds gallery. Several other representatives of the Mining Corps (ISB agents serving under Lek) have been seeded on Cloud City as part of the cover or attached to her entourage and may provide informative flimsiplast brochures or other information to those appearing as interested customers or prospectors. The agents are well trained and their documentation is thorough; discovering their Imperial affiliation or the Mining Corps non-existence should require some extremely cunning questioning or the undertaking of Obligation for access to the most knowledgeable and connected infochants.

SETTING UP THE SLICING SHOP

Infiltrating the auction and manipulating the bidders won't accomplish anything if the PCs can't reroute the proceeds of the gem. If they're able to slice the bank, they can send the funds from the final bid to any account they like. If they can't, well, half a heist may be better than none, but it's still an opportunity lost.

THE LEGWORK

Every slicer knows that to do a job right, preparation is key. The GM should impress this upon the players that the more groundwork they lay ahead of time, the easier the final stages of the heist will be. Their preparation should focus around creating a properly calibrated computer spike; scoping out the defenses in the bank's network; and planning for interference from Lobot, Cloud City's renowned network administrator.

TABLE 1–2: COMPUTER SPIKE BONUSES

Cost	Result Options
☆	Each ☆ on the Computers check adds one ☐ toward a slicing attempt aided by the computer spike.
۞ or ⊕	Remove a ■ from the Computers check. This option may be selected multiple times, requiring one more ۞ for each subsequent selection.
۞ ۞ or ▽	A subtle defect in the spike's manufacture could cause complications for its use. Using the spike adds one ■ to the Computers check. This option may not be selected more than once.

THE COMPUTER SPIKE

One of the most important tools of a prepared slicer is a good computer spike. These single-use devices carry out automated functions, such as flooding a network with garbage data to mask the slicer's movements, and are designed to burn out to prevent the attack from being traced back by the network's administrators. Computer spikes are made for a specific task, carefully calibrated to deal with a specific network, and the best slicers adjust their spikes for such variables as a specific planet's electromagnetic field

or for local communication traffic patterns that could cause even the slightest signal modulation.

To prepare a computer spike of their own, the PCs need time to work as well as the appropriate materials to construct and program it to their specifications. The materials are simple enough to acquire; they can be repurposed from datapads and other electronic devices. Buying enough devices to build the spike in this way costs about 300 credits. The materials may be found at some specialized retailers for half this cost, provided the PCs are willing to take the time finding one.

The work to create the spike requires at least ten hours, although it can be rushed to a few hours of feverish work if necessary. Doing so adds ■ to the Computers check to create the spike. Once these concerns have been handled, one of the PCs (or a hired slicer—see the **Expert Help** sidebar, right) must make a **Hard (♦♦♦) Computers check** to construct the spike. The PCs should then compare the results of the check to **Table 1–2: Computer Spike Bonuses** (left) to see what bonus the spike will grant during the slicing job.

SAMPLING THE ENCRYPTION

Learning about the opposition is key to success in any conflict. Any scoundrel or ne'er-do-well in the galactic underworld is aware of how valuable information of this sort can be, and few more so than those who trade in data themselves. Good slicers not only take this maxim to heart but work to consider every kind of opposition they can face. Rival members of the trade and the security personnel working within a network top the list, but with the right encryption, the target network itself can be a formidable foe. To combat such an enemy, slicers need information on or access to the encryption with which they expect to be dealing ahead of time, so they can plan countermeasures or simply crack it.

The bank handling the auction bids, the Cloud City Central Bank, is secured behind Cloud City's government network. The encryption is the best Bespin can

afford, but there are a few weak points the PCs should be able to find and exploit.

The most direct approach is to seek help from Arend, who has connections within the network. He can have his secretary produce an access card for the PCs, which would allow them to examine the network's defenses at their leisure, as well as provide a full sample of the encryption. However, his secretary is not corrupt like her boss, and is not the least bit happy to follow this order. Getting Arend to lean on her for an access card may lead to an information leak to the authorities if she realizes how it was used and, at the least, likely results in a very frosty exchange when the card is handed over.

If the PCs choose not to have Arend handle the issue, they can attempt to sneak into the government offices and tap into the network on their own. Visiting a publicly available office and creating a distraction for their slicer should suffice to get a basic sample, although the PCs may instead choose to tap into the network by breaking in after hours.

The latter approach is considerably riskier, as the PCs must avoid the notice of the patrolling pairs of government security droids (see profile below) and are sure to suffer some very pointed questions if they are caught, possibly jeopardizing the entire operation. If the PCs insist, successfully sneaking past the droids grants them enough time to acquire a full sample of the network. Other plans the PCs develop may earn them a full or basic sample of the encryption at the GM's discretion.

If the PCs do not acquire a sample of the government network's encryption, the attempt to slice the bank for the final bid becomes that much harder. If they do not acquire any sample at all, the Computers check to slice the bank suffers a penalty of ■ ■. A basic sample reduces this penalty to ■, while a full sample removes the penalty entirely. If the PCs come up with a clever plan for a full encryption sample, such as faking a legitimate user identity from a known government worker, the GM may grant one or more □ to the check at his discretion.

GOVERNMENT SECURITY DROID [RIVAL]

The security droids that patrol the offices and government buildings of Cloud City are an impressive sight, encased in plates of gleaming, silver metal that trade no protective value for their beauty. A wrist-mounted blaster pistol deters most malcontents from intruding on government property, although the droids are rarely forced to deploy their weapons in earnest.
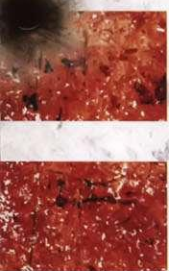
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	2	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
4	14	1	1

Skills: Ranged (Light) 3, Vigilance 3.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins).
Equipment: Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting), integrated armor plating (+1 defense, +1 soak), government-network comlink.

DEALING WITH LOBOT

Cloud City may be infamous for corruption and a strong underworld presence, but recent events have gone a long way to curb certain kinds of criminal activity. The new Baron Administrator has done much to stamp out crime, but another figure deserves as much

EXPERT HELP

It is entirely possible that the PCs need to pull off the slicing job without having an appropriately skilled expert in their party. If no one in the party invested much into the Computers skill, they might be better off hiring outside help than risking everything on amateur work. Fortunately, Cloud City's underworld has enough room for freelance slicers. An **Average (◇ ◇) Streetwise check** should point the PCs to possible accomplices in Port Town. The two most well-known slicers are the droid R3-8C and an Ugnaught named Naboka.

- **R3-8C** is a relatively affordable astromech droid with a little bit of quirky programming alongside its slicing capabilities. It has an Intellect and Computers skill of 3 each, in addition to the regular profile for the Astromech droid (see page 410 of the **EDGE OF THE EMPIRE** Core Rulebook). Its owner charges between 500 and 1000 credits, depending on how well the PCs pass a **Hard (● ◇ ◇) opposed Negotiation check**.

- **Naboka** is an expert at what he does and knows how much he's worth (he won't go any lower than 2,000 credits but starts the offer at 3,000). The technician is skilled but won't risk his life or reputation if the PCs get in over their heads. He rats them out if it means saving his own hide. Naboka uses the Ugnaught Laborer profile on page 14 but has an Intellect of 4 and a Computers skill of 5.

credit, if not more. Cloud City's network administrator, the cyborg Lobot, is a master of counter-slicing and other defensive measures, his skills enhanced by intelligence-boosting implants. His efforts have done more to secure the government and business networks than a team of ordinary slicers could hope to accomplish, and the resulting protection extended to local networks has made Cloud City a highly secure location from slicers. The few who remain within Cloud City's criminal population plan their operations carefully and always keep Lobot's security in mind no matter their target.

Given that the PCs must attempt to slice government networks directly under Lobot's supervision, finding a way to deal with his countermeasures should be one of their highest priorities. Learning about Lobot should be a non-issue—Arend or some other associate of the PCs is be sure to mention him. Figuring out a way to circumvent his protection is another matter entirely. There are three basic approaches the PCs can take to dealing with Lobot, but none of them are easy.

The first method is to find a way to keep Lobot away from their work by learning his schedule and pulling off the job when he is asleep or occupied with another task. Unfortunately, Lobot's implants keep him from needing much rest, leaving only a few hours in each day where he is not monitoring the networks. Finding out his preferred sleep schedule would involve tracking him in person (a **Daunting [◆ ◆ ◆ ◆] Stealth check** to avoid notice), hiring a tail to handle the tracking (involving a **Hard [◆ ◆ ◆] Streetwise check** to find someone willing to dare it, and hundreds of credits in payment), or finding an informant among Cloud City's government personnel who might know Lobot's schedule personally. The third option cannot be accomplished with a single check and should involve a great deal of careful role-playing and investigation.

If the PCs cannot find out when Lobot rests, they might be able to figure out a way to at least divert this attention by creating or taking advantage of another crisis, such as manufacturing a weather emergency at Kerros Tower (see page 18). However, Lobot is capable of multi-tasking far beyond the capacity of an unenhanced being, and this only limits his defenses, rather than removing them.

If the PCs cannot avoid Lobot, they may be able to keep him out of their affairs by force. Finding a way to incapacitate the cyborg is a challenge but would render all his protection moot. Lobot is typically protected by some of Cloud City's best law enforcement officers wherever he goes, and anyone seen trying to attack him would be flagged as a top security threat by Baron Administrator Calrissian (not to mention arousing suspicion as to what might warrant such an assault). Still, it might be possible to hire thugs for such an attempt or for the PCs to make a stealthy effort themselves. The difficulty involved in any checks to sneak past Lobot's escort, or hire muscle to oppose him, would be similar to the options described previously.

When all else fails, the PCs can still attempt to slice the banking network if Lobot has not been dealt with. The risks are much greater and the chances of success lower, but to pull off the heist from under Lobot's very nose could make them underworld legends. The consequences for going head-to-head with Lobot are detailed on page 69.

PLANNING A DOUBLE-CROSS

Once the funds from the auction have been sliced, they can be transferred to any account of the slicer's choosing. Arend has provided information on a dummy account he set up in advance expressly for this purpose. However, some PCs may not be as interested in loyalty to the client as in advancing an agenda of their own. This might be lining their own pockets with the stolen funds or sending it elsewhere, perhaps to pay off part of a Debt Obligation or to benefit an associate or a cause. The basic act of transferring the funds is part of the slicing job later on, but if the PCs plan to have their slicer send the money elsewhere, they need an appropriate account to receive it.

If the PCs perform a double-cross on behalf of someone else, whether their crime lord patron or the slicer's chronically ill little sister, they need access to the deposit information for that account. They may already know how to transfer funds to such an account at the GM's discretion, or they may need to send some secret messages offworld to gain access. Once they have this information, they can make the transfer, but

the PCs are likely to find that stealing all that money for their own benefit is considerably harder—at least, if they want to avoid getting caught.

For the money to show up suddenly in their existing personal accounts while on Cloud City would make the whole operation quite obvious. Wiser PCs should see the virtue of setting up a dummy account like Arend's for this purpose. However, this carries its own risks. The PCs need forged identification in order to prevent the same problems that would occur with their personal accounts, and they would need to be able to withdraw the winning bid before either the bank or Grayson notice its absence, much less find out where the money went.

Forged identity information can be acquired through a few different criminal organizations on Cloud City, including the syndicate run by Vorse Tabarith. Finding a reliable and discreet ID-forger requires a **Hard (◆ ◆ ◆) Streetwise check**, but payment may be considerably more difficult. Doing the necessary work on such short notice commands an even higher price than normal, and well-made forgeries aren't cheap, running several thousand credits or more even under ideal circumstances.

The PCs are likely to have to take on a small job as a favor to the forger, risking exposure and using up more of their time, or they may have to gain Obligation toward either the forger or someone who can pay his fee.

Getting the money out of the account is sure to be at least as challenging as getting the account safely set up in the first place, unless the PCs specifically pick a bank that turns a blind eye to potentially suspicious transactions, such as a subsidiary of the InterGalactic Banking Clan. The Cloud City Central bank might be on alert or even temporarily shut down after the slicing job, depending on how careful the PCs were, and therefore likely to find any large withdrawals suspicious.
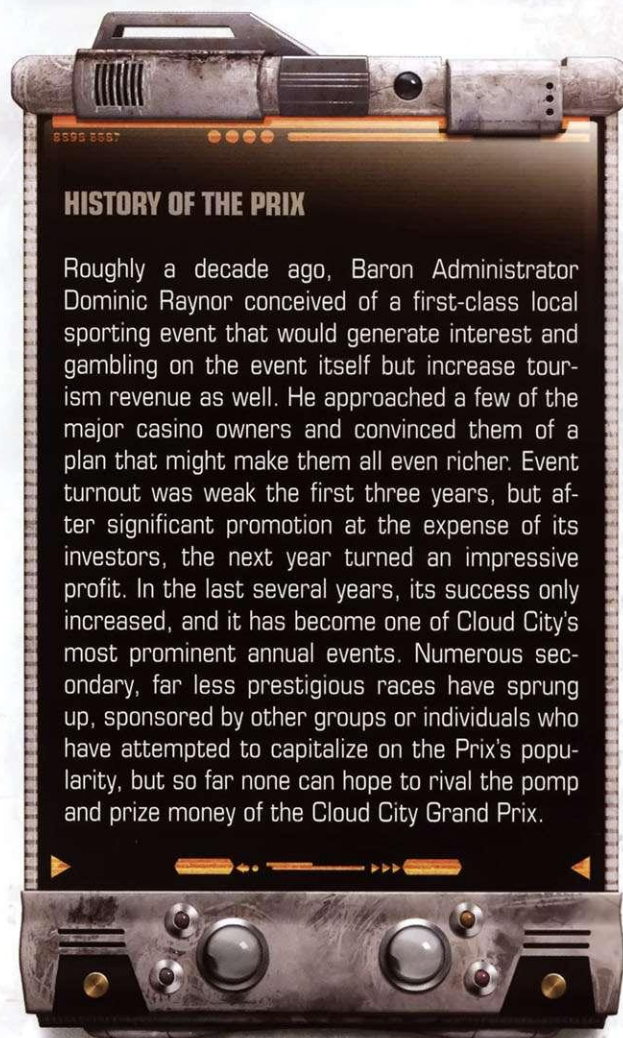
A good justification for the money's presence should be developed ahead of time, ideally when the account is first set up. Clever PCs might have their forged IDs portray them as merchants arranging a deal for around the expected amount of credits or use some similar ruse that could explain such a windfall. Without such plans in place, the bank is likely to put the withdrawal on hold long enough to find out their subterfuge, if not spot the scheme outright.

THE CLOUD CITY GRAND PRIX

I t should come as no surprise that a city with such a robust gambling community takes great interest in sporting events of all sorts. Shockboxing and podracing are among the most popular, but the Cloud City Grand Prix reigns supreme over them all.

The prevalence of gambling, both legal and illegal, has resulted in the Cloud City Grand Prix being a somewhat more dangerous event than others of its type. Gamblers enjoy introducing the element of uncertainty into any game of skill, after all, and the Prix is no different. The vehicles participating in the event are armed, and although killing other contestants results in immediate disqualification and incarceration, disabling or impeding one's fellow contestants is not against the rules and is in fact rather common. Likewise, there are often obstacles or complications introduced by the promoters or even outside agencies during the race to liven up the event and give the viewers something to get excited about.

The winner of the Prix each year gains some small degree of celebrity within Cloud City and is often invited to gala events and functions for a period of several months immediately after the Prix is held. The notoriety on Bespin is somewhat fickle, however, and only a few winners have managed to hold on to any significant degree of fame after their win. In the short term, winning the race would permit the Player Characters to gain the access they need in order to steal the Jewel of Yavin.

HISTORY OF THE PRIX

Roughly a decade ago, Baron Administrator Dominic Raynor conceived of a first-class local sporting event that would generate interest and gambling on the event itself but increase tourism revenue as well. He approached a few of the major casino owners and convinced them of a plan that might make them all even richer. Event turnout was weak the first three years, but after significant promotion at the expense of its investors, the next year turned an impressive profit. In the last several years, its success only increased, and it has become one of Cloud City's most prominent annual events. Numerous secondary, far less prestigious races have sprung up, sponsored by other groups or individuals who have attempted to capitalize on the Prix's popularity, but so far none can hope to rival the pomp and prize money of the Cloud City Grand Prix.

GETTING STARTED

Arend suggests that the race is the perfect cover for the PCs to gain entry into the auction. He can even arrange for them to be loaned a cloud car, although he very specifically and emphatically stresses the term "loan" repeatedly. Although he won't disclose the information to the PCs, the Pantoran appropriated the cloud car from the Wing Guard vehicle hangar. If it isn't returned shortly after the Prix concludes, he has taken steps to ensure the Wing Guard finds evidence blaming the PCs for the theft. He is nothing if not thorough, after all.

Assuming that the PCs recognize the Grand Prix as their best chance to gain entry to the auction, Arend provides them with the location of a private vehicle berth in a more remote portion of the city, as well as the entry codes and documentation necessary to operate the craft in question. Upon their arrival, read the following text:

> *The security doors slide out of the way with a barely audible hiss, and you find yourselves staring into a snug vehicle berth. There are a variety of tools and maintenance equipment strewn about a Storm IV cloud car in the familiar two-cockpit formation. The airspeeder is painted the same reddish hue as all those utilized by the city's Wing Guards, and could easily pass for the real thing.*

The equipment contained in the berth is serviceable and has all the necessary tools to perform any maintenance or upgrades the PCs might choose to implement (or have done—see **Vehicle Upgrades** on page 47 for more options).

The cloud car itself is completely unremarkable in every regard, exactly resembling hundreds of others found all throughout the city. The characters may wish to apply some sort of personalization about their cloud car to better stand out, which is a good idea as far as the race is concerned, but it may make returning the cloud car later more difficult.

STORM IV CLOUD CAR

This particular model is classified as a cloud car but is in fact a high-atmosphere airspeeder, capable of reaching speeds of over 1,500 kilometers per hour. It was originally designed and constructed exclusively for use by Cloud City's Wing Guard, but it proved so popular that civilian models quickly became available. The model available to the PCs is one of the original run with two pods. The port pod is for the pilot, and the starboard pod is for the gunner.

SILHOUETTE	SPEED	HANDLING	DEFENSE				ARMOR
2	4	+1	0	-	-	0	2
			HULL TRAUMA			SYSTEM STRAIN	
			5			7	

Vehicle Type/Model: Cloud Car/Storm IV.
Manufacturer: Bespin Motors.
Maximum Altitude: 100 kilometers.
Sensor Range: Short.
Crew: One pilot, one gunner.
Encumbrance Capacity: 8.
Passenger Capacity: 0.
Cost/Rarity: 30,000 credits/5.
Customization Hard Points: 2.
Weapons: Forward-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical Hit 4; Range [Close]; Linked 1).
Notes: Wing Guard vehicles are slightly more reinforced than standard civilian models. Stripping the additional armor from this car would require six hours and an **Average (♦ ♦) Mechanics check**, but would increase the speed of the vehicle from 4 to 5.

THE COMPETITION

The PCs may be interested in finding out a little bit more about who they'll be up against in the Grand Prix, which is a natural and strategic interest on their part. There's a lot of speculation floating around on the holo, but the media are notoriously inaccurate in their assessment of contestants and their support staff. An **Easy (♦) Streetwise check** reveals the best way to acquire this information, or if asked, Aris can provide the same suggestion: a cantina named the Podracer's Retirement is a popular hangout for various mechanics and other crew members involved in the race, and since the most glamorous individuals associated with it—the pilots—tend to gravitate toward different establishments, the media have no real presence there. If the Player Characters choose to check it out, read the following text:

> *Greasy in more ways than one, the Podracer's Retirement is a dimly lit cantina tainted with a vague undertone of hydraulic fluid beneath the reek of heated swill. Most of the patrons are dressed in shabby and oil-stained coveralls, as is the cantina staff itself.*

Cantina regulars come to enjoy the drink and the company and are not particularly accustomed to strangers asking lots of nosy questions. However, they can be rather easily plied with drinks, credits, gearhead banter, or even just flattery; not many people care what the lowly mechanics think about the Grand Prix, after all. An occasional mention in a holo or other media is the best they can hope for.

The bartender points out Ol' Sav, who is probably the best way to get information. Although certainly not unique in his knowledge, Ol' Sav, as he is known, has the edge of experience. He has worked for a different team in every Grand Prix so far, and is quite mercenary with his skills. Charming him proves somewhat difficult

"WAIT... WHO'S FLYING THIS THING?"

If none of the player characters have the necessary skills to properly handle a cloud car, they may want to look for someone who has a better chance of winning the Grand Prix. The Game Master could incorporate an NPC from the party's previous campaigns or may use either of the following:

- **Merl Terll:** This well-known pilot won several times in the first few years of the Grand Prix, but after a close call in a cloud car collision, his wife refuses to let him race again. The PCs must convince her with a **Hard (◇◇◇) Charm** or **Deception check** to ensure that her husband will be safe or offer Merl enough of a cut of the winner's purse that he's willing to go behind her back and fly anyway (a **Hard [◇◇◇] Negotiation check**). His Agility is 4 and his Piloting (Planetary) is 5, otherwise uses the Sullustan

Pilot-for-Hire profile on page 396 of the **EDGE OF THE EMPIRE** Core Rulebook.

- **Thera Morrow:** This young woman is barely nineteen and desperate to get a break into professional racing. She has been involved in amateur events for three years and has quite the reputation in lower circles as a promising up-and-comer. Thera is quite skilled (Agility 3, Piloting [Planetary] 3), and agrees to as little as 15% of the purse, but her guileless nature and homegrown attitude could lead to problems if she begins to suspect that the PCs have an ulterior motive. Other than her Piloting (Planetary) Skill and Agility, she uses the Swoop Ganger profile on page 397 of the **EDGE OF THE EMPIRE** Core Rulebook (less the modified swoop bikes).

(**Hard [◆◆◆] Charm check**), but bribing him with drinks or credits outright is relatively simple; fifty credits spent on drinks or one hundred credits on the table loosens his tongue about any of the race contestants described below and in the sidebar **Handling the Racing, Pacing, and Chasing** on page 51.

There are other mechanics, of course, but most are fairly nondescript professionals. The only other exception is "Honest Grek," who may be willing to help the PCs modify their cloud car (see **It Doesn't Look Like Much** on page 46 and **Honest Grek's Speeders** on page 20).

STORMHAWKS: THE CORPORATE TEAM

The media sensation of this year's Grand Prix and the odds-on team to win is unquestionably the stylish and extremely social team sponsored by the MandalMotors Corporation of the Outer Rim. The Stormhawks have spent more on their equipment and self-promotion than they could possibly win in the race even if they took first place.

Gerrol Hunn is the suave, dashing, Corellian pilot with the million-dollar smile. The media love him, but most other pilots don't, given his tendency to avoid direct insults but make snide comments about other teams in media interviews. His co-pilot, a beautiful woman named Chara Tull, rarely speaks and only about the subject at hand. In contrast to Hunn, she never trash-talks the other racers. Despite Hunn's extensive womanizing and socializing, there is rampant speculation that the two are an item, perhaps even secretly married. Tull never addresses the rumors beyond a carefully calculated, coy smile.

GERROL HUNN, CORPORATE PILOT [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	4	2	3	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	12	0 0

Skills: Charm 4, Cool 2, Piloting (Planetary) 3.
Talents: Brilliant Evasion (once per encounter as an action, select one opponent and make an **opposed Piloting [Planetary** or **Space] check**. If successful, the opponent's vehicle or starship cannot make any attacks against the Gerrol's vehicle for 4 rounds).
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

CHARA TULL, CORPORATE CO-PILOT [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	3	2	4

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	12	0 0

Skills: Charm 3, Cool 3, Gunnery 1, Piloting (Planetary) 2.
Talents: Master Driver (Once per round when piloting a vehicle using the Piloting [Planetary] skill, Chara may voluntarily suffer two strain to perform any action as a maneuver instead).
Abilities: None.
Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

RELGAR "THE CARBINE" CARRAE: THE HUTT-SPONSORED TEAM

While this year's winner is a hotly contested topic, there is no debate about who is the most dangerous contestant. The unanimous agreement is Carbine Carrae, a notorious pilot and rumored ex-pirate, backed by an anonymous Hutt cartel that is likely linked to Kaltho the Hutt's kajidic.

Carrae is of an unidentified near-human race, and it is difficult to tell how much of his fearsome demeanor is natural and how much is the result of extensive facial tattooing and other unnatural augmentations. "The Carbine," as he is known, is prone to fits of violence and is in the news for being ejected from various high-profile casinos and engagements every night for weeks leading up to the actual race.

Carbine's gunner is a devious little alien named Garulo. A Xexto, Garulo has the questionable distinction of holding the record not only for the most racers disabled in a single year, but over the course of the race's ten-year history as well. Garulo is also a notorious lecher and gambler, and can be found most evenings leading up to the race indulging in all his various vices.

THE CARBINE, HUTT CARTEL PILOT [RIVAL]

3	4	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
3	13	0	0

Skills: Cool 2, Gunnery 3, Piloting (Planetary) 3, Ranged (Light) 3.
Talents: Dead to Rights (spend 1 dark side Destiny Point to add 2 additional damage to one hit of successful attack made with ship or vehicle-mounted weaponry).
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light[; Damage 8; Critical 3; Range [Medium]; Stun setting).

GARULO, HUTT CARTEL GUNNER [RIVAL]

2	3	2	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
2	12	0	0

Skills: Cool 3, Gunnery 3, Knowledge (Underworld) 3, Streetwise 2.
Talents: Natural Driver (once per game session, the character may reroll any one Piloting [Planetary] or Gunnery check).
Abilities: Additional Limbs (Xexto have six limbs, two legs and four arms; as a result, gain an additional free maneuver per turn, though still may not perform more than two maneuvers per turn).
Equipment: Datapad.

TARRYN RAYZER, CLOUD CITY'S OWN

Although a bit younger than Ol' Sav, Tarryn Rayzer is a familiar fixture in the Cloud City Grand Prix. His outrageous bluster and over-the-top predictions about his own performance are matched only by his vigorously disgruntled nature after the race and his elaborate excuses about why he performed so poorly. Most consider him an amusing distraction from the otherwise intense race preparation, but few recognize that his behavior is a carefully orchestrated act.

Rayzer is actually a rather skilled racer, but one plagued with substandard equipment and gross misfortune. He chooses to maintain a high profile and assurances of funding through a grandstanding act that he hopes he will be able to abandon when he finally wins the Grand Prix.

Rayzer's gunner is a modified security droid that he has carefully maintained over the years, named K4-76A. One thing Rayzer never has to worry about is his gunner destroying another racer; Seventy-six is prohibited from doing so by very specific programming.

IT DOESN'T LOOK LIKE MUCH...

Modifying equipment, particularly vehicles and starships, is an extremely common practice throughout the galaxy, and nowhere more so than on the outskirts of civilized society such as Cloud City. On the chance that the party lacks a mechanic, however, they may wish to bring in an outsider to assist with this aspect of the plan. An **Average (◇ ◇) Streetwise check** can reveal potential options, including the following:

- **"Honest Grek":** The retired pilot does repairs at a premium, plus a tip of 25% of the price of the attachments or modifications being installed. If the PCs have convinced Merl Terll to join in, Grek is incredulous at first, but eventually warms up to the idea, and then becomes wildly enthusiastic and completes many of the repairs or upgrades for free. His speeder shop is on the Industrial Levels (see page 20)

- **Pugsly:** This Ugnaught is generally antisocial and speaks no Basic. He communicates via a translator device that he wears on his belt, which barks out broken Basic with a thick accent. Money seems to be of little interest to Pugsly, and he asks for a 10% tip based off the price of the attachments or modifications being installed.

TARRYN RAYZER, ECCENTRIC PILOT [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	12	0 | 0

Skills: Charm 2, Computers 2, Cool 2, Mechanics 3, Piloting (Planetary) 4, Streetwise 2.
Talents: Full Throttle (perform the Full Throttle action, attempting a **Hard [◆◆◆] Piloting** check. With success, the ship's top speed increases by one for 3 rounds).
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), comlink.

K4-76A, DROID GUNNER [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	2	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	14	0 | 0

Skills: Computers 3, Gunnery 3, Vigilance 2.
Talents: True Aim 1 (once per round, before the character makes a ranged attack, he may perform a True Aim maneuver to gain all the benefits for aiming and also upgrades his attack roll once).
Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater; immune to poisons or toxins).
Equipment: Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting).

VEHICLE UPGRADES

The PCs may seek to upgrade their cloud car prior to the start of the race. The PCs could choose to perform these upgrades themselves or ask around at the Podracer's Retirement or Honest Grek's. The players may choose from the vehicle customizations and modifications listed in the Edge of the Empire Core Rulebook on pages 269–271 or from the new attachments listed below:

AUGMENTED BUFFER

This uncommon upgrade installs redundant systems within the electronics of an airspeeder, allowing it to be pushed beyond standard limits without risk of overload. Most teams find it simpler to replace any damaged components between races, ensuring that a pilot has fresh equipment for each race, rather than risk over-complicating the vehicle's systems. Augmented buffer may only be attached to vehicles of silhouette 2 or lower.
Models Include: None.
Base Modifiers: Increases the vehicle's system strain threshold by one.
Modification Options: 2 Increase system strain threshold by one Mods.
Hard Points Required: 0.
Price: 750 credits.

MANEUVERING THRUSTERS

Small thrusters attached to the exterior chassis of a vehicle increase how responsive it is during flight. The application of these varies considerably, from the crude strapping of rocket or jet packs to the outside of a vehicle to the careful addition of a completely separate fuel line to grant extended use. Maneuvering thrusters may only be attached to vehicles of silhouette 2 or lower.
Models Include: Arakyd Aerodrive Thruster Augmentation System, SoroSuub CornerTech Maneuvering Thruster.
Base Modifiers: Add one to the vehicle's handling.
Modification Options: None.
Hard Points Required: 1.
Price: 500 times silhouette in credits.

REPULSORLIFT ENHANCEMENT

A repulsorlift enhancement increases the output of a standard airspeeder's repulsorlift engine considerably. Vehicles with this upgrade deplete their fuel cells at a dramatically increased rate. Since most races are relatively short in duration, and those that are longer have the opportunity to use a pit crew to recharge their cells, this makes them an extremely popular choice with most racing teams.

Installing this attachment requires an **Average (◆ ◆)** **Mechanics check**. Repulsorlift enhancements may only be attached to vehicles of silhouette 2 or lower.
Models Include: None.
Base Modifiers: As a maneuver, suffer 1 system strain to add + 1 maximum speed for one round.
Modification Options: None.
Hard Points Required: 1.
Price: 2,500 credits.

UPGRADED FIREPOWER

A very common practice on starships and in more violent, less reputable races, upgraded weapons are actually something of a liability in the Cloud City Grand Prix. Given that the destruction of enemy vessels is strictly prohibited, overly powerful weapons can result not only in disqualification but prosecution as well. Installing this attachment requires a **Hard (◆ ◆ ◆) Mechanics check**. This upgrade may only be attached to vehicles of silhouette 2 or lower.
Models Include: None.
Base Modifiers: Increases the damage of one weapon system by one.
Modification Options: None.
Hard Points Required: 0.
Price: 1,000 credits.

SABOTAGE!

There are many who exhaust all legitimate means of gaining an edge over their competitors before resorting to dirty tactics. Attempting to sabotage the equipment of a competitor has variable difficulties depending upon the level of funding those competitors enjoy. Both the Stormhawks team and the team supporting Carbine Carrae have constant electronic surveillance protecting their racing assets, as well as a vehicle staff present at all times, making sabotage hard to pull off even under ideal circumstances. Conversely, if the players were interested in sabotaging the equipment of Terryn Rayzer, they would find

TABLE 1-3: SABOTAGE CHECK RESULTS

Check Difficulty	Failure	Success
Easy (◆)	Sabotage fails	Pilot adds ■ to all Piloting checks made during the race.
Average (◆ ◆)	Alarm raised	Pilot adds ■ ■ to all Piloting checks made during the race.
Hard (◆ ◆ ◆)	Alarm raised	One vehicle characteristic decreased by one (PC's choice).
Daunting (◆ ◆ ◆ ◆)	Alarm raised	Two vehicle characteristics decreased by one (PC's choice).

his vehicle's berth the technological equivalent of a barn in the wilderness, making an act of sabotage significantly easier. Most other racers fall somewhere in between the two.

All but the least influential of race teams have private berths to contain their equipment and keep away the prying eyes of competitors; there are two large, communal berths for racers to make use of, but generally these are only populated by teams that are not expected to finish in the top half of the bracket and are of little threat to the PCs. Teams with private berths are more viable targets but feature the following protections:

- **Advanced security systems:** Require a **Hard (◆ ◆ ◆) Computers check** with ■ ■ to bypass security and gain access to the berth.

- **Security droids:** Units of two to four (depending upon the number of Player Characters trying to gain entry). Use the statistics found on page 412 of the EDGE OF THE EMPIRE Core Rulebook.

The GM should allow PCs leeway to determine the particular brand of mayhem they wish to attempt with the proper Mechanics and Computers checks. The difficulty for these checks depends upon how subtle the PCs wish to be with their attempt, and have varying results depending upon their success or failure as outlined in **Table 1–3: Sabotage Check Results**, above.

AND THEY'RE OFF!

The Cloud City Grand Prix takes place at noon on the same day as the gala. Once the PCs have made all possible preparations, they should proceed to the Bespin Motors grandstands located on a number of repulsorlift platforms on the southern side of the tourist district and connected to Cloud City proper by one of the repulsorrail train routes.

Eight large repulsorlift buoys mark the course for the Grand Prix, forming a rough oval radiating outwards from Cloud City. Each of the participating cloud

cars is equipped with an encrypted transceiver that is keyed to a frequency known only to the grand master of the event. Every car has to pass within 250 meters of each of the buoys so that the encrypted receiver registers the contact and stores it in its memory. The cloud cars cannot register with any buoy unless it has pinged the preceding buoy.

Broadly speaking, a pilot must fly within relatively close range of each marker in order to ensure that he remains in contention for the prize. In theory, if a pilot
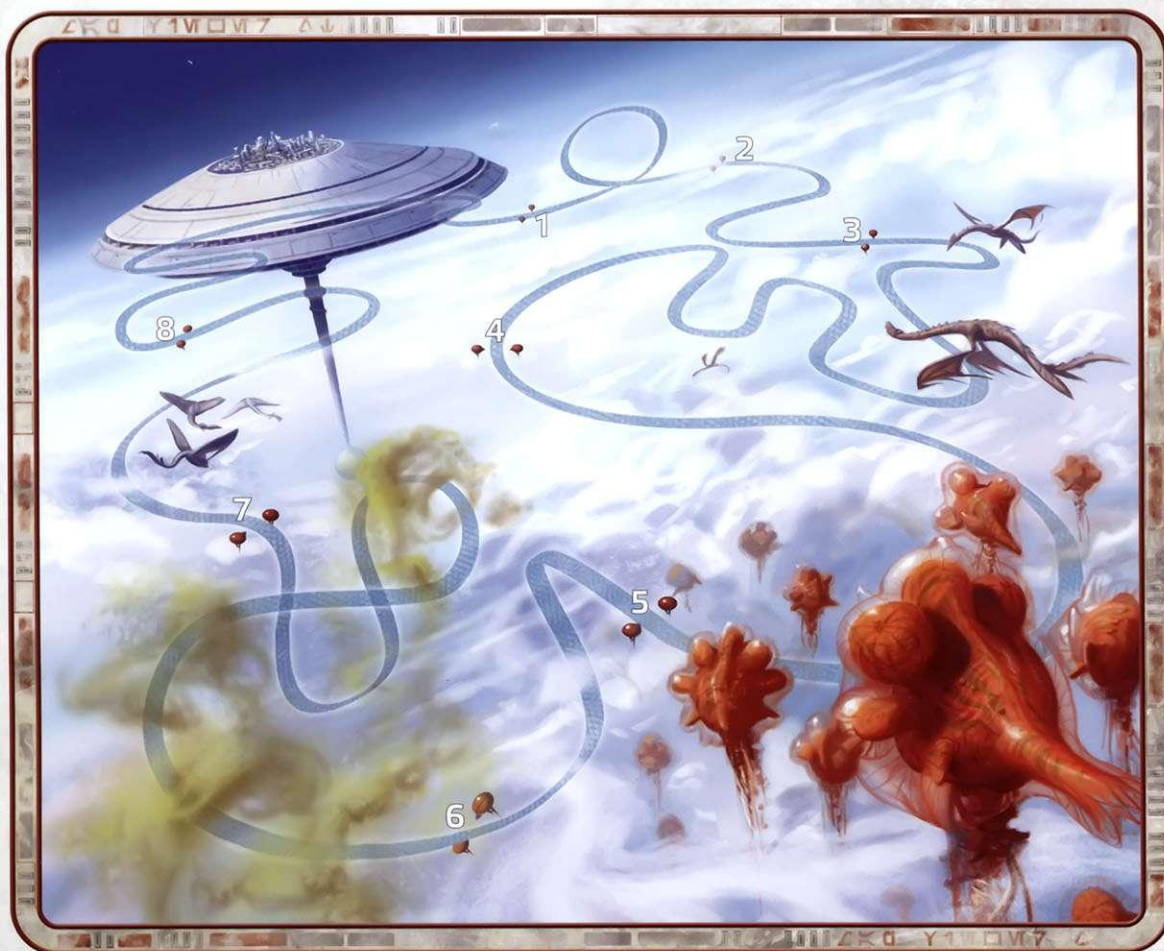
were to miss one marker, he could double back around and make a second pass. Realistically, however, doing so would give the other pilots such a lead that there is almost no chance of making it through such an occurrence with one's chance of victory intact. Many lesser pilots abandon the race after missing one marker, and no one who has missed a second marker has ever remained in the race. At least, not yet; the Player Characters might have something to say about that.

CONDUCTING THE RACE

The race is divided into seven competitive **Piloting (Planetary) checks** for each of the seven legs of the race (detailed below). The difficulty of the check should be determined as per the rules in the **Stellar Phenomena or Terrain** section of the EDGE OF THE EMPIRE Core Rulebook on page 240, illustrating the challenge of passing within range of the buoys while avoiding collision with the other cloud cars in the race. Treat each leg as a round of structured time, during which the **Piloting (Planetary) check** counts as an action on the main pilot's turn but doubles as the Fly/Drive maneuver for the purposes of moving forward

along the racecourse. The GM should assume that whatever else they do, all racers are moving forward along the course, so any maneuvers or actions they perform are within that context.

The cloud car's speed determines the relative positioning of the cars during each leg of the race. The ships with the highest speed are leading the pack, while those with the lowest speed are trailing behind. Cloud cars at matching speeds are considered to be in the same range band as each other, while each additional difference in speed indicates another range band further away. For example, the Player Character piloting his Storm IV at speed 4 would be in short range of all the other cloud cars going speed 4, while a cloud car racing at speed 5 would be at medium range from the PC, and another pilot taking his time at speed 2 would be at long range relative to the PC's airspeeder.

In order to determine the order of the cars going the same speed, the pilot with the highest total number of ✦ is in the lead, the pilot with the second highest total number of ✦ is next behind him, etc. ☯ can be used to break ties, with PCs breaking ties after that. The pilot in the lead for his range band adds □ to his next **Piloting (Planetary) check**.

TABLE 1–4: SPENDING ✪, ⟐, ◉ & ▽ IN RACING

Cost	Result Options
✪:	Recover 1 system strain as the wind currents shift with you, relieving the engine slightly.
✪ ✪:	Add a ☐ to your next check as you successfully draft behind the cloud car in front of you. +1 Place Value
✪ ✪ ✪:	Up ahead the clouds part, increasing visibility and downgrading the difficulty of the next check once. +2 Place Value
⟐:	One of the other cloud cars within one range band of you falters (PC's choice), decreasing its speed by one and allowing you to make a break for it. +3 Place Value
◉:	Lose 1 system strain as the wind currents shift against you, forcing the engine to work harder.
◉ ◉:	Add a ■ to your next check as the adjacent cloud car bumps you off-course. −1 Place Value
◉ ◉ ◉:	The buoy's beacon takes you through a large billowing thunderhead, limiting visibility and upgrading the difficulty of the next check once. −2 Place Value
▽:	You collide with another cloud car, sustaining a Vehicle Critical Hit. −3 Place Value

▼ during the competitive **Piloting (Planetary) check** indicates that the pilot overshot the buoy on the first try and doubles back to pass within range. The pilot proceeds to the next leg of the race but suffers a penalty of ■ added to his next roll.

In order to determine the overall winner, add that crew's speed each round to what is called their Place Value; whoever has the highest Place Value at the end comes in first and wins. There are other ways to add to that total or subtract from other pilots' Place Value, detailed in **Table 1–4: Spending ✪, ⟐, ◉ & ▽ in Racing**, above.

BUOYS ONE THROUGH THREE: THE OPEN STRETCH

As you rocket out of the berth at Cloud City, Bespin's endless skies loom ahead. Your console indicates the direction of the first buoy with a low beeping sound, but that is almost entirely drowned out by the overwhelming whirr of the cloud cars jostling for position all around your vehicle.

The first and longest section of the Grand Prix takes the contestants from the opening berth at Cloud City and past the first three of the repulsorlift buoys. This is an opportunity for skilled pilots to attempt to gain a lead on their less-experienced colleagues. Known among fans and gamblers as "the proving grounds," historically only one pilot has managed to come back from being relegated to the back of the pack during this portion of the race to win the entire event. For the most part, those pilots who fall to the second half of the pack during the open stretch never make up the time lost.

The Piloting checks for these three buoys are exactly as described in **Conducting the Race** (above), standard and relatively uncomplicated. This phase of the race is the best time to build a lead on other racers.

BUOY THREE TO FOUR: THE FIRST FEEDING GROUND

The first buoy disappears behind you at tremendous speed, and enormous clouds loom ahead, largely indistinguishable at first from anything you've already passed. Soon you see a large number of small black dots up ahead, moving slower than you but still at high speed. Overtaking them quickly, you are surprised to discover that they are life-forms of some sort: large, insect-like creatures flying on two sets of wings somersault desperately to avoid your path.

The first true obstacle in the Grand Prix is the region between buoys three and four. The length between these two buoys crosses a region that is part of the feeding grounds of a race of creatures called the tibannuck. These airborne creatures live their entire lives flitting throughout the skies of Bespin, feasting upon the gasses they find scattered there.

Tibannuck are relatively small, no larger than a human, but add ■ ■ to the **Piloting (Planetary) check** for this leg of the race because of their erratic flight. Given the extreme speeds at which the racers fly, impacting one or more tibannuck could result in significant damage to the vehicle. One or more ✪ generated inflicts 1 point of system strain on the vehicle as the pilot taxes its engines to avoid the flocks. ▽ results in a minor collision; roll on the **Vehicle Critical Hit Result chart** on page 244 of the EDGE OF THE EMPIRE Core Rulebook and subtract 20 from the result.

TIBANNUCK [RIVAL]

Generally looked upon as simple creatures somewhat akin to mynocks, at least one notable sentientologist has presented compelling evidence to suggest that the tibannuck are a sentient race. Although the city's current Baron Administrator has ended the administrative bounties on tibannuck kills, Imperial law has refused to recognize the creatures as intelligent, and thus several independent sources continue offering bounties on them.

2	4	1	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
2	12	0	0

RUBBING, AND BLASTING, IS RACING

The vehicles that participate in the Grand Prix are almost invariably armed, and exchanges of weapon fire between the contestants are not against the rules. Significant damage, however, is prohibited. Destroying other vehicles outright is considered a serious felony, and since the entirety of the race is being broadcast on holovid to the entire viewing public, evidence is readily available and anyone crossing the line is immediately remanded into the custody of the Wing Guard upon their return to Cloud City.

That said, it is legal, acceptable, and somewhat expected that individual pilots (and their co-pilots) may take the initiative to fire upon and attempt to disable their competitors during the course of the race. Race officials maintain a number of high-speed rescue crafts that accompany the pilots outside of the race corridor in the event that any craft are disabled and unable to return to the city. It increases the costs of the event significantly, of course, but the increase in spectacle dramatically brings up viewership and gambling profits.

Skills: Athletics 3, Resilience 1, Survival 2.
Talents: None.
Abilities: Airborne (tibannuck can exist in Bespin's atmosphere without ever needing to land on solid ground).
Equipment: None.

HANDLING THE RACING, PACING, AND CHASING

Airspeeder races are both complex and fast-paced, but the rules for conducting one in-game can be as simple or as complicated as necessary to suit the needs of an individual group.

The simplest means of conducting the race is to assign each player not directly participating in the race to a position as pilot or gunner for one of the other teams and allow them to make all rolls necessary for that team. Otherwise, the GM may make **Piloting (Planetary) checks** during each leg of the race for each team and play out their interactions as necessary.

Left to their own devices, the other pilots carry out the following strategies during the race:

- **Stormhawks:** With excellent equipment and training, the frontrunners push hard to gain an early advantage, although not at risk to their ship. Once they're in the lead, they voluntarily increase the difficulty of their checks to fly with style.

- **Carbine:** The Hutt team has as little inhibition when it comes to racing as anything else. They begin the race immediately with Punch It and try to maintain as high a speed as possible for as long as possible. Carbine's gunner has slightly more self-control and will open fire on opponents as much as possible but refuses to violate the rules concerning destroying another racer.

- **Rayzer:** Despite his reputation and carefully maintained persona, Rayzer is a very skilled racer. He will Accelerate to full speed as fast as possible without damaging his vehicle. If confronted with an aggressive enemy, like Carbine, he responds with Evasive Maneuvers while his droid co-pilot attempts to dissuade them with defensive fire.

BUOY FOUR TO FIVE: THE SECOND FEEDING GROUND

The ranks of the strange winged creatures thin and disappear shortly before you pass the fourth buoy, but you have little time to breathe easy. Massive blots begin to appear on your sensor array and your speed soon hurtles you into a horde of massive, jellyfish-like creatures drifting slowly through the clouds. You're not sure what will happen if you hit one of them, but it's probably best not to find out!

As the racers pass from the fourth buoy and begin their journey toward the fifth, they enter another feeding ground, but one that has a far more obvious threat than the previous area. This is a feeding ground of the great beldons, the largest life-form native to the planet Bespin. Like the tibannuck, they float through the skies of the planet, seeking sustenance from what they find in the atmosphere. Outside the race corridor there are numerous pleasure craft observing not only the beldon herds but the race itself. These craft possess powerful shields and also sufficient weaponry to defend themselves should any out-of-control vehicles head in their general direction.

Negotiating a field of beldon is simpler than avoiding hordes of tibannucks, but the price for failure is more significant. ⊚ ⊚ ⊚ or ▽ on the Piloting (Planetary) check for this leg of the course results in collision with a beldon (roll on the **Vehicle Critical Hit Result table** on page 244 of the EDGE OF THE EMPIRE Core Rulebook). Any collisions or weapon fire has a chance of causing a massive detonation as the bladders of tibanna within the creature detonate. Roll a ○: on ● ● the worst happens and the beldon explodes.

The sheer size and magnitude of the explosion requires all racers in the region to make an additional **Average (♦ ♦) Piloting (Planetary) check** to ride out the turbulence or reduce their speed by one for the next round.

BELDONS

Beldons are spectacularly massive, relatively primitive creatures that are more akin to small gelatinous sea creatures than anything else found on Bespin. The smallest are the size of large freighter starships, and the largest are the size of cities. They drift through the atmosphere, consuming various atmospheric chemicals and biospheric plankton in large herds that are a popular tourist attraction. They are an essential part of Bespin's ecosystem because they naturally secrete tibanna gas, the lifeblood of Cloud City and other similar installations throughout Bespin's life zone.

Because of their enormous size, Beldons have no statistics. They are much more like environmental obstacles than life-forms in the sense of game mechanics and add ■ to the Piloting check for this segment.

BUOY FIVE TO SIX: THE DOLDRUMS

The fifth buoy disappears behind you, and the sensor array is already pinging the distant sixth. Finally free of the territory of native life-forms, the sky seems clear, almost tranquil, until a well-aimed blaster shot streaks bright and hot across your starboard bow.

Much like the opening distance of the Grand Prix, the area between the fifth and sixth buoys is a quiet zone with no particular obstacles or dangers. This is supposed to be a larger area, including the entire distance to the seventh buoy, but the second portion of the Doldrums has been "enhanced" by outside interests in order to make the race more interesting.

OPPORTUNITY KNOCKS

PCs not participating in the race might want to complete some last-minute investigation or preparation related to the auction, slice job, or heist. If they excuse themselves from the race, they have an extra three hours worth of time to complete any other tasks. Because almost the entire city is out watching the Grand Prix from the grandstands or any number of local cantinas and casinos, the GM should award ■ to surreptitious checks attempted during this time. If the PC wishes to bet on his own team, he can easily find a bookie with an **Easy (♦) Streetwise check**. An **Average (♦ ♦) Negotiation check** sets the wager the PC is willing to gamble. If his selection wins, he receives ten times the initial amount of credits back as a prize.

Otherwise, the seven bidders are all present at the race as spectators, though most of them have settled into private boxes and suites—except for Pos Podura and Elaiza. Pos Podura can be found (albeit mildly inebriated) at one of the concession stands that serves alcohol, but Elaiza is mysteriously absent from the event (the PCs may discern this with a **Hard (♦ ♦ ♦) Perception check** to search for her). If they wish to crash the private parties, the Game Master should allow the PCs to try and bluff or stealth their way inside using Charm, Cool, Deception, or Stealth checks, to name a few, where they may continue to glean more clues about the bidder's background or even try to negotiate some backroom plans of their own.

This section of the race is an opportunity for individual contestants to increase their lead or to attempt to close with those who are ahead of them. Carbine Carrae takes advantage of this time to try and level the playing field somewhat by firing his blaster cannons at those in the lead.

BUOY SIX TO SEVEN: THE GAS FIELDS

As described earlier, this particular region of the course is intended to be another dead zone that allows pilots an opportunity to pass one another and make headway toward victory. However, members of Cloud City's tourist board have taken it upon themselves to liven up the race and have seeded this area with highly concentrated pockets of various gasses such as the invaluable tibanna. These pockets dissipate within hours of the Grand Prix's conclusion, but during the race they present a significant danger to the racers.

Roll ⬡ for each of the four racers; on a ● the vehicle passes through one of the gas pockets and ignites it, causing a significant explosion immediately in the vehicle's wake. Any vehicle causing such an explosion experiences significant turbulence, requiring an **Average (◆ ◆) Piloting (Planetary) check** to regain control of the vehicle (upgrade the check once on ● ●). Other racers within the same place band following close behind a pilot who causes such an explosion must make a significantly more difficult check in order to avoid the effects (**Hard [◆ ◆ ◆] Piloting [Planetary] check**). At the GM's discretion, any vehicle following immediately behind another that is caught within an explosion suffers 3 damage.

BUOY SEVEN TO EIGHT: THE GAUNTLET

The field has thinned significantly by the time you pass the final buoy and into clear sky. The haze from the gas pockets has lifted, signaling that the danger of volatile gasses has passed. Only a few moments into this region, your sensor array screams to life, signaling numerous starship-sized objects inbound at high speed. You can't quite identify them yet, but they don't look promising.

GUIDANCE FROM THE GRANDSTANDS

Although only two Player Characters can man each cloud car, the rest of their party is indispensable in helping them succeed. Because they need to focus on piloting and avoiding or initiating attacks, only those left behind on Cloud City will be able to relay crucial details such as the current placing, impending threats, and other information that is broadcast to the crowds but not the racers themselves.

The GM may create and share an abstract map with the relative positioning of the top three racers and the PCs' ship with the nonparticipating party members, who can relay the information via comlinks. They should be able to make **Average (◇ ◇) Leadership checks** to rally their comrades, **Mechanics checks** to estimate the condition of the other cloud cars, and **Perception checks** to help spot dangers. Success can add ▢ or subtract ▢ to the check's relevant hazards and obstacles in the sky.
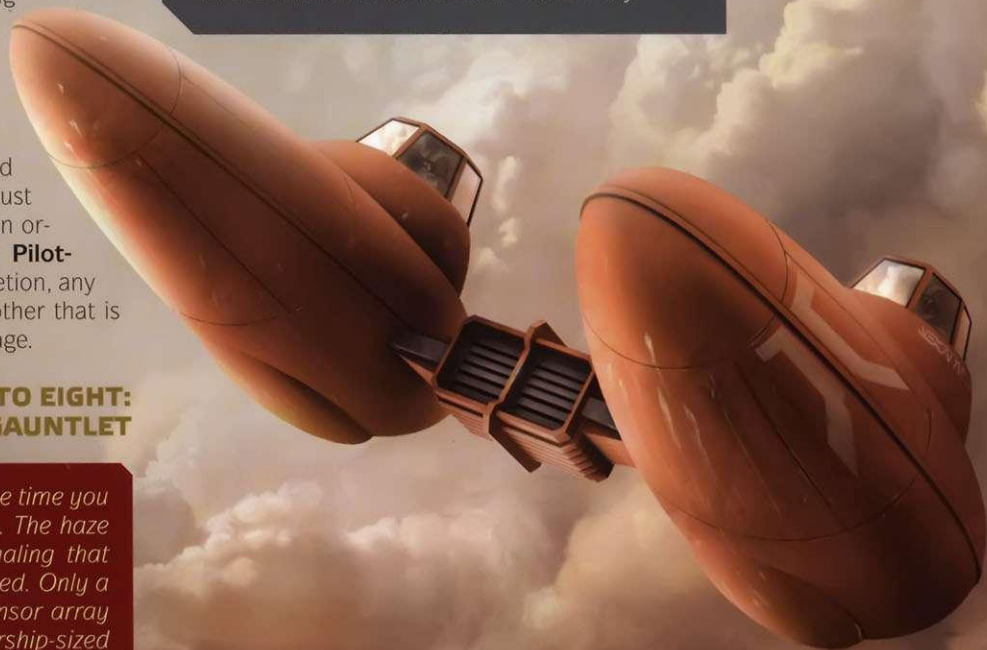
THE WINNINGS

Any PC who wins the Grand Prix will be interested to hear what he wins. In addition to the prestige and access to the functions where the Jewel of Yavin will be auctioned off, the winning team receives an exquisitely rendered holo-plaque and 30,000 credits. Unfortunately for the PCs, the winnings are usually transferred after some significant paperwork, and it takes about a week to go through, which means that it won't happen until after the remainder of the heist is over. Of course, Cloud City administration takes a cut (and Arend Shen skims a healthy portion of that), leaving the PCs with only 20,000 credits after all is said and done.

This penultimate section of the course is easily the most dangerous, and the only one that presents an active, malevolent threat to individual members of the race. This area is home to velkers, massive ray-like predators whose size is eclipsed only by the beldons, upon whom they frequently prey. The size of small starships, velkers possess a natural bioelectrical attack that they use to stun their prey. Entire flocks of them descend upon a beldon and stun it into submission, then slowly devour it as it continues to drift throughout the upper levels of atmosphere.

The signature of the cloud car engines, as well as their recent relative proximity to the beldons and tibannuck, would inspire mild curiosity from the velkers, comparable to an animal discovering a new smell. The exposure to high concentrations of gases in the previous section of the race has increased the scent profile of the racers and arouses the velkers' interest.

The creatures now view the racers as prey and attempt to devour them. They desist once they have realized that the vehicles are not prey, but by that point it is entirely likely that the racers' vehicles will be damaged beyond the point that they can continue to fly, sending them into the lower levels of the atmosphere and condemning their crews to a horrific demise.

Before the Piloting (Planetary) check for this segment, the gunner must fend off the velkers with a successful hit, otherwise the pilot upgrades the difficulty of his racing check once. On a ⚙ ⚙, the velker gets close enough to attack with its disruption field; on a ▽ it is able to take a bite out of the cloud car's hull.

VELKERS

Because they are the size of conventional starfighters and are larger than all but the biggest cloud car models, velkers are presented in a format more similar to starships than living creatures. Velkers are treated as if they were vehicles with the pilot built-in. The velker counts as having Agility 3 for the purposes of flying and attacking,

with skills of Piloting (Planetary) 2 and Gunnery 2. The Prepare quality on its bite represents the velker getting close enough to take a bite out of a passing cloud car.

SILHOUETTE	SPEED	HANDLING	DEFENSE				ARMOR
3	3	+1	1	-	-	0	2
HULL TRAUMA						SYSTEM STRAIN	
3						2	

Weapons: Bioelectric disruption field (Fire Arc All; Damage 3; Critical 3; Range [Short]; Ion), Bite (Fire Arc Forward; Damage 2; Critical 2; Range [Close]; Breach 1, Prepare 1).

BUOY EIGHT TO CLOUD CITY: THE HOME STRETCH

Less than half of the racers who started the race pass the last buoy, many having been disabled by the obstacles along the path, and a few have been lost to accidents. Sensors indicate that Cloud City is the next checkpoint, though still quite far off. This is the last stretch of the race; it's all or nothing, now.

The distance between the eighth buoy and the victorious return to Cloud City has no additional obstacles that complicate matters for the pilots in the race. It's down to the wire, and safety is the least of the pilots' concerns as they barrel down to the finish line.

ALTERNATIVES TO VICTORY

It's possible that the PCs were unable to secure a win in the Grand Prix. In theory, this makes formally attending the gala impossible, but what fun would that be? Here are a few options that allow the characters the level of access they need in order to continue the adventure:

- Although it is not widely publicized, and thus unknown to Arend, it is customary for the second and third place finishers in the Grand Prix to make an appearance at several of the same functions as the winner. If the PCs fell into this category, they will have access as well, and with a significantly lower media profile.

- Depending upon the nature of the PCs' performance during the Grand Prix, they may have attracted the attention of a wealthy patron or sponsor who may have them attend the high society events as his or her personal guests. This is not uncommon, and many wealthy race aficionados do this with racers who exhibit great skill or daring during the course of the Grand Prix.

WELCOME TO THE WINNER'S CIRCLE

If the Player Characters are able to emerge from the racecourse victorious, read the following text upon their arrival back in Cloud City:

> *The waiting crowd erupts into thunderous cheer as you prepare for landing in the winner's berth, adrenaline still running hot in your veins. Journalists and fans eager to get holo-stills of the winning team clamor for an action shot, the flashes from their devices so numerous and blinding that you nearly botch the landing. Once the cloud car's landing struts finally settle on the ferrocrete, the barricade containing the crowd collapses beneath the excitement, and a rush of eager celebrants surrounds the vehicle to be among the first to congratulate the newest victors of the Cloud City Grand Prix.*

Given the sort of backgrounds a typical party possesses, the adoration of the masses may be a new experience for the PCs, and some may even wish to avoid an extended time in the spotlight. Assuming that the characters have no Obligations or skeletons in their collective closet that are specific to the system, they will enjoy a grace period of at least a week before any of the media dredges up unsavory details from sector- or galaxy-wide databases.

The first few minutes after the race concludes are filled with well-wishers shouting random things at the PCs and a large variety of media spokespeople asking contrived and largely meaningless questions. *"How does it feel to win?"* and *"To what do you attribute your victory?"* and *"What do you think gave you the edge over the other racers?"* are the most common. Whatever the characters respond, their answers will be played on the planet-wide holo endlessly for the next several days and will likely see a great deal of play throughout the system as well, starting the clock for anyone who might see it and come after them. And in another two hours, the doors to the Figg & Associates Art Museum open, and the gala begins.

The heist is officially on a deadline.

INTERLUDE

The gala and action commences not long after the winners' ceremony at the Cloud City Grand Prix. The Player Characters will need to get ready for the party and put the finishing touches on their heist preparations before they can start schmoozing with the Cloud City elite.

At this point Aris, pings the PCs' comm frequency and asks if there's anything else they think they need. It is up to the GM as to whether she is able to feasibly grant any PC requests, but if it's within her power and relevant to the bidding war, slicing job, or jewel heist, she will do her best to work her magic. Otherwise, she reminds them to arrive fashionably late and wishes them luck—she knows they'll need it.

EPISODE I XP REWARDS

Standard experience point rewards for **Episode I**:

- Exploring the museum and researching jewel security: 5–10 XP
- Completing a computer spike, sampling encryptions, and preparing for the slice: 5–10 XP
- Investigating the auction bidders: 5 XP
- Successfully sabotaging or otherwise eliminating rival pilots prior to the race: 10 XP
- Coming in 1st, 2nd, or 3rd place in the Cloud City Grand Prix: 15, 10, or 5 XP respectively

THE GREATEST CAPER

"What could go wrong?"
"You want my list?"
"No need, I've got my own."
—Bink and Tavia, Twin Smugglers

O nce their best-laid plans are in place, **Episode II** picks up with the execution of the Player Characters' schemes. The success of the job rests on their abilities to schmooze, slice, and sneak their way past the bidders, security systems, and guards in their way. If anything's going to go wrong, now is the time, and the PCs' ability to make the most of complications that arise will make or break the heist. This chapter includes:

- **Party on Cloud Nine:** The PCs attend the highly anticipated gala and auction, where they play the bidders off of each other to drive the bids for the corusca gem sky-high.

- **Banking on a Break:** With the auction over and the gala guests departed, the PCs have until dawn to siphon the winning bid into Arend's account.

- **Double or Nothing:** It's time to see whether their planning pays off as the players handle security measures one after another to steal the Jewel of Yavin and escape undetected.

- **A Forceful Skirmish:** During their heist the PCs come face-to-face with an unexpected rival.

The auction for the Jewel of Yavin is being held as part of a major upper-class gala at the Figg & Associates Art Museum beginning in the early evening and continuing to an hour before midnight—just over five hours. Marus Grayson invested a small fortune into securing the jewel there as a temporary exhibit until the auction, sure that he could recoup any expense he incurred. The gala is an annual affair to celebrate an obscure milestone in the life of Ecclessis Figg and lasts far longer than most are inclined to stay. However, word of the auction means the affair has become more involved and more heavily attended than would otherwise be the case—the perfect cover for the PCs to interact with and manipulate the bidders.

At the beginning of the gala, the bidders are led to the exhibit room one by one to view the gem and submit an opening bid before returning to mingle with the other guests. Once a high bid is determined, droids are sent to each bidder with news of the current high bid— but not of the current high bidder—and an opportunity for the bidder to change his or her own offer. The cycle repeats every half-hour until a final bid is reached.

PARTY ON CLOUD NINE

During the time between the initial and final bids, the PCs can speak to the various bidders and attempt to push the price higher, even attempting to manipulate specific individuals into emptying their entire accounts for the gem. The initial high bidder is Kaltho the Hutt, offering 20,000 credits, and without the PCs' involvement, he is sure to place the winning bid.

The additional guests at the gala could be a useful cover for the PCs' activities or a dangerous distraction or interference. If the PCs wish to disguise their interactions with the bidders, some mingling among the other guests could go a long way toward that end. However, the high society of Cloud City are nothing if not nosy and may take notice of the comings and goings of PCs who seem too intent on their business and disinclined to enjoy the party. At the GM's discretion, PCs who wish to avoid notice may need to make an **Average (⬡ ◆) Charm** or **Cool check** to maintain their cover. Failure on the check indicates one or more of the other guests takes note of their activities, which may come back to haunt them later, especially in the case of a ⬡.

It is possible some of the underworld figures with whom the PCs have interacted throughout the adventure might have enough of a respectable front to make an appearance, and there are certain to be a number of rich tourists, high-ranking bureaucrats, and other such figures of note. Lando Calrissian and Arend Shen are sure to be there, in addition to the bidders and Marus Grayson. If one of the PCs' Obligation triggered this session, this would be the perfect opportunity to foreshadow the effect with a representative of his patron present or a bounty hunter stalking him through the crowd.

If the PCs did not secure their invitation to the gala by winning the Cloud Car race, the winning team is also in attendance. This is most likely to be Gerrol Hunn and Chara Tull of the Stormhawks (see page 45), who spend much of their time lingering in the tapcafé area. If the PCs participated in the race and lost, Gerrol likely recognizes them and spends much of the party baiting them with snide comments. His partner Chara is more polite but stays distant except to intervene and smooth over any situation with Gerrol that looks like it might cause a stir. The few members of the press who are in attendance are sure to be focusing on the Stormhawks' presence.

THE BIDDERS

Each bidder is going to be spending much of his or her time at the auction admiring the exhibits and

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RUNNING THE AUCTION

The basic structure of the auction is detailed above, but the GM may want more concrete guidelines on how to handle the increasing bids.

Without the PCs' intervention, the high bid increases by 20,000 credits every round of bidding, with a single bidder dropping out each round. By default, the bidders drop out in the following order: Elaiza, Pos Podura, Shreya Ordassa, Mil Mikkir, Vorse Tabarith, and finally Zekra Fol, until only Kaltho the Hutt remains with a final bid of 200,000 credits. The PCs can persuade bidders to stay in the auction for longer or to up their bids using the guidelines described in each bidder's relevant section below.

As a special addition to these guidelines, if the PCs established a favorable impression with any of the bidders before the auction, all checks to persuade that bidder gain ▪. If the PCs are successful in increasing the Bid Value of any bidder during a round of bidding, add 10,000 credits to the high bid for that round.

The high bidder for each round is determined by a special characteristic called the Bid Value, and this value is influenced by the success of any checks the PCs make to encourage the auction's participants toward their goal. The Bid Value of each participant in the auction starts out equal to his or her position in the assumed order at which he or she would leave the auction (so Pos Podura's default Bid Value is 2, as he would normally be the second bidder to leave the auction). Each uncanceled ✶ on a successful check to persuade a bidder to increase a bid adds 1 to his or her current Bid Value, and each ⊕ received adds 3.

The bidders also increase their Bid Value by its starting amount after each round, to represent their inherent resources and drive (so Kaltho the Hutt adds 7 to his Bid Value each time the auction droid comes around). The participant with the highest Bid Value during a given round becomes the current high bidder. Any participant whose Bid Value drops more than ten points behind that of the current high bidder leaves the auction, with the winner being the last bidder left. If the auction goes on for more than five hours (or 10 rounds of bidding), the gala ends and the current highest Bid Value is accepted.

mingling with the other guests. If the PCs have ingratiated themselves with one or more bidders before the auction, they should have an easy "in" for attempting to manipulate the bids, but the general atmosphere of the gala is already light-hearted and open, putting even normally unapproachable figures like Kaltho the Hutt or Vorse Tabarith within the PCs' reach. Some details on possible ways to approach and appeal to the auction's participants are listed below, along with details on any companions who might be traveling with them and a full profile for each bidder.

KALTHO THE HUTT— AT HOME AMID OPULENCE

Much to his displeasure, Kaltho has been unable to secure enough guest passes to bring his full entourage to the gala. He is accompanied on his tour of the museum's exhibits by only three individuals instead of the lavish court to which he is accustomed. Closest to his side is the human bounty hunter Kerek, who serves him as a bodyguard during the gala. If the PCs made any covert deals with Kerek earlier as suggested on page 35, he gives no sign of it upon seeing them at the gala. Kaltho is also accompanied by his Bothan majordomo, Sal Vaneth, and by DZ-3PO ("Deezee"), a stuffy protocol droid tasked with screening anyone who wishes to speak with its master. Throughout the gala, a few of the guests are permitted to speak with Kaltho, but he largely spends his time examining the museum exhibits for any pieces that might interest him.

To get Kaltho's attention, the PCs need a prior connection or some means of impressing DZ-3PO. It is also possible, although more difficult, to impress Kaltho directly. Convincing DZ-3PO to let them approach its master requires one of the PCs to pass an **Average (◆ ◆) Charm** or **Deception check** to prove (or fabricate) his credentials as a person of interest. Interesting Kaltho directly is not possible through a simple check but requires good roleplaying and creativity.

Once the PCs have gained access to the Hutt, they may approach him at any point during the gala. Convincing him to bid higher on the Jewel of Yavin is difficult, as the Hutt is shrewd and always wary of tricks. Such persuasion requires a **Hard (⬢ ⬢ ⬢) opposed Charm vs. Discipline check**—an extremely difficult prospect. It is possible to substitute other skills (such as Deception) for Charm with the proper approach. However, the GM may choose to spend ▽ from the check results to have Kaltho grow suspicious of the PCs' manipulations and refuse to speak further. Pushing the issue might result in Kaltho taking offense, which could lead to anything from a public scene to a bounty placed on the PCs.

KALTHO THE HUTT, CRIME LORD [NEMESIS]

The great Hutt Kaltho is a curious sight and much smaller than the norm for one of his standing (he only dines on the finest of delicacies). He is still as enormous as an adult Hutt would naturally be, with the occasional grotesque fold of loose skin indicating some past act of gluttony before he began to waste away. When in public or in a gathering with outsiders, Kaltho conceals his shrunken body with a massive black garment of Corellian nanosilk embroidered with great scenes from the history and mythology of the Hutts.

5	1	4	4	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
9	30	20	0 2

Skills: Charm 2, Coercion 4, Cool 3, Deception 3, Discipline 3, Knowledge (Outer Rim) 2, Knowledge (Underworld) 5, Leadership 2, Negotiation 4, Resilience 5, Vigilance 3.

Talents: Durable 3 (-30 from any Critical Injury rolls made against Kaltho), Resolve 2 (when suffering strain, reduce the amount suffered by 2 to a minimum of 1).

Abilities: Awkward (Hutts have great physical strength, but their bulk imposes severe limitations in flexibility and agility. Kaltho adds ■ ■ ■ to Brawl, Melee, and Coordination checks he's required to make), Ponderous (Kaltho can never spend more than one maneuver moving per turn).

Equipment: Generally none; if Kaltho needs something, he has an attendant carry it and leaves security to his hired thugs. When Kaltho travels or presides over his entourage, his palanquin is equipped with a deflector shield (+2 ranged defense).

SHREYA ORDASSA— RAKE OVER THE ASHES

Shreya stalks through the museum with a cold, haughty attitude, speaking little except where necessary to maintain a minimum of decorum. If the PCs have previously spoken to her, she acknowledges them when they come to speak with her. Otherwise, any meetings with her are likely to be terse and limited until they can find a way to break the ice, imposing ■ on any relevant checks. This penalty does not apply to PCs with the Scholar specialization or two or more ranks in Knowledge (Education). The Respected Scholar talent can also be used to downgrade any social check targeting Shreya.

Shreya must keep her department's budget in mind and bids just enough to stay in the running herself so as to make Mil Mikkir's efforts more difficult without having to put undue financial stress on her university. Convincing her to venture more than the minimum necessary for this goal requires a **Hard (◆ ◆ ◆) Charm check**.

The key to manipulating Shreya's bidding is news of Mil Mikkir. If the PCs can convince Shreya that Mil is the high bidder (an **Easy [◆] Charm check** if they know it to be true, or an **Average [◆ ◆] Deception check** if it is false), then convincing her to raise her bid has its difficulty reduced by one.

Once the PCs have convinced her that Mil Mikkir has taken the lead once, they can continue to convince her of the detail in further rounds without a check (although the GM may require a new check if circumstances merit it, such as if Shreya speaks to Mil and finds out the PCs previously deceived her). If the PCs can contrive to draw the two ex-lovers near to each other, arguments to get Shreya to raise her bid gain □, thanks to the reminder of the grudge she still holds against Mil.

SHREYA ORDASSA, TOGRUTAN ACADEMIC [NEMESIS]

Shreya Ordassa stands out among the humanoid galagoers with her pale orange skin and gray-white facial markings. She often dresses in muted, neutral colors to minimize the difference in her appearance due to a lifetime of struggling with anti-alien prejudice. Still, her prominent black and white striped head-tails and the hollow horns of her species are distinctive, alien, and beautiful in their own way.

2	2	4	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
2	12	13	0	0

Skills: Charm 2, Coercion 2, Cool 2, Deception 1, Knowledge (Education) 4, Leadership 1, Negotiation 3.
Talents: Nobody's Fool 1 (upgrade the difficulty of all Charm, Coercion, and Deception checks targeting Shreya once), Scathing Tirade (as an action, may make an **Average [◆ ◆] Coercion check**. Each ✹ inflicts one strain on a target within short range. Each ⚙ inflicts one additional strain on an affected target).
Abilities: None.
Equipment: Datapad.

MIL MIKKIR—PRIDE IN THE FALL

Spite, arrogance, and willful obstruction are at the forefront of Mil Mikkir's mind at the auction. He has seen enough of his ex-lover over the lead-up to the auction to keep all the wounds of their break-up fresh, and he is determined to pay them back. However, the Chagrian has long experience in hiding his moods and whatever else is inconvenient for others to know. At the gala, he seems in high spirits, laughing loudly at jokes and appearing to have a fine time—although perhaps he laughs too loudly and makes something of a show of himself.

As part of this amiable front, he mingles with all the guests freely (except with Shreya, of course). The PCs should have no trouble getting his attention. If they have been seen interacting with his ex-girlfriend, his greeting is sure to be brittle and strained, but he is not going to pass up another angle through which he can get to Shreya. To that end, he especially flirts with Leina, Shreya's erstwhile friend, and invites her to dance at the first opportunity.

Mil Mikkir is no stranger to spending vast sums on a whim, and persuading him to increase his bid only requires an **Average (◆ ◆) Charm check**. However, he can be further persuaded in a similar manner to Shreya Ordassa. If he hears that Shreya has pulled ahead in the bidding, the check to persuade him has its difficulty reduced by one. Convincing Mil of this requires an **Easy (◆) Charm check** if they know it to be true or an **Average (◆ ◆) Deception check** if it is false.

Once the PCs have convinced Mil that Shreya has taken the lead once, they can continue to convince him of the detail in further rounds without a check (although the GM may require a new check if circumstances merit it, such as if he speaks to his ex and finds out the PCs previously deceived him). If the PCs can contrive to draw the two ex-lovers near to each other, arguments to get Mil to raise his bid gain ☐, thanks to the reminder of the grudge that drove him to the auction in the first place.

MIL MIKKIR, CHAGRIAN EXECUTIVE [NEMESIS]

Although Chagrians are typically taller than humans, Mil Mikkir is small for his species, not much more than 1.7 meters in height at his crown. His prominent horns do make him appear taller, and he favors imposing suits in rich colors to help make an impression despite his size. His deep blue skin is darkest on the lethorn growths from the sides of his head, and he takes great pride in this, as he does in his appearance in general.

2	2	2	4	2	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
2	12	12	2	2

Skills: Charm 3, Coercion 2, Cool 2, Deception 3, Knowledge (Education) 2, Negotiation 4, Ranged (Light) 1, Streetwise 1.
Talents: Plausible Deniability 2 (remove up to ■ ■ from any Coercion or Deception checks), Smooth Talker 2 (may spend ☮ to add ✵ ✵ to Deception checks).
Abilities: None.
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), personal deflector shield (+2 defense), datapad.

POS PODURA—THREE'S A CROWD

The complex web of bluffing and brinkmanship that has carried Pos Podura to the auction stands on the verge of unraveling—and the Twi'lek bidder knows it. Although he engages with the other guests in grace and good humor, an extended discussion is likely to reveal the undercurrent of nervous tension that drives him. Pos Podura has stretched his ingenuity to the limit to make it this far, but no number of clever lies or stolen credentials can enrich his accounts enough to help him win the auction.

Without encouragement from the PCs, Pos Podura bids to the edge of beggaring himself before he drops out of the running. His nerves have been frayed by the scheme he has been working, and keeping him in the bidding is quite difficult. Any checks to persuade Pos Podura to raise his bid have a difficulty of at least **Hard (◆◆◆)**, and may suffer ■ or ■ ■ if he feels he has been backed into a corner or is otherwise

under increased pressure. If the PCs can arrange for a meeting between him and Shreya, it buoys his courage and he is more determined to win it for her, removing one or more ■ or decreasing the difficulty of the check by one.

If the PCs somehow persuade him to submit the winning bid, his offer exceeds his funds, and the bank transfer yields only the truth of his folly. However, the PCs are unlikely to discover this detail until they begin the slicing job and discover there is nothing to steal.

Mil Mikkir

Pos Podura

POS PODURA, TWI'LEK ASSOCIATE [NEMESIS]

Pos Podura's yellow-green skin is striped with jagged black slashes, an appearance that might be striking if he had the poise or confidence to complete the effect. The black stripes are especially prominent across the surface of his lekku. He has come to Cloud City with expensive suits in black and gray, but he wears them uncomfortably despite the excellent tailoring.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	4	3	2	2

SOAK VALUE	W THRESHOLD	S. THRESHOLD	M/R DEFENSE
2	12	14	0 0

Skills: Charm 1, Computers 1, Cool 2, Deception 2, Knowledge(Education) 3, Negotiation 1, Skulduggery 1, Streetwise 1.
Talents: Idealist 1 (Spend 1 strain to add an 🔆 on a skill check), Resolve 2 (when suffering strain, reduce the amount suffered by 2 to a minimum of 1).
Abilities: Twi'lek (remove up to ■ from any checks due to hot or arid environmental conditions).
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), stolen credentials and encrypted expense voucher with 5,000 credits.

TIRSIA LEK AS "ZEKRA FOL"— EXPERT MINGLER

The Imperial Security Bureau has no use for the Jewel of Yavin, and Tirsia Lek has no interest in saddling them with sorting out the mess of paying for it. However, she knows that driving the bidding up only serves to further incriminate Grayson, and the payment can be seized from his assets when he is brought to trial. As a result, Lek—as Zekra Fol—is willing to use the supposed wealth of her cover identity to the fullest extent in the auction. As an expert in reading social cues and body language from a variety of species, she expects to be able to push the bidding sky-high without committing herself to the complication of paying for the gem.

How the PCs interact with Lek during the gala depends on how her investigation during the **Episode I** went. If she discovered the PCs and was able to blackmail them, then she is sure to have impressed upon them to avoid any interaction that could tip off Grayson. Any discussion with her in this circumstance is sure to be short and quickly deflected so as to keep them from being linked. Persuading Lek to alter her bid under these circumstances may not be possible, and any checks to discuss the auction or any other matters suffer ■ ■ due to the brevity upon which she insists.

If the PCs have concealed their identities from Lek thus far, they should find it easy to strike up a discussion while mingling at the gala. Simply engaging

her in conversation requires no check, and is in fact almost inevitable as she drifts through the various areas of the museum with perfect social grace. Lek plays her part expertly, and may allow herself to be persuaded to bid higher if the PCs make an **Average (● ●) Charm check**. Since this difficulty reflects Lek sticking to her cover identity, rather than indicating any real interest in the gem, attempts to persuade her to raise her bid once she has become the high bid suffer ■ ■ ■ as she affects complacency in order to let another bidder pull ahead.

"ZEKRA FOL," ISB OPERATIVE [NEMESIS]

The woman claiming the name of Zekra Fol is a slim, dark-haired figure who moves with an effortless elegance. She wears fashionable but conservative clothing in her cover identity, favoring suits that provide easy movement. She carries a briefcase with the Outer Rim Exploratory Mining Corps logo emblazoned upon it. If openly acting in an official capacity, she trades her corporate garb for the uniform of the Imperial Security Bureau and wears her holdout blaster in a clearly visible holster at her hip.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	3	5	4	3

SOAK VALUE	W THRESHOLD	S. THRESHOLD	M/R DEFENSE
1	11	16	2 2

Skills: Brawl 2, Charm 3, Coercion 3, Cool 3, Deception 3, Discipline 4, Knowledge (Outer Rim) 2, Knowledge (Underworld) 2, Negotiation 2, Perception 3, Ranged (Light) 2, Streetwise 2, Vigilance 3.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Nobody's Fool 2 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting Lek twice), Plausible Deniability 2 (remove up to ■ ■ from any Coercion or Deception checks), Smooth Talker (Coercion) 2 (may spend ⊕ to add ✧ ✧ to Coercion checks).
Abilities: None.
Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), personal deflector shield (+2 defense), datapad. In her briefcase Tirsia Lek also has a secret stash of additional equipment necessary for her investigation that she may use as the GM feels appropriate.

ELAIZA—WAITING IN THE WINGS

Although Elaiza desperately wants and needs the Jewel of Yavin, she has come to suspect she is in over her head well before the auction starts. She conceals her unease with years of Jedi discipline and drops out of the running after her bid is overshot within the first round. The PCs cannot persuade her to raise her bid, as she held nothing back from the initial round, and is too practical to hope a false bid might accomplish anything.

If they are particularly insistent or suspicious (a **Daunting [◆◆◆◆] Charm** or **Coercion** check), she may enter one further round of bidding to deflect suspicion, but her doing so does not impact the high bid, and she cannot be pushed further than this. Elaiza excuses herself from the gala after one to two hours of uncomfortable mingling, citing her advanced age to anyone still paying her note. In actuality, she begins preparing her own heist for the gem at this point (details for which can be found on page 82).

Elaiza's profile can be found on page 82.

VORSE TABARITH—GOOD TO BE KINGPIN

Although Vorse Tabarith's impressive wealth and assets could make him a serious contender in the auction, he is not personally interested in the gem itself. It was Aris who asked him to get it for her, and while he doesn't quite understand its allure, the more he drinks, the more she and others are able to convince him of its value to her. Vorse spends much of the auction at the bar of the museum's tapcafé area, drinking expensive Corellian ale while his wife feigns disgust.

Clever PCs can exploit his drunkenness to push him into bidding a great deal indeed. Left to his own devices, he spends the auction tipsy but largely controlled, requiring a **Hard (●◆◆) Charm** check to up his bid. If the PCs can push him to drink more, he grows gradually easier to persuade. Some possible ways to accomplish this include picking up his tab (at a costly 200 credits per round of bidding) or providing him with some sort of bad news (or succeeding on an **Easy (◆) Competitive Resilience** check to instigate a drinking contest, increasing the difficulty by one each round). Depending on the method used, this may lead to anything from a single round of bidding spent boozing or even a continuous binge throughout the auction that the crime lord is sure to regret in the morning.

After one round of bidding and heavy drinking, all attempts to persuade Vorse to raise his bid gain □ as he becomes more tipsy and less controlled. After two rounds, the crime lord becomes suggestible enough to add a second □ to the PCs' check. If the PCs can keep Vorse drinking for four or more rounds of bidding, the check's difficulty is downgraded once. However, if Vorse spends six or more rounds indulging, he passes out on the floor of the bar and cannot submit further bids. The combined efforts of a service droid and his wife soon see him hauled into a speeder taxi and sent from the gala if this occurs.

VORSE TABARITH, MOB BOSS [NEMESIS]

Even without his fearsome reputation, Vorse Tabarith would be an easy man to recognize. His huge frame and thick, bristly beard have led a few brave souls to compare him to a Wookiee when he was out of earshot.

While well shy of a Wookiee's height, his broad shoulders and burly chest allow him to approach some of them in mass and muscle. He wears sturdy but expensive clothing when handling day-to-day affairs and often a few pieces of gaudy jewelry as well.

4	3	2	4	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W THRESHOLD	S THRESHOLD	M/R DEFENSE
5	15	14	0 | 0

Skills: Brawl 3, Charm 1, Coercion 3, Deception 3, Discipline 1, Knowledge (Underworld) 3, Leadership 1, Melee 2, Negotiation 2, Ranged (Heavy) 2, Ranged (Light) 2, Skulduggery 2, Streetwise 3, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Nobody's Fool 1 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting Vorse by 1), Plausible Deniability 1 (Remove up to ■ from any Coercion or Deception checks), Street Smarts 2 (Remove up to ■■ from any Knowledge [Underworld] or Streetwise checks).

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), heavy clothing (+1 soak). This equipment only represents Vorse as he goes about his daily business, however. When making a show of force, Vorse has access to a wide variety of armaments, including vibroknives, blaster rifles, or even disruptor weapons. The GM may arm Vorse and any associates as he sees fit in dangerous situations.

MARUS GRAYSON—DEVIL TO PAY

Effectively the host of the gala, Marus Grayson is attempting a delicate balancing act between seeming properly imposing for an Imperial bureaucrat of his rank and not drawing too much attention to himself and his technically illegal property. During the party, he hobnobs with the best of them and is as polite as he can be to the various alien bidders interested in the gem, though he shows a clear preference toward fellow humans. He can be found conversing with each of the bidders in turn, as well as seeking an audience with Baron Administrator Lando Calrissian, who stops by briefly to make an official appearance at the event.

One thing Grayson had not counted on was Arend and Aris Shen's presence—in truth, he had no idea they had relocated to Bespin, and any contact made between the parties is very terse indeed. For their part, the Shens do what they can to look authoritative and in control; Arend is dressed in the formal attire of government office, and Aris looks stunning in a elegant yet chic gown. Their nonchalance worries Grayson further, and justifiably so. The father and daughter pair is here to watch over the PCs as they enact Grayson's comeuppance on the Shens' behalf.

If the PCs decide to approach Grayson, his disposition varies depending on whether the PCs are here as the Grand Prix winners or here in some other capacity. He seems aloof either way, thinking that there are more important people he could be talking to, but engages them in conversation for enough time so as not to appear rude. If the PCs bring up his history with Arend Shen, Marus tries to sugarcoat their relationship as much as possible, saying they were former business associates. If pressed, Grayson excuses himself and goes to speak to one of his security personnel. If the PCs bring up his background with Gantel Dro, Grayson does the same. In both instances, he puts his guards on high alert for the remainder of the evening (see **Raising the Alarm** on page 72).

MARUS GRAYSON, CORRUPT IMPERIAL EXCHEQUER [NEMESIS]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	4	4	3	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
2	12	13	2 | 2

Skills: Charm 2, Coercion 3, Cool 2, Deception 3, Knowledge (Core) 4, Knowledge (Education) 2, Negotiation 4, Ranged (Light) 1.
Talents: Adversary 2 (upgrade all combat checks against Grayson twice), Resolve 1 (when Grayson involuntarily suffers strain, he suffers 1 less strain, to a minimum of 1).
Abilities: Imperial Haughtiness (when a non-humanoid alien species is targeting Grayson with a social skill check, add ■).

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), personal deflector shield (+2 defense), formal clothing, personal shuttle (use the *Lambda*-class shuttle profile on page 256 of the **EDGE OF THE EMPIRE** Core Rulebook), encrypted credit chip with 5,000–10,000 credits.

LIFE OF THE PARTY

Arend and Aris Shen attend as a matter of course, to keep an eye on the PCs' progress and also to nudge them along if they seem to be wavering. Baron Administrator Lando Calrissian himself also makes an appearance briefly to mingle with the guests and congratulate the winners of the Cloud City Grand Prix.

The following section details a number of optional twists that can occur during the gala to throw a wrench in the PCs' plans (or possibly be exploited to their advantage). As many or as few of these events can occur as the GM desires, although care should be taken to avoid stretching out the gala and auction to an excessive length. Each occurrence involves a confrontation between two of the attendees to the gala, so the GM may receive the best results by selecting options that involve a character in whom the PCs have taken an interest.

Some of these scenes are designed to be instigated by the PCs' actions, while others may pose complications for their plans if the event cannot be managed by a timely intervention. However, none of these events should be used "on-screen" without a PC presence, as doing so bogs down the narrative and removes tension from the scene. At the GM's discretion, an event may occur without the PCs' notice as an extra complication. In this case, the PCs would have to deal with the aftermath of the event rather than the scene itself. However, the GM should use this option sparingly (if at all) in order to maintain the focus on the PCs and their actions.

A BID FOR AFFECTION (POS PODURA & SHREYA ORDASSA)

Over the course of the auction, Pos Podura may decide to go all-in with his scheme and approach Shreya Ordassa with word of his affections. It is just as possible that he does so after winning a battle with nerves, swelled with confidence, as it is for him to blurt out his love in a panicked confession as Shreya walks by—the choice is entirely up to the GM. However, if the PCs have expressed sympathy for the enamored Twi'lek or offered him encouragement, the former is considerably more likely than the latter.

The confession is certain to evoke less than desirable results from Pos Podura's perspective, as Shreya Ordassa has barely thought about Pos Podura since he attended one of her classes, much less fostered

feelings for him. In her bitter state of mind, she may reject his attentions with some choice barbs and send him fleeing the gala in tears. Alternatively, she might lead him along in an attempt to make Mil Mikkir jealous (and perhaps lead in to a variant of the Lover's Spat, described below). The most likely consequence of Pos Podura's confession is for him to despair of Shreya's love and abandon the auction.

If the PCs are suckers for a love story (or just want to raise the bid), they can intervene and try and play matchmaker for Pos Podura and Shreya Ordassa. Doing so requires a previously established connection to one or both of the unlikely couple or a **Hard (◆◆◆) Charm** or **Deception check** to ingratiate themselves into the scene without making it even more awkward. Convincing Shreya to give Pos Podura a chance is more a matter of roleplaying than further checks, but for all her steely exterior, Shreya may be swayed by his genuine affections and the lengths to which he was willing to go in order to win her attention. If the PCs succeed in setting the pair up, they receive a round of drinks at the tapcafé from an appreciative Pos Podura as well as his promise to help the PCs in any way he can should they need it. Shreya becomes even more determined to shut out Mil from the bidding and adds 2 to her Bid Value for each subsequent auction round.

BLACKMAIL!
(VORSE TABARITH & MIL MIKKIR)

While Vorse Tabarith is a drunk who owes his position more to ruthless brutality than to any cleverness, the cunning of a crime lord should never be underestimated. It is possible that he may take note of Mil Mikkir before he delves too heavily into his drinking or during a brief moment of sobriety between mugs. Mil Mikkir knows Vorse possesses holofootage that could greatly embarrass him, and even through a veil of liquor, the crime lord is perceptive enough to spot the body language of someone hiding from him. Given time to gather his wits (and perhaps a little prompting from the PCs), he is likely to recall the old footage and attempt to make use of it.

The best way to get the PCs involved in this event is to have them instigate it. If the PCs have gained Vorse's favor—or gotten him drunk enough to remove his discretion—he may ask them if they recognize Mil Mikkir as the Chagrian passes by. Providing any detailed information on him (especially any mention of his previous visits to Cloud City) reminds Vorse of his stored holofootage. In such a circumstance, the crime lord thanks the PCs gruffly and makes his way over to his mark.

How the blackmail attempt works out depends on Vorse's sobriety or lack thereof. A heavily drunken Tabarith's attempts to blackmail are likely to be either comically absurd or rowdy and violent and may result in the crime lord being carefully ushered out of the gala.

with the help of his embarrassed wife. If Vorse is able to speak to Mil Mikkir about the holofootage while he has most of his wits about him, he demands the Chagrian acquire the Jewel of Yavin for him as payment for his silence. Mil Mikkir is largely amenable to this idea, as it keeps his name clear, and prevents the jewel from entering Shreya Ordassa's hands. Vorse drops out of the auction and Mil Mikkir greatly increases the amount he offers each time the auction droid comes around. The GM should increase Mil Mikkir's Bid Value by 2 for all subsequent rounds of bidding and increase the high bid by 5,000 credits per further round.

LOVER'S SPAT
(MIL MIKKIR & SHREYA ORDASSA)

Shreya Ordassa and Mil Mikkir spend much of their time at the gala carefully avoiding each other. However, the flow of guests through the museum (or the meddling of the PCs) might serve to bring them face to face in a way neither can avoid. The result might simply be a stiff, awkward conversation while both desperately seek for a polite way out of the encounter, but it is far more likely to become poisonously bitter and swiftly escalate beyond the bounds of civil conversation.

After more than a few minutes in each other's company, the pair is sure to see their conversation devolve into a heated argument noticeable from anywhere within the same room or exhibit hall. If the PCs are present, they are quickly forgotten unless they attempt to intervene. PCs who wish to pacify the situation, whether present from the start or interrupting, are faced with a **Hard (◆◆) Charm check** in order to return the argument to within socially acceptable levels or a **Daunting (◆◆◆◆) Charm check** to defuse it altogether. Good roleplaying or a previously established tie to one or both of the ex-lovers may grant one or more ▫ to the check. If the argument is not ameliorated within a few minutes, the pair begins angrily shouting each other down and are escorted from the gala by security droids shortly thereafter. If this occurs, both Shreya Ordassa and Mil Mikkir are removed from all further rounds of bidding. If the PCs can manage to keep the argument from exploding to a shouting match, each of the ex-lovers becomes more determined to keep the other from winning the Jewel of Yavin. The Bid Values for both Shreya Ordassa and Mil Mikkir are increased by 2 for each further round of bidding, and the high bid increases by an additional 5,000 credits each round. If the PCs accomplished the incredible task of ending the argument entirely, the pair are less driven afterward, and only increase their Bid Values by 1 and the high bid by 2,500 credits per round. However, both Shreya and Mil Mikkir become favorably disposed toward the PCs afterward, granting ▫ to all future checks to interact with them.

SEEING SPY TO SPY
(ZEKRA FOL & KALTHO THE HUTT)

Although Kaltho the Hutt has been useful to the Imperial Security Bureau in the past, the undercover agent among the bidders is all too aware that he offers such aid purely for his own purposes and on his own terms. She has avoided his attention even in her cover identity as Zekra Fol, concerned about what the Hutt might be able to pick up from her activities if he put his devious mind to it. However, it is possible that the resources of "Zekra Fol" prove too limited to fully incriminate Marus Grayson. If presented with the choice of admitting failure in her investigation and turning to Kaltho, Tirsia Lek is sure to try some scheme for the Hutt's aid.

This event can unfold in one of two different ways, depending on what Lek has managed to learn during her investigation (as detailed on page 39). If Lek has the necessary dirt on the PCs to blackmail them into working with her, she approaches them during the gala with instructions and an encrypted datapad to pass to Kaltho. Her intent is for the PCs to ap-proach Kaltho on behalf of an anonymous client who is willing to pay for information (the client being the ISB, but she is careful to emphasize the importance of secrecy). They need to get Kaltho or one of his attendants to accept the datapad. This may be trickier than it sounds, as gaining access to the Hutt is not easy (see page 35 for details). If the GM wants to make things even more complicated, Kaltho may interpret the mysterious would-be client as an allusion to one of his many enemies and suspect the datapad is in some way dangerous. Getting him to accept a potential bomb or other threat should require expert roleplaying and perhaps a show of good faith in some respect, such as promising a future favor.

If Lek does not have the PCs as ready tools, she attempts to arrange matters herself without compromising her cover. Her success or failure in this is up to the GM, but her attempt monopolizes the Hutt's attention for at least a full round of bidding and potentially for up to three. During this time, neither Kaltho nor Lek accepts outside attention other than the auction droid, making it impossible for the PCs to manipulate their bids.

BANKING ON A BREAK

The gala ends an hour before midnight, either concluding alongside the auction or well after the final bid is decided. The museum's staff and a number of droids descend upon it for about an hour to clean up before locking everything up behind them. The PCs have likely left with the other guests at this point, and at least one of them has an urgent appointment elsewhere—at the Cloud City Central Bank. The PCs must secure access to a remote banking droid for their slicer and work past its security to access the winning bid for their transfer. The job is not going to be easy, and potential complications abound.

THE REMOTE BANKING DROID

Breaking into the bank's systems directly would be an impossible task, requiring breaching multiple security checkpoints and blast doors and bypassing countless alarms. Fortunately, there is another way to gain access to the bank's systems. Both Cloud City's disreputable history and its unusual construction have, at one time or another, led the Cloud City Central Bank to invest in advanced droids that can enable secure transactions at distant sites without directly interfacing with the main bank systems. These droids are themselves extremely tamper-resistant, but securing one is still far easier than breaking into the bank's central processing hub.

To assist with distant transactions, the CCCB has placed remote banking droids around various major thoroughfares and prominent plazas in the better districts of Cloud City, as well as within other civic and commercial locales of note. The droids that operate from within Cloud City's assorted institutions are heavily secured, but the publicly accessible droids are vulnerable to a determined and well-equipped slicer.

There are three remote banking droids that remain at their posts late enough for the PCs to steal them after the gala. The first operates on a dock at the fringes of the Industrial Levels until the last shipments are handled, which typically takes until an hour past midnight. The second operates near Port Town, where the bar remains open until two in the morning. Finally, the third remote banking droid remains at its post for almost the whole night in the Tourist District, where the nightlife entertainment can last until dawn. It returns to the warehouse for an hour of routine maintenance before the new workday begins.

Once the PCs have chosen their target, they can waylay it on its return to the warehouse or seize it off of the street. Doing so may require Skulduggery or Stealth checks of a difficulty appropriate to the surrounding area (**Easy [◆]** for the droid at the docks, **Average [◆ ◆]** near the bar, or **Hard [◆ ◆ ◆]** within the plaza district). Upgrade the difficulty of such checks once if the PCs do not take measures to silence or incapacitate the droid, such as applying a restraining bolt or ionizing it.

SUMMARIZING THE SLICING CHECK

In previous sections, various options for the PCs to enhance their chances against the security used on the remote banking droid were presented. These opportunities each offered unique modifiers to the dice pool for the final check. A summary of these modifiers is presented here for easy reference:

- **Hiring an NPC Slicer** (page 41): The Computers check is made using the hired slicer's dice pool. If using the sample NPC slicers from page 41, Z5-83 is willing to make up to two additional checks as described in **The Press to Success** on page 70 while Naboka refuses to risk any additional attempts after an initial failure.

- **Creating a Computer Spike** (page 40): One or more ▨, and up to one ▨, depending on the results of the check made to craft the spike.

- **Sampling the Network Encryption** (page 40): Up to ☐☐☐ may be added without a sample of the encryption.

- **Dealing with Lobot** (page 41): If the PCs have removed Lobot as a concern, the Computers check becomes a **Daunting (◇ ◇ ◇ ◇) Computers check**, instead of an **opposed check**. If they have partially distracted him, the PCs instead downgrade the difficulty of the opposed check once. If Lobot's secretary, Bea, informed him of suspicious people inquiring after him, add ☐ to all future Computers checks to access Cloud City's computers.

- **Incapacitating the Banking Droid** (page 69): If the PCs were unable to stop the droid from activating its alarm system, upgrade the difficulty of the check once.

TABLE 2-1: SPENDING ✪ AND ⨁, ✪ AND ▽ DURING THE SLICING CHECK

Cost	Result Options
✪	A success allows the PCs to transfer the funds from the high bid to the account of their choice.
✪	Although no immediate progress is added, a backdoor has been created for future work. If the slicer re-attempts this check as described in **The Press to Success** on page 70, the new check gains ☐. This option may be selected multiple times.
✪ ✪	A major security flaw allows the slicer to establish a significant backdoor into the system. If the slicer re-attempts this check as described in **The Press to Success** on page 70, the new check has its dice pool upgraded once. This option may be selected multiple times.
✪✪✪ or ⨁	The slicer gains limited access to an additional bidder's account information, allowing him to siphon some funds from one bidder of his choice alongside the high bid. The final payout is increased by 10,000 credits. This option can only be selected if the check yielded at least one uncanceled ✪ result but may be selected multiple times if it is available.
✪	The pressure of working through such complex encryption takes its toll on the slicer. He suffers one strain. This option may be selected multiple times but cannot be selected if it would put the slicer past his strain threshold.
✪ ✪	The slicer is caught up in a particularly complex bit of encryption requiring an additional fifteen minutes of slicing to deal with. This result may be selected multiple times.
✪ ✪ ✪ or ▽	A security team of Cloud City Wing Guard equal in number to the PCs is dispatched to investigate the alarms triggered within the banking systems. Their investigation leads them to the scene of the slicing attempt within four hours. If the PCs have since moved on, they continue investigating from there. This result may be selected multiple times, resulting in multiple security teams being dispatched due to multiple alarms being triggered. An additional instance of this result could alternatively be used to reduce the time required for security teams to arrive by one hour per selection as the bank's systems trace the slicer's location. A given duplicate of this result may be used for an additional security team or to trace the slicer's location, but not both at once.
▽	A counter-slicing attempt manages to get an electronic "signature" off the slicer. All further attempts to slice systems within Cloud City have their difficulty upgraded once due to the necessity of masking this captured signature. This penalty lasts until the slicer can fully replace his tools and may serve as evidence to link the slicer to the heist attempt.

SLICING AHEAD

Once the PCs have obtained a remote banking droid and brought it to a secure locations, their slicer can try accessing its networks for the transfer. Doing so requires an **Hard (◆ ◆ ◆) Computers vs. Discipline check** to plug in and disable the droid's motor functions and silent alarm. If the PCs applied a restraining bolt to the remote banking droid, the slicer downgrades the check twice. Finally, a brawny PC may attempt to neutralize the droid's ability to defend itself with a **Hard (◆ ◆ ◆) Athletics** or **Brawl check**—success adds ☐☐ to the opposed Computers check. If the check fails, the droid activates its alarm and attempts to escape. The slicing job cannot begin until the droid has been incapacitated in some way. If the droid is able to activate the alarm, the difficulty of the Computers check to slice the bank's systems is upgraded once.

G-100 REMOTE BANKING DROID [NEMESIS]

When Cybot Galactica set out to construct the G-100 series of remote banking droids, they attempted to create a product that would set clients at ease just as much as an organic teller while being completely invulnerable to assault or tampering. Ultimately, they were forced to focus on security over cosmetic finish, and the G-100 model has a slightly off-putting blocky appearance that visibly gleams with combat-grade durasteel plating.

3	2	4	1	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
8	10	4	0 0

Skills: Discipline 2.
Talents: Nobody's Fool 3 (upgrade difficulty of all Charm, Coercion and Deception checks targeting the remote banking droid by 3).
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins).
Equipment: Built-in network uplink.

Once the PCs have dealt with the droid, the slicer can turn his attention toward using its built-in uplink to the bank's systems to transfer the funds. However, the encryption and anti-intrusion measures on the banking droid are very impressive on their own and likely to be backed up by counter-slicing from Lobot, Cloud City's network administrator.

The check is an **opposed Computers vs. Computers check** against a subroutine devised and executed by Lobot (unless he has been dealt with in some way; see the **Summarizing the Slicing Check** sidebar, left). The subroutine represents the portion of Lobot's attention he can devote to dealing with the intrusion, and has an effective Intelligence of 5 and an effective Computers skill of 2—lower than the cyborg himself possesses but still sufficient to most tasks.

The slicing test has unique options for spending dice results, as detailed on **Table 2–1: Spending ⟳ and ⬡, ⚙ and ⬦ during the Slicing Check** on the previous page. Unless stated otherwise in the description, no option can be selected more than once.

THE PRESS TO SUCCESS

The check to slice the remote banking droid is a very difficult one, as is only appropriate for the matching stakes. With both the rewards for success and the risk of failure at such a height, the PCs may not be willing to accept failure. If the group's slicer is willing to press his luck after an initial failed check, he may attempt it again with some special modifiers.

Firstly, the difficulty of the check is upgraded once for each previous failed attempt, as anti-intrusion measures are triggered or Lobot begins to pay more attention to the slicing attempt. However, the slicer may build on his previous progress within the system at the cost of drawing further attention. He may bank any previously accumulated ✸ results from his most recent check, including any results cancelled by ▼ results, and then apply them to his subsequent check. For each ✸ symbol added in this way, the GM may add one ⚙ symbol to the result of the new check. The test may be attempted a maximum of three additional times (taking an additional half-hour of slicing work for each further attempt), at which point fail-safe measures within the remote banking droid completely lock out any further activity.

UNSLICEABLE?

It may prove that despite the best efforts and preparations of the PCs, the slicing job cannot be completed as planned. Maybe they couldn't get to the remote banking droid in the first place, or perhaps its security systems were too much for them to deal with. If, for whatever reason, the PCs can't get slicing to work for them, they may wish to try another option to enable the funds transfer. The simplest method would be to move from kidnapping a remote banking droid to grabbing one of the bank's administrators on their way in to work, although this option may be hard for some groups to swallow.

If the PCs are willing to try, a successful **Average (◆ ◆) Stealth check** allows them to ambush the teller. The bank's employees are instructed to not resist in the case of a robbery, though they do alert the Wing Guard as soon as they are able and provide all the thief's physical details, unless their kidnappers are masked.

If the PCs are not willing to threaten innocents to achieve their goal, they may find the bidders to be better tools. If they bring a bidder in on the scheme, they can have their ally attempt to stall the transfer and allow the PCs a new opportunity at the slicing job or give them time to develop an alternative strategy. This requires the PCs to have previously established a highly favorable relationship with the bidder in question.

Alternatively, if the PCs' aversion is to harming innocents in particular and not to making threats in general, many of the bidders are rather despicable people, and the PCs may be able to coerce one of them into assisting them regardless of prior associations.

OFF THE RECORD

The PCs have one thing in their favor when it comes to confrontations with the Bespin Wing Guard. Aris Shen, aware that tonight is the night of the heist, has bribed one of the controllers working in the Central Security Tower to be on the lookout for any Wing Guard patrols who might accost the PCs in their line of duty.

If the PCs do get into trouble with members of the Wing Guard and find that things are set to escalate beyond their control, Aris's contact steps in. The contact causes a distraction by opening a communication channel with the Wing Guard and reporting a major disturbance nearby. Read the following out to the PCs:

> *Suddenly, the sergeant Wing Guard the sergeant pauses, his hand flies to his ear and lowers his weapon as he gently frowns to listen. You can barely discern a tinny voice through the line, shrill with panic and urgent demands. Alarm spreads across the sergeant's face. He turns to his men and bellows, "We got a tibanna leak on Level 224! Leave this for now, we got a real emergency! Move! Quickly!" After a moment of confusion, his men shoulder their weapons and dash toward the nearest repulsorlift.*

This only works once. Aris's contact has the wit and resources to afford a single "misunderstanding" of this sort. Shortly after the members of the Wing Guard depart, the PCs receive an urgent communication from Aris demanding that from now on they take more care and avoid confrontations. If they cross the Wing Guard again, they are on their own.

LONG TERM CONSEQUENCES

Try as she might to keep the Bespin Wing Guard off the trail of the PCs in the short term, Aris Shen is not able to prevent them from gathering evidence at the scenes of major crimes such as murders or stealing a rare corusca gem.

If the PCs are careless, neglecting to don disguises or remove security camera footage, or leaving their fingerprints and DNA at crime scenes, it is only a matter of time before the Bespin Wing Guard investigates, quickly figuring out who the PCs are and what they did. This makes returning to Cloud City in the future a dangerous thing for them to do, and depending on the severity of their crimes, they might find themselves tracked by bounty hunters or sector security forces even after they leave Bespin (see **Who has the Gem?** on page 95 for more information).

LEAVE NO TRACE

Assuming that all goes more or less according to plan and the funds are successfully transferred, the PCs are left with one final problem. The remote banking droid is designed to create a record of all transactions and transfers it processes, and that means a great deal of evidence about the PCs' actions is sure to have been recorded into its databanks. These internal records are secured in a "black box" chamber stored in the innermost workings of the droid, behind multiple layers of heavy plating and locking mechanisms. Securing this black box requires fully dismantling the droid with a **Daunting (◆ ◆ ◆ ◆) Mechanics check** requiring two or more hours of work.

Once the droid is dismantled, the black box can be stolen or destroyed as the PCs choose, although they might find it advisable to part with a stolen box quickly, as it is especially damning evidence against them. Disposing of the droid's parts without questions requires a **Hard (◆ ◆ ◆) Streetwise check** to split the parts between enough fences that it cannot be reassembled or identified. Alternatively, it might be easier to take a trip to the very edges of Cloud City and dump the parts (or the droid) into Bespin's depths.

If any of the characters are concerned with droid rights or similar issues, they may have reason to object to this course of action. After all, doing this to an organic being would be considered murder by any sane definition. While the banking droids are regularly treated to memory wipes and are not given a chance to develop individual personalities, a particularly soft-hearted character might want to leave the droid "alive."

However, the black box cannot be retrieved while the droid is intact, and erasing the data from the box is not possible without a direct interface. If the droid is to be left alive, it must be convinced to become a willing accomplice to the crime. This requires an **Average (● ●) Charm vs. Cool check** at the very least and likely means promising the droid a berth on the PCs' ship so that it can leave the Cloud City Central Bank behind.

DOUBLE OR NOTHING

After diverting (or not) the winning bid money into Arend's or another's account, it's time for the PCs to put their own plans into action and break into the museum to steal the gem itself. They have to pull off the heist at some point after midnight, between the end of the gala but before the new owner arrives to pick up the gem from the museum in the morning.

The PCs are not the only people in Cloud City who are considering stealing the gem, however. Elaiza is following the PCs at some distance, taking great care to remain out of sight and keep within a quick dash of handy bolt holes and alleyways. If the Player Characters do not make special efforts to keep an eye on their surroundings, she goes unnoticed, but if they announce that they are keeping an eye out for possible pursuit, they should be called on to make **opposed Perception checks vs. Elaiza's Stealth (🔴🔴🟣)**.

Those who succeed may spot the edge of her robe sticking out from behind a bulkhead as she shadows them. As soon as they see her, she slips away into the dark of an alley or the safety of a crowded casino. If the PCs try to make a determined pursuit, she uses her Force power Move to cause nearby items, such as a stack of empty tibanna gas canisters, to fall and block their path or impede their progress.

BREAKING & ENTERING

There are a number of ways the Player Characters may gain entry into the Figg & Associates Art Museum, but each of them carries distinct risks and advantages. The PCs may enter from above or below, from the right or left side, by assaulting the front doors, or from within. Of course, security is tight at the museum, and the PCs may alert security to their presence, detailed in the sidebar **Raising the Alarm**, below.

ENTERING THE CENTRAL WIND CORRIDOR

From the looks of the schematics of the museum, one of the easiest ways to enter it is to climb up the unmonitored garbage disposal chute. This is the most sensible method of entering the museum, as it saves the PCs from having to damage parts of Cloud City or involve bystanders.

The central wind corridor of Cloud City is a large open space required to stabilize the city and enable the repulsorlift technology that keeps it afloat to work properly. It is too large and too solid a piece of engineering to be destroyed by weaponry other than that which is built onto capital ships, but still the area is kept moderately secure.

RAISING THE ALARM

In addition to the security forces inside the museum, there are silent alarms that relay a warning of a security breach to the Central Security Tower and the Wing Guard officers headquartered there. There are a number of different ways in which an alarm can be raised, including if the players generate 🔽 or ⚙⚙⚙. Some narrative possibilities include:

- If Nallith notices suspicious behavior while monitoring the camera footage

- If one of the cleaning droids reports noticing or encountering an intruder

- If the security droid notices or encounters an intruder

- If a live electro-railing is breached

- If a PC tries to pick a lock and bungles the attempt

- If a security guard notices or encounters an intruder

The consequences of raising the alarm are as follows:

1. The security droid immediately heads to the source of the alarm (see page 80).

2. A signal is sent to Cloud City Security Tower where four Wing Guard officers and one sergeant assemble and make their way to the museum within 5 minutes (see their profiles on page 12).

3. The doors leading to and from the room in which the alarm was raised slams shut. Until the alarm is turned off, the doors only open for the security droid or members of the Bespin Wing Guard using a card key. Locks can be picked by passing a **Hard (◇◇◇) Skulduggery check** or overridden with a **Hard (◇◇◇) Computers check**.

4. The electro-railings arm (see page 79).

The alarm can be turned off at the reception desk by succeeding at a **Hard (◇◇◇) Computers check**.

The PCs have two choices. Either they can enter the central wind corridor from the upper levels and rappel down the opening of the garbage chute, or they can enter from Port Town and clamber their way up.

REPELLING DOWN

The less arduous method of accessing the central wind corridor is to enter it from the top and climb or rappel down to the twenty-second level. While there are a number of entrances to the central wind corridor on the upper levels, they are more heavily guarded, if only for the safety of casual visitors to Bespin.

Each entrance is guarded by a pair of Wing Guard officers (see page 12). The PCs can distract them from their posts with some sort of ruse. Whatever their plan, it probably requires them to succeed at an **opposed Deception vs. Discipline check (⬡ ◆)** (to distract the guard or guards), followed by an **opposed Stealth vs. Vigilance check (⬡ ◆)** (to escape notice as they reach the entrance), followed by an **Average (◆ ◆) Skulduggery check** (to open the door without a key).

Alternatively, the PCs could attack or stun the Wing Guards. Usually, the entrances to central wind corridor are rather out of the way, so they are quite isolated. However, if the PCs botch the job, they give the Wing Guard officers enough time to raise a quick alarm, and from that moment it is only a matter of minutes before reinforcements arrive. Should they kill or otherwise subdue the guards, it takes about two hours for someone to discover that the post is unmanned and raise an alarm. Of course, they could always dispose of the bodies with a long fall.

Once inside the central wind corridor, the PCs can either use specialized equipment, such as abseiling gear or repulsorlift technology, to descend to the garbage chute entrance (in which case they reach it within a couple of minutes) or they can climb down with **Easy (◆) Athletics** or **Coordination checks** (which takes about twenty minutes).

ENTERING FROM PORT TOWN

Ascending to the garbage chute from Port Town means a long and arduous climb, but it does have the advantage of avoiding Wing Guard officers.

Provided the PCs have not made a bad name for themselves in Port Town, they find it easy enough to make their way to one of the many service hatches used by engineers to access the central wind corridor. If the PCs have any contacts among the Ugnaughts or smugglers of Port Town, they can be guided to a hatch for a small bribe (about 50 credits).

If they have no such contacts, the PCs can find their own way to a hatch by succeeding at a **Hard (◆ ◆ ◆) Streetwise check**. They may arouse suspicion if they simply enter a hatch unannounced without taking care to either disguise themselves or avoid being seen (by succeeding at an **Average [◆ ◆] Skulduggery** or **Stealth check**). See page 75, **Arousing Suspicion**.

It is a long way to climb from Port Town to the twenty-second level of Cloud City, and while most PCs should be able to do so, it is an exhausting ascent. How hard the PCs find the climb depends on how long they are willing to take. A leisurely climb takes about one hour and can be achieved without passing a check. Ladders between the levels are easy enough to navigate, and there are plenty of gantries and balconies on which to rest for a few moments.

To make the journey in forty-five minutes requires succeeding at an **Average (◆ ◆) Athletics check**. PCs who fail the check have a choice: either they can suffer 2 strain and keep pace with their fellows, or they can fall behind. To make the journey in half an hour requires succeeding at a **Hard (◆ ◆ ◆) Athletics check**. PCs who fail the check have a choice: they can suffer 4 strain and keep pace with their fellows, suffer 1 strain and try for the forty-five minute time, or they can fall behind.

HAZARDS IN THE GARBAGE CHUTE

Over the course of a night, four loads are dumped down the garbage chute from the cleaning room. If the PCs are in the chute or working their way up the central wind corridor to the chute, they could be hit by the falling debris. Being in the garbage chute itself is quite dangerous, requiring an **Average (◇ ◇) Athletics or Coordination check**, but climbing through the central wind corridor is less so (decrease the difficulty by one). Each of the loads is preceded by a short gust of wind and a sliding or rushing noise. The GM should make the PCs aware of this, and any PCs who announce that they are on guard or taking precautions add ■ to the check make to avoid the load.

NEST OF RAWWKS

Whether the PCs make their way to the garbage chute by clambering up ladders or repelling from the upper levels, they disturb a nest of rawwks. These are hawk-sized mammalian creatures that live in the gas clouds of Bespin and make their nests on solid objects such as gantries in Cloud City's central wind corridor or atop beldons. Normally, rawwks would not attack human-sized creatures, but these rawwks are brooding young and are more defensive than usual.

The PCs should make a **Hard (◆ ◆ ◆) Perception check** to spot the rawwks before they disturb them. If this check succeeds, read or paraphrase the following aloud (if the PCs are climbing down, replace "above" with "below," "ascent" with "descent" and so on):

> *As you make your ascent to the garbage chute, some movement above you catches your eye. Tucked into a crevice along the side of a gantry about twenty feet above, you spy a number of small, furry bodies—winged creatures not more than a foot long from their wide snouts to their feathered tails. The creatures seem mainly docile, but some of them look set to take flight, posturing with open maws, needle-like teeth bared as their wings slowly stretch.*

PCs can identify the creatures by passing a **Hard (◆ ◆ ◆) Knowledge (Xenology) check**. Those that pass know that the creatures are rawwks and that they are likely to be brooding young. It would therefore be best to avoid them. They are flying mammals native to Bespin, and they hunt by emitting a screech to stun their prey.

The PCs can take various actions at this point. If they divert their course to give the rawwks as wide a berth as possible, they can make an **Average (◆ ◆) Athletics check** to change course. If the check is passed, the rawwks can be avoided with no further problems. If the check is failed, the PC can attempt it again at a cost of 1 strain.

If the PCs continue to climb toward the rawwks, or if they fire weapons at them, then the creatures attack the PCs. If the rawwks attack, they should be handled as one minion group (of four rawwks) for each PC. They swoop about at short range, using their screech attack until their opponents seem stunned. At this point, the rawwks close in on their prey with jaws gnashing. The creatures are prepared to defend their nests to the death but break off their attack if the PCs retreat and stop shooting.

RAWWK [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	4	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
1	3	1 | 1

Skills (group only): Brawl, Coordination.
Talents: None.
Abilities: Flyer (Rawwks are aerial life forms, see page 202 of the EDGE OF THE EMPIRE Core Rulebook).
Equipment: Stunning screech (Ranged [Light]; Damage 3; Critical -; Range [Short]; Pierce 1, Stun damage), bite (Brawl; Damage 2; Critical -; Range [Engaged]; Pierce 1).

CLIMBING UP THE GARBAGE CHUTE

Once the PCs are in the part of the central wind corridor that corresponds to the 22nd Level, they can locate the end of the garbage chute that runs from the museum.

The garbage chute is not hard to climb up, and is actually rather more spacious and hygienic than the PCs might expect. It takes about fifteen minutes to climb all the way up the chute from its outlet into the central wind corridor to the source of the chute in the cleaning equipment room of the Figg & Associates Art Museum. If the PCs wish to make as quick a journey as possible, they can take five minutes off their time by passing a **Hard (♦ ♦ ♦) Athletics check**, or reduce their time by ten minutes if they generate additional 🌣🌣 on the check.

Once they reach the end of the chute, it is a simple matter to crawl out into the cleaning equipment room. The GM should mention that the two cleaning droids may be in the room and might be alerted to the PCs' presence if they take too long getting out of the chute. It is also important to note that, at various times in the night, loads of detritus may be thrown down the garbage chute.

ENTERING FROM ADJACENT BUILDINGS

If the PCs possess equipment that could conceivably cut through the walls of Cloud City, they might decide to enter the museum from buildings to either side of it, or from the level above or below. The buildings to either side of the museum are open all night, and the PCs can enter them without too much trouble—up until the moment they start laying explosives or shooting at the walls, of course.

Needless to say, this is a very risky tactic that is almost certain to attract the immediate attention of security forces in the museum, in the building from which the PCs plan to enter the museum, and from Cloud City Security Tower. If the PCs suggest to contacts such as Aris Shen that they are planning such an assault, they are warned off in no uncertain terms.

Still, it is possible that a heavily armed and bellicose group of PCs might just be able to pull off such a daring stunt, and some guidelines are given below for what might happen if they try to do it.

THE HUNGRY BELDON

Situated to the left of the museum, this eatery attracts a cosmopolitan crowd of gourmands and serves dishes featuring the meats of native fauna. Stuffed rawwk and gaseous cocktails are popular specialties.

The eatery is guarded by a pair of bouncers who use the same profile as Grayson's Security Guards, less the riot guns (see the profile on page 78). A Barabel Enforcer and a Gamorrean Thug (found on pages 392 and 413 of the EDGE OF THE EMPIRE Core Rulebook) are trying to enjoy a quiet lunch here, and join the fight against the PCs with gusto if they are disturbed. The Sullustan waiter immediately raises an alarm, and within five minutes a squad of Bespin Wing Guard reaches the scene.

The wall between the Hungry Beldon and the museum is made from the ubiquitous white plasticrete of Cloud City. In order to blow a hole in the wall large enough for a person to step through, the PCs have to inflict a great deal of damage to it. The destruction should be handled narratively and happens so long as the PCs succeed at planting some kind of explosive (an **Average [♦ ♦] Mechanics check**), or if they use any weapon with the Breach quality against the walls.

TABLE 2-2: MUSEUM SECURITY SCHEDULE (CORUSCANT STANDARD TIME)

TIME	EVENTS
11:00 pm	The museum closes its doors to the public. Gala-goers within the museum are asked to make their way out. Burr Naxis's men start the first shift.
12:00 am	After the last visitors have finally gone, Nallith, C3-B8, and the WA-7 droid all leave the museum. The security droid begins its patrol in the reception room. It takes approximately 60 minutes to complete a patrol of the museum.
12:10 am	The CLE-004 window cleaning droid leaves the cleaning equipment room and follows the path of the security droid, which spends approximately five minutes scouting between successive doorways.
1:00 am	The CLE-004 window cleaning droid returns to the cleaning equipment room and dumps dirty water down the garbage disposal chute. The T3-series utility droid leaves the cleaning equipment room and follows the path of the security droid, spending approximately ten minutes in each room.
2:30 am	The T3-series utility droid returns to the cleaning equipment room and dumps rubbish down the garbage disposal chute.
3:00 am	Burr Naxis and his men near the end of their shift. Two of the guards go to the museum entrance and wait for Gantel's men to turn up.
3:10 am	Gantel and his men arrive at the museum. Two remain in the reception area while the rest walk to the auction room.
3:20 am	Burr Naxis and his men leave the auction room and walk to the front entrance.
3:30 am	Burr Naxis and his men leave the museum. Gantel's men shut the front doors and take up their patrol.
9:00 am	Nallith, C3-B8, and the WA-7 droid arrive at the museum and prepare it for a new working day.
10:00 am	Doors open to the public.

THE TRIN BIN

Trin sticks is played in this unassuming casino to the right of the museum, in which gamblers try to create "hands" of geometric shapes made from colored sticks pulled out of a tub. The game lacks the hauteur of sabacc, and this casino is not one of Cloud City's more attractive gambling dens. It generally offers small prizes for low stakes, and as such it appeals to gamblers who are down on their luck and haven't much to lose.

The casino is patrolled by three guards who use the same profile and equipment as Grayson's Security Guards, less the riot guns (see page 78). Among the clientele is a Journeyman Bounty Hunter (page 400 of the EDGE OF THE EMPIRE Core Rulebook) and two Street Toughs (page 396 of the EDGE OF THE EMPIRE Core Rulebook) who try to take down the PCs if shooting starts. A glamorous Twi'lek receptionist immediately raises an alarm and within five minutes a squad of Bespin Wing Guard officers reaches the scene.

The wall between the casino and the museum is made of heavy black duracrete. The destruction should be handled narratively and happens so long as the PCs succeed at planting some kind of explosive (an **Average [◆ ◆] Mechanics check**), or if they use any weapon with the Breach quality against the walls.

BREAKING THROUGH

When the PCs first enter either building, they are almost instantly accosted by friendly staff attempting to take their order or find them a place to sit. To avoid raising suspicion, PCs have to succeed at **Average** (◆ ◆) **Charm** or **Deception checks** depending on the type of excuses they make for being in the building. They also need to keep weaponry and explosives hidden. If the PCs do not conceal weaponry, or if they try to intimidate the staff into leaving them alone (a **Hard [◆ ◆ ◆] Coercion check**), the Bespin Wing Guard is called within five minutes.

If the PCs succeed at an **Average (◆ ◆) Perception check**, they can approximate where in the museum the wall leads. If they enter from the Hungry Beldon, they can choose to enter the museum storeroom, the shop, the tapcafé kitchen, the refresher, the "Wonders of the Galaxy" exhibition room, or even the auction room (if they generated a ⊕). If the PCs enter from the Trin Bin, they can choose to breach the wall into the holopics gallery or the "Reflections on Xim" exhibition room.

If they succeeded on the Perception check with ☻, they can enter the room at an angle avoiding the security cameras. However, if they generate ۞ on the check, the cameras record them. On a ▼, the PCs end up farther away from the point they tried to break into.

An **Average (◆ ◆) Mechanics check** can help determine a structurally appropriate spot to breach the wall. If the check succeeds, the PCs find a soft spot, adding ☐ to any attempts to breach the walls. If it fails with ۞ ۞, they instead attempt the breach at a strong point, adding ■ to any related checks.

No matter how elegantly the PCs manage to breach the wall, they alert security droids and guards in the museum to their presence; there are very few ways to create a hole quietly enough not to raise an alarm.

ABOVE AND BELOW THE MUSEUM

The various levels of Cloud City are separated by thick layers of metal incorporating structural elements made from laminanium girders. The PCs cannot breach levels no matter how many thermal detonators they set off. Such an attempt only serves to get noticed by the Wing Guard.

HIDING UNTIL CLOSING TIME

A subtler way to break into the museum is to find a hiding place before the gala is over and wait there undetected until the cleaning droids finish tidying up from the auction. There are a couple of decent hiding places, including the shop storeroom, the refreshers, and the tapcafé kitchen. If the PCs managed to fool the system, then they are safe in the kitchen and only have to succeed at an **opposed Stealth check (⬡)** in the museum store as the WA-7 droid makes a cursory check at the end of the day.

It is important to note that any PCs who follow this route should be unavailable to help with the slicing job that takes place at midnight but will be able to give considerable help to the rest of their party when they try to join them in the museum.

FRONTAL ASSAULT

The final likely option that the PCs may take is to enter the museum from the front. This is handled in much the same way as breaking through a wall from an adjoining building, unless the PCs wish to attempt a **Daunting (◆◆◆◆) Computers check** with ■■ to unlock the door while bypassing the security system. No Perception check is required in this case, though a **Hard (◆◆◆) Mechanics**

check can still help discern weak spots from strong points adding ☐ or ■ as described previously.

An alternative to knocking a hole through the doors is to wait until the guard changes shifts around 3 am. If the PCs choose this moment to make an attack, they do not have to break the doors down, though they have the added complication of sneaking past both sets of security guards.

GUARDS IN THE MUSEUM

During the night, there are six guards in the museum (one squad leader and five minions) at all times and twelve for a short time during the shift change itself. At any given time two guards are standing watch in the auction room with the gem, two are making a sweep of the museum, and the remaining pair is relaxing in the tapcafé. Each patrol is its own minion group, except for the one containing the leader.

The guards on patrol follow one room behind the security droid. When they hear it move into a new area, they follow and keep watch on the area it just left. When they enter the tapcafé for the second time, they take a break, and the men in the tapcafé make their way to the auction room. The two in the auction room then start to follow the security droid. This way, the guards stay reasonably fresh and alert despite their long shifts.

On the night of the heist, one shift takes over from another at 3:20 am. The two guards on patrol make their way to the reception room and open the main doors shortly before, at 3 am. Ten minutes later, Gantel and his squad appear. Two men from the second shift remain in the reception room with the two men who opened the door while the rest of the squad make their way to the auction room. This means that for the next ten minutes, there are twelve guards in the museum rather than six.

At 3:30 Burr Naxis and his squad leave the building. The two men from Gantel's squad close the main doors and begin to patrol the museum. Profiles for the squad leaders and Grayson's security guards are given on page 78.

The guards are not paid to parlay with intruders, employing a policy of "shoot first and ask questions later." If they are attacked, their chosen tactic is to retreat to the auction room, regroup, take cover behind cabinets and displays (gaining defense 1), and shoot at the nearest target. The guards modify these tactics if they realize that specialist equipment

carried by the PCs renders them vulnerable; for example, they do not huddle up in a group if they see that the PCs have explosives.

There is a chance that the PCs may have rattled the guards' morale earlier in the adventure by spreading rumors about Grayson's willingness to pay them. If the PCs have done this, they discover that they have successfully shaken some members of Burr's squad. Under such circumstances, the two guards resting in the tapcafé take the first opportunity to flee from the museum if shooting starts. These men are so thoroughly fed up with Grayson that they won't even alert the Bespin Wing Guard to the disturbance in the museum and may even pause to loot artworks themselves. The GM should roleplay Gantel Dro appropriately relative to the PCs' earlier interactions with him (see page 34 in **Episode I** for more information). .

Other than that the security guards fight bravely and only beat a retreat from the museum once they have taken heavy losses. If the squad leaders Burr Naxis or Gantel become casualties, the remaining guards continue to fight until only two of them are left. At this point, they attempt to escape and alert the Bespin Wing Guard.

BURR NAXIS & GANTEL DRO [RIVAL]

3	3	2	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	10	1 1

Skills: Discipline 1, Melee 2, Perception 3, Ranged (Light) 3, Vigilance 2. Gantel only: Skulduggery 2, Stealth 3.
Talents: None.
Abilities: Gantel only: Light-Sensitive (Defel are vulnerable to bright lights, which cause them intense pain and temporary blindness if viewed without protection. A Defel exposed to bright light without protective goggles suffers ■ ■ on all skill checks), Shadowed (Defel possess the ability to absorb certain wavelengths of light, making them all but invisible in darkness. When in darkness or deep shadow, a Defel gains □ □ to all Stealth checks).
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), armored guard uniform (+ 1 defense, + 1 soak), comlink. Gantel only: protective goggles with built-in infrared vision (add ■ to opposed Stealth checks targeting Gantel).

PRIVATE SECURITY GUARD [MINION]

3	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	5	1 1

Skills: Discipline, Melee, Perception, Ranged (Heavy), Vigilance.
Talents: None.
Abilities: None.
Equipment: Riot gun (Ranged [Heavy]; Damage 7; Critical 3; Range [Medium]; Auto-Fire, Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), armored guard uniform (+ 1 defense, + 1 soak), comlink.

Gantel Dro

SECURITY MEASURES IN THE MUSEUM

Once they are inside the museum, the PCs still have a number of hazards and threats to deal with, including the security droids, Grayson's guards, cameras, electro-railings, and micro-bead transponders, each of which is detailed on the following pages.

STATIONARY MEASURES

Static hazards also exist in the museum. Security cameras take rolling footage that could be analyzed at a later date, electro-railings protect many of the artworks from unwanted handling, and micro-transponders are placed in sculptures and plinths so that they can be tracked.

CAMERAS

Each room is monitored by a security camera. These are small, concealed devices mounted in the top right corner of each room. The PCs must announce that they are looking for cameras and then succeed at a **Hard (◆◆◆) Perception check** to spot one.

Outside of open hours, the cameras are not monitored, but they are set to record. This means that while the PCs do not have to worry about an alarm being raised, they could find themselves the subject of an investigation after the heist takes place when the recorded evidence is revealed.

If the PCs think to investigate the cameras to find out where the recordings are kept, they can trace the feed to the reception desk with an **Easy (◆) Computers check**. Once at the front desk, the cameras can be disabled on an **Average (◆◆) Computers check**, and the recordings deleted or feed-looped on a **Hard (◆◆◆) Computers check**.

ELECTRO-RAILINGS

Proximity-triggered fields protect each exhibit. If any object or part of the body comes within a centimeter of the surface of the exhibit, the invisible field illuminates into a grid of red light and the words *"please do not touch the exhibits"* flash upon it in Aurebesh. If at this point the object or body part is not removed, the security system automatically raises the alarm.

Once the alarm is raised, the fields surrounding all artwork become armed. If anyone touches an exhibit after this point, they receive a shock. The shock is the equivalent of being hit with 10 stun damage.

The field projectors are fixed on either side of the artwork and can be disabled with ion fire, causing the projector to power down. After five minutes of shorting out, the system powers up again, at which point it raises an alarm.

MICRO-TRANSPONDERS

These are tiny capsules about 15mm in length that are inserted into holopic frames and the plinths of statues. Should the item be stolen, its location can be tracked from Cloud City to a distance of 100 parsecs. If a PC announces that he is looking for a micro-transponder, he can find whether or not any given piece has one on a **Daunting (◆◆◆◆) Perception check**.

There is no micro-transponder attached to the Jewel of Yavin itself, as inserting such a device into the gem would cause flaws. However, the plinth the jewel sits in does carry one of the devices. If the PCs lift the case, or if they steal other works of art from the museum, they can be tracked while they remain within range.

MOBILE SECURITY

The following hazards are mobile and need to be tracked by the Game Master while the PCs are in the museum (see also **Table 2–2: Museum Security Schedule [Coruscant Standard Time]** on page 76).

CLEANING DROIDS

The CLE-004 unit is a small droid designed specifically to clean windows, equipped with a repulsorlift enabling it to hover as it tirelessly cleans with its electrostatic polisher. The droid leaves the cleaning equipment room an hour after the museum closes and then moves through the museum on the same course as that route taken by the security droid. It takes five minutes to clean the glass in a room before moving on to the next and returns to the cleaning equipment room when it has finished.

The second droid is a T3-series utility droid equipped with a floor polisher and a garbage bin. It waits in the cleaning room until the CLE-004 has returned and then follows the same route, spending ten minutes cleaning each room.

Neither of the two droids run very complex programming but use the Maintenance Droid profile on page 411 of the EDGE OF THE EMPIRE Core Rulebook, if needed. If they come across something suspicious, they make a **Perception check (◆◆) versus the target's Stealth**. If successful, they retreat to the security droid or guards; on a failure, they simply move on. The cleaning droids must be neutralized within one round of combat or they reach the other patrols (see **Raising the Alarm** on page 72 for what this entails).

A security droid patrols the museum following the route marked on the map on page 30. It spends five minutes in each area before moving on to the next, but it does not check the shop storeroom, the tapcafé kitchen, the refreshers or the cleaning equipment room. If the droid comes across any suspicious activity (during open hours) or intruders (during closed hours), it gives a terse warning and raises the alarm. If attacked, it tries to subdue the troublemakers with its snare launcher and blaster pistol. The droid's pistol is set to stun.

The security droid makes its patrol slowly, following the yellow dotted line on the map. It completes one circuit every 60 minutes. If the PCs have been diligent about working out its schedule, they can estimate its position and the GM should defer to their assumptions. If the PCs have not made any effort to work out the droid's security sweep, the GM should extrapolate its position using 5 minute intervals per doorway, so that at 12:10 am it is just entering the Xim exhibit (**room 4**), at 12:25 am it is entering the auction room (**room 7**), and at 12:45 it is entering the tapcafé (**room 10**).

A simpler option is to have the security droid in the tapcafé at the moment the PCs break into the museum and work out its movements from there, instead using one doorway per round in structured time. Two guards follow one room behind the security droid within short range (so if the droid is in the tapcafé they will be in the museum shop).

SECURITY DROID [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	2	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	10	0 | 0

Skills: Ranged (Light) 3, Vigilance 3.
Talents: Heightened Awareness (Allies within short range of the droid add ☐ to their Perception and Vigilance checks. Allies engaged with it add ☐☐ instead).
Abilities: Droid (does not need to breathe, eat or drink and can survive within vacuum or water. Immune to poisons or toxins).
Equipment: Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting); snare launcher (Ranged [Light]; Damage –; Critical –; Range [Short]; Ensnare 5, Limited Ammo 1).

MORE LOOT

Greedy PCs may take the opportunity to grab other items of value while they are in the museum. Most of the pieces in the museum are too large to conveniently steal, such as the pictures in the holopic gallery or the gas landscapes in the hallway. Moreover, finding a buyer for these items is going to take time and research if the PCs want a good price for them; wasting time stealing extra exhibits is generally unwise. If the PCs really wish to indulge in their kleptomania, there are a couple of things that might interest them.

- Reception, gift shop, and tapcafé: the tills contain 3d100 credits each. They can be opened by passing a **Daunting (◇◇◇◇) Skulduggery check**.

- "Reflections on Xim": An antique blaster worth up to 2,000 credits. A small statue of Xim made from semi-precious stone is worth up to 2,500 credits. Both items are fitted with micro-transponders and surrounded by electro-railings.

- "Wonders of the Galaxy": There are 12 archaic finds from recent excavations in Coruscant's Ice Crypts, little more than shards of patterned stone and metal to the untrained eye. Each of these is worth 200 credits to an enthusiast. The floating sculpture of Belcoth's Beacon is worth up to 2500 credits. All items are fitted with micro-transponders and surrounded by electro-railings.

THE AUCTION ROOM

The doors to the auction room are open. Read the following to the PCs as they enter the room:

Displays line the walls, giving information in several languages on the history and uses of corusca gems. Images and replicas of jewels and clothing incorporating the gems are also displayed in cabinets, though the imitations fail utterly to match the fiery shimmer of the real thing. On a small table to one side of the room is a black marble plinth upon which sits the Jewel of Yavin, and even in the murky half-light of the darkened museum, it shimmers with a fierce inner light.

The gem is encircled by a set of electro-railings as described on page 79. Furthermore, the marble plinth contains a micro-transponder (see page 79). Obviously, the PCs do not need to take the plinth with the gem, but it is a well-crafted piece of stonework and could feasibly fetch up to 1,000 credits with the right buyer. Two of Marus Grayson's security guards are in this room at all times.

Enterprising Player Characters can sneak into the room with an **opposed Stealth check (● ◆)**, punch the control for the doors, and hope they can take out the guards faster than they can comm in for help. If the PCs have managed to don guard uniforms, they can make **opposed Deception checks (● ◆)** against the guards with □ □ in order to get close enough to be engaged with the guards. If they can't incapacitate the guards within one round or otherwise prevent them from making a call on their comlinks, the alarm is raised according to the sidebar on page 72.

If the PCs investigate the holoscreen displays, read aloud the contents of the datapad to the right.
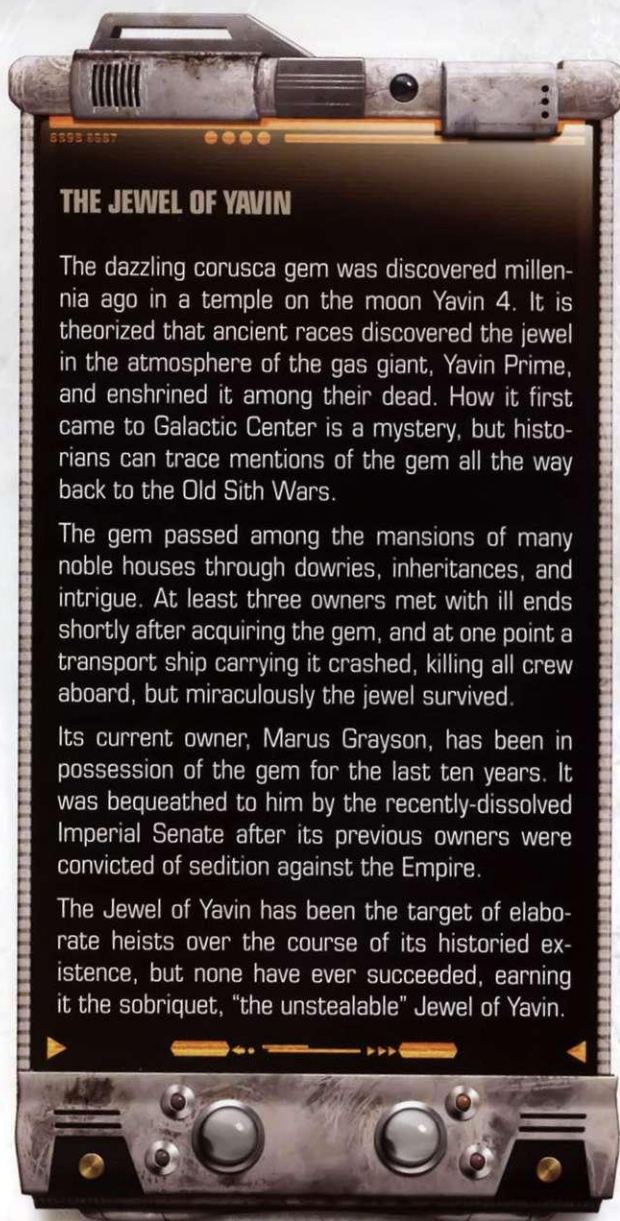
THE JEWEL OF YAVIN

The dazzling corusca gem was discovered millennia ago in a temple on the moon Yavin 4. It is theorized that ancient races discovered the jewel in the atmosphere of the gas giant, Yavin Prime, and enshrined it among their dead. How it first came to Galactic Center is a mystery, but historians can trace mentions of the gem all the way back to the Old Sith Wars.

The gem passed among the mansions of many noble houses through dowries, inheritances, and intrigue. At least three owners met with ill ends shortly after acquiring the gem, and at one point a transport ship carrying it crashed, killing all crew aboard, but miraculously the jewel survived.

Its current owner, Marus Grayson, has been in possession of the gem for the last ten years. It was bequeathed to him by the recently-dissolved Imperial Senate after its previous owners were convicted of sedition against the Empire.

The Jewel of Yavin has been the target of elaborate heists over the course of its historied existence, but none have ever succeeded, earning it the sobriquet, "the unstealable" Jewel of Yavin.

A FORCEFUL SKIRMISH

Once the PCs have reached the auction room, they have presumably dealt with Grayson's guards as well as any bystanders or members of the Bespin Wing Guard who have inadvertently gotten involved. It is at this point that Elaiza reappears and makes her second bid for the Jewel of Yavin.

Elaiza has been keeping her eyes on the museum hoping for an opportunity to waylay whomever comes to collect the gem in order to persuade or force them to hand it over to her. Elaiza is not naturally inclined to acting this directly, but she is desperate to make repairs to her lightsaber and acquiring the gem has therefore become a matter of some urgency to her.

As a follower of the Jedi code, Elaiza would rather resolve any confrontation she has with the PCs without bloodshed, if possible. She is also aware that her lightsaber is going to fail at any moment, and so only fights as a last resort. If she can make a clean break for the gem, she does so, grabbing the jewel and attempting to escape without violence. However, if the PCs grab the gem first, block her path, or seem set on engaging her in combat, she becomes more confrontational.

Elaiza begins by pleading with the PCs for the gem. She hails them and gives the following speech:

> *"Please stop now. Turn around and listen to me—there need be no violence between us. I'm sure that the gem you carry will bring you a rich haul of credits, and I cannot compensate you for that loss, but I must ask that you hand it over to me."*

If the PCs ask questions along the lines of why should they listen to Elaiza, she adds:

> *"I am dedicated to bringing the values of truth and peace to the galaxy once more, but I cannot stand against my enemies unarmed. That gem will enable me to confront those who would seek to enslave the galaxy using hatred and fear."*

Asked if she is a Jedi Knight, Elaiza looks somewhat bashful and says only that it's been a long time since she's heard that term.

If this does not appeal to the PCs, Elaiza uses her Influence Force power, coldly stating, "that gem will bring you nothing but ill fortune unless you give it to me" to the PC who carries it. If she passes the required checks in order to make another person believe something untrue, the target PC is sincerely convinced for three rounds that he should part with the gem. If this does not work, Elaiza fights the PCs. Initially she takes them on from a distance, using her Move Force power to hurl nearby objects at the PCs while demanding the gem. If she looks like she is going to be outgunned or out-maneuvered, Elaiza finally resorts to using her lightsaber.

Elaiza is brave and desperate but not suicidal. If she suffers 13 or more wounds, she breaks off and retreats. This won't be the last that the PCs see of her. As soon as she recovers, she attempts to track them down and discover what became of the gem.

ELAIZA, JEDI IN EXILE [NEMESIS]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	4	3	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
2	16	14	2 | 1

Skills: Charm 2, Coercion 3, Cool 3, Deception 3, Discipline 2, Lightsaber 4, Melee 2, Perception 4, Stealth 2, Streetwise 3, Vigilance 3.

Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target once), Ataru Technique (Elaiza uses Agility with her Lightsaber skill), Sense Danger (once per session remove ■ ■ from any check), Force Rating 3, Sense Emotion (add ▢ to all Charm, Coercion and Deception checks).

Abilities: Force power Move (◯: move up to two objects with silhouette 1 at medium range, may make ranged attacks with this power [see page 284 of the **EDGE OF THE EMPIRE** Core Rulebook for more details]), Force power Influence (◯: inflict 2 strain on engaged target. ◯: make an opposed **Discipline vs. Discipline**

EXTENDED CAMPAIGN: LEARNING FROM ELAIZA

The PCs may benefit from remaining with Elaiza if any of them want to develop their Force sensitivity or learn Force powers. If any of the PCs are already Force users, Elaiza could help them reach their potential. Otherwise, Elaiza might nevertheless be able to help the PC tap into their untrained Force sensitivity, allowing them to purchase the Force Sensitive Exile universal talent tree.

Elaiza wishes to return to Nar Shaddaa, and if the PCs accompany her there, she will be able to place them in contact with all sorts of NPCs involved in the underworld dealings that occur in and around Hutt space. Their association with Elaiza could give the PCs impetus to get involved with smuggling operations and possibly develop a network of contacts and patrons including Hutt crime lords and members of the Rebel Alliance.

check as well as an **Influence Force Power check**, if successful can force target to adopt an emotional state or believe something untrue for 3 rounds or 5 minutes [see page 282 of the **Edge of the Empire** Core Rulebook for more details]), On the Edge (once per Force check, may suffer 1 strain to use ● result to generate ○).

Equipment: Elaiza's lightsaber (Lightsaber; Damage 10; Critical 1; Range [Engaged]; Breach 1, Defensive 1, Deflection 2, Sunder, Vicious 2). The crystal set in Elaiza's lightsaber is damaged and worn. Once it has been switched on, make a Force check especially for the lightsaber at the beginning of each subsequent turn. On a result of ●, the lightsaber flickers and uses the following profile until it is switched off for a turn (Lightsaber; Damage 7; Critical 3; Range [Engaged]). On a result of ● ●, the lightsaber shuts down, and does not count as a weapon at all.

ELAIZA AS A FUTURE CONTACT

It is possible that the PCs either give the gem to Elaiza or come up with some sort of workable compromise. While Elaiza is desperate to get her hands on a corusca gem, she is at heart a reasonable person and dedicated to the values of peace and harmony. As such, she is amenable to any propositions that the PCs put to her that might see her get what she wants, provided she play along with them for a while, or until she adopts a different tactic in getting her lightsaber fixed.

Elaiza is honorable, and if the PCs do help her to fix her lightsaber, she feels indebted to them and offers to help them overcome problems of their own provided that she doesn't violate the Jedi code in doing so. She takes a dim view of such things as needless property destruction or the murder of bystanders, and if the PCs resorted to such activity during the heist, she is not likely to form any kind of alliance with them.

EPISODE II XP REWARDS

Standard experience point rewards for **Episode II**:

- Increasing the winning bid to 250,000 or higher: 5 XP–10 XP

- Successfully diverting the winning bid: 10 XP

- Infiltrating the Figg & Associates Art Museum: 5 XP

- Stealing the Jewel of Yavin from the museum: 10 XP

- Keeping Elaiza from taking the gem: 5 XP

III

ESCAPE TO THE CLOUDS

"It's always nice to sail off into the sunset, but the things you're leaving behind rarely stay behind."

–Lando Calrissian,
Baron Administrator of Cloud City

E pisode III picks up in the middle of the fallout from the heist at the museum. While up until now the PCs have been rewarded for their discretion and cunning, all subtlety is thrown out the window when it becomes clear that more than the jewel is at stake. Firefights erupt wherever the PCs try to flee, and it's a desperate endeavor to find a ship—any ship—and leave the skies of Bespin behind. This chapter includes:

- **The Getaway:** The PCs get picked up by Arend Shen's airspeeder and discover something is awry.

- **Time for a New Plan:** Once all the characters have played their hands, it's up to the PCs to decide whom to trust and on whom to seek revenge.

- **Flight over Fight:** If the group is trying to escape from Cloud City, they're pursued by three different factions through the maze-like levels of the floating platform. The famous Grand Galaxy Holo-Park might be their only chance to hide their trail.

- **Extended Campaigns:** Depending on the PCs' choices and actions throughout the adventure, they might have made their future much easier—or much more complicated!

Having finally escaped the museum, the PCs might believe that the difficult part of their caper is over. Unfortunately for them, things are only going to get more complicated from here. Even if they have managed to steal the Jewel of Yavin, the gem is far too well known for the party to have any hope of liquidating it on the planet, and is of such value that paying to have the group killed is far more cost effective than purchasing the jewel from them. As such, even supposed allies begin to betray the PCs to steal their prize.

Arend Shen has had the PCs' getaway speeder rigged with a powerful explosive that should kill them, destroy the speeder, and scatter its remains over a relatively small area. He has agents waiting nearby to acquire the Jewel of Yavin from the wreckage, confident that it will not be harmed. It is a calculated risk, because the possibility exists that his people will not be able to find the gem. As insurance against this, he also has agents in the city's various rescue and recovery agencies so that he can continue the search without risk of being detected. It all boils down to a simple matter of greed; he would rather risk losing the gem than share the profits from its sale with his hired help.

THE GETAWAY

After the PCs confront Elaiza, their easiest escape route is to contact Arend and inform him about the outcome of the heist. If they were unsuccessful, they might decide to bail before the Shens can find out (if this is the case, proceed to **Time for a New Plan** on the following page). If they do contact Arend, however, read or paraphrase the following text aloud:

> *Arend Shen's response is animated and full of delight when he hears the good news. "Magnificent! I knew you could do it! You've made us all very rich, you know that, yes?" There's a brief pause. "I have your location on the scanner. I will divert attention away from your position. An automated speeder will arrive in a few minutes and transport you to a safe location so we can discuss how to handle the transfer of the gem. Well done!"*

His response, should the PCs be inclined to question it, is genuinely ecstatic. In his opinion, the characters have just made him fabulously wealthy, and he intends to eliminate them very soon, ensuring that there are no remaining loose ends that can possibly tie the theft of the gem to him.

COUNTDOWN TO DISASTER

Arend is familiar with every aspect of the Jewel of Yavin and knows that, as a corusca gem, it is virtually indestructible by any conventional means of damage available on the planet. The momentary delay for the speeder's arrival is only an excuse for his men to get into position so that they can recover the gem after the PCs are killed in the imminent explosion.

> *A few tense moments seem to stretch into hours, and the periodic sound of alarm klaxons, almost certainly a result of some facet of your heist, only make matters worse. Finally, a perfectly nondescript droid-driven airspeeder drifts out of traffic patterns and drops down onto the platform where you've been anxiously waiting. The door opens with a quiet hiss, and the interior beckons. Maybe you'll get away with this after all.*

Observant PCs might begin to piece together hints of the impending double-cross. Minor electrical fluctuations in the speeder's automated systems should be an immediate sign that something is amiss with the speeder's electronics, and any indication of the sort should set off an alarm.

DETONATION DETECTION

An **Average (♦♦) Mechanics** or **Computers check** alerts a character that some manner of significant alteration has been made to the airspeeder's systems. If none of the characters have a suitable set of skills to make that realization, then they can instead make a **Hard (♦♦♦) Perception check**. If all else fails, the GM may choose to employ a bit of *deus ex machina*, giving a Force sensitive character an ominous flash of insight or simply having a character's gut instincts warn him that something is very wrong. One way or another, the airspeeder is rigged to explode a mere thirty seconds after the PCs enter.

Assuming that the characters detect and locate the bomb, defusing it is a significant problem because of the extremely short duration on the timer. If the PCs attempt to disengage the bomb, they can successfully disable it with a **Hard (♦♦♦) Mechanics** or **Cool check**. If they fail, they see the device ticking down to *"three, two one..."* Assuming control of the airspeeder and forcing it toward a control vane or landing platform is much easier and requires only an **Average (♦♦) Piloting (Planetary) check**.

Once this is done, the Player Characters should each make an **Easy (♦) Athletics** or **Coordination check** to safely hurl themselves free of the vehicle. If the PCs do not bring the speeder closer before vacating the premises, the difficulty increases to an **Average (♦♦) Athletics** or **Coordination check** as they attempt to grab hold of something nearby. (The fall is equivalent to a short range fall as per the falling rules on page 215 of the EDGE OF THE EMPIRE Core Rulebook.) Whoever has possession of the jewel must pass a **Hard (♦♦♦) Coordination check** to keep hold if it is not safely stowed in a backpack or other secured container.

If the PCs fail to stop the explosion and do not make it out of the speeder, fortune is still with them, because Arend has used a limited amount of explosives in his trap. On the one hand, he wants to make sure the wreck breaks up enough to make finding the gem relatively simple. On the other, he does not want to risk a large explosion casting the gem too far off or attracting too much attention with collateral damage. Should all else fail, the characters fall victim to the explosion, but might still be able to survive it. The blast itself deals 10 damage (which can be mitigated by soak), plus whatever falling damage they've incurred. Each effect (the explosion and then the fall) can be reduced by using light side Destiny Points to introduce narrative facts such as railings, lookout platforms, and the like to break their fall (see **Luck and *Deus Ex Machina*** on page 28 in the EDGE OF THE EMPIRE Core Rulebook).

TIME FOR A NEW PLAN

Moments before, the PCs had pulled off the heist of a century and were about to become fabulously wealthy, with no one the wiser. Now, they have betrayed or been betrayed and have few allies remaining, with an unknown number of enemies rapidly closing in around them. Even as the smoldering wreckage crashes down around them, the Player Characters are soon attacked by four agents of Arend Shen on an airspeeder (see the profile for Shen's Goons, below), who start out at medium range from the PCs. If the PCs did not report in to Arend at the expected time, his goons track them down quickly after they leave the museum all the same (regardless of whether Elaiza is with them).

SHEN'S GOONS [MINION]

3	3	1	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
4	5	0	0

Skills (group only): Brawl, Coercion, Gunnery, Ranged (Heavy), Streetwise.
Talents: Lethal Blows 1 (+10 to any Critical Injury rolls made against opponents).
Abilities: None.
Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 4; Critical 4; Range [Engaged]; Disorient 3), heavy clothing (+1 soak).

ARROW-7 AIRSPEEDER, CUSTOMIZED

2	2	0		DEFENSE			ARMOR
SILHOUETTE	SPEED	HANDLING	0	-	-	0	0

	HULL TRAUMA	SYSTEM STRAIN
	2	4

Vehicle Type/Model: Airspeeder/Civilian.
Manufacturer: Aratech Repulsor Company.
Ship's Complement: One pilot.
Encumbrance Capacity: 20.
Passenger Capacity: 6.
Cost/Rarity: 12,000 credits/2.
Customization Hard Points: 2.
Weapons: Aft-Mounted Light Repeating Blaster (this weapon's profile uses personal scale, not planetary scale; Fire Arc Aft; Damage 11; Critical 3; Range [Extreme]; Auto-Fire, Pierce 1).

ENEMIES FROM ALL SIDES

At this point, the PCs have virtually no allies (barring any made through roleplaying in the earlier portions of this adventure), and the betrayal of Arend Shen has placed them at odds with many groups that have significant resources to use against them. It is a desperate position, and one that they cannot hope to endure for long. The PCs likely come into conflict with one or more of the following groups.

SHEN'S NETWORK

Arend Shen doesn't have an organization, per se. He does, however, have a rather extensive network of ne'er-do-wells who have been forced out of the Cloud City administrative branches over the past few years during the Baron Administrator's purge of internal corruption. These individuals have little to lose by doing the occasional unpleasant bit of business for Arend and often don't even know who they're working for in the first place.

Unfortunately, most of them are far too well known on Bespin for them to have been of use in procuring the Jewel of Yavin, which is why the Pantoran brought in outside agents to help with that part of his scheme. Now that the Player Characters are a financial liability, these forgotten castaways are the perfect answer to his predicament. Most of them have no idea what's really going on and are working for Arend solely because he has promised to expunge all their indiscretions from the city's computer database. This alone is enough for most, and although a few might figure out what's going on, these thugs lack the resources to handle a prize like a corusca gem. Even fewer are stupid enough to risk taking it when it seems like every armed opponent in the city is looking for it as well.

GRAYSON'S SECURITY FORCES

Grayson's private security force consists of professional men and women who pride themselves on their excellent reputation and stellar track record. The theft of the Jewel of Yavin is a blemish on both, and not one that any of them takes lightly. Indeed, as private security specialists, their pay is in jeopardy due to the gem's theft, and so each and every one of them has a vested personal interest in making sure the Player Characters are brought to justice. In Gantel's case, his very life hangs by a thread, unless Grayson has been taken care of ahead of time. The Defel is also hot on their trail if they have not gotten him in on their scheme. See his profile and the private security guards' profiles on page 78 of **Episode II.**

Grayson's guards' collective desire to regain the gem is such that they don't hesitate to ignore Cloud City rules and regulations if they believe that they can recover their objective.

CAPTAIN SELIS AND THE WING GUARD

As soon as anyone or anything notices the Jewel of Yavin is missing, or the alarm is raised at the museum, the Wing Guard puts Captain Bialar Selis on the case.

As a junior officer, Selis worked against the corruption in the Wing Guard to little avail. He was kept in the lowest ranks and given the most meaningless assignments. Somehow, Selis still kept his idealism and morale intact for years before Calrissian began making his changes, and since the corruption around him has been significantly pruned, his star has risen within the guard. He currently holds the rank of captain, the highest rank still afforded the opportunity for regular work in the field, and has declined further promotion on two occasions to keep that right. He is an incredibly tenacious foe for any criminal

and has an exceptionally high success rate in closing cases, making him well known and beloved by the people of Cloud City. His quick appointment to investigate the theft of the Jewel of Yavin spells a significant problem for the PCs.

In addition to Captain Selis, the Game Master should reference the Wing Guard Officer and Sergeant profiles on pages 12 and 13.

CAPTAIN BIALAR SELIS [NEMESIS]

2	3	3	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
4	14	12	1	1

Skills: Coercion 2, Discipline 2, Leadership 3, Melee 2, Piloting (Planetary) 2, Ranged (Light) 4, Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Good Cop 2 (the character may spend 🌀 🌀 from a Charm or Negotiation check to upgrade the ability of a single ally's subsequent Social Interaction check against the same target twice).

Abilities: Captain of the Wing Guard (may spend a maneuver giving orders to other Wing Guard allies in medium range, granting them ☐ on their next check).

Equipment: Relby-K23 blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Pierce 2, Stun setting, Superior), stun club (Melee; Damage 5; Range [Engaged]; Disorient 2), armored Wing Guard uniform (+ 1 defense, + 1 soak), comlink, magnacuffs (breaking free of these restraints requires a **Daunting [◆ ◆ ◆ ◆] Coordination check**).

SWEET REVENGE

The PCs might want to get back at Arend Shen for his role in betraying them, or they might simply abandon thoughts of revenge and seek to safely escape Bespin with the Jewel of Yavin in their custody. If the latter is the case, see the section **Flight over Fight** on page 92. If the characters are more interested in seeking revenge against Arend, however, then this section presents the path to confronting their nemesis.

Arend Shen is a practical and thoughtful man, almost to the point of being pathological. His previous meetings with the Player Characters were conducted in falsified locations that have no actual connection to him or anyone who works for him. Arend keeps a low profile in the criminal underworld, working only with a

EXTENDED CAMPAIGN: GOING RESPECTABLE

It's possible that the Player Characters might choose a rather unconventional path: trusting in the authorities to put things right. This might happen either at the onset, with them going to the Wing Guard or even Baron Administrator Calrissian to explain what happened, or it could happen once they have (presumably) apprehended Arend Shen. Of course, the Pantoran is a rather influential man in certain circles, whereas the PCs are virtual unknowns. The only thing they have that might make the authorities believe their tale, even briefly, is the Jewel of Yavin, should they wish to turn it in.

If the PCs pursue this route, Lando Calrissian is willing to hear them out, though his primary concern is being able to handle the public relations disaster of the jewel heist. If the PCs can convince him that they can help set things right and repair Cloud City's now-tarnished reputation as a high-class tourist destination, he is willing to pardon them for their crimes, though they also incur 5 points of Obligation: Favor each to Lando, to be called in at a later date.

small pool of specific individuals with a background in civil service and occasionally through Vorse Tabarith via Aris Shen. The one thing that Arend despises above all else is a loose end that has not properly been eliminated.

This is, in fact, the primary reason that he betrayed the Player Characters; the value of the Jewel of Yavin is such that they all could have been fabulously wealthy, but the idea that the characters would be out there in the galaxy somewhere with knowledge that he was involved was completely unacceptable to him. Unfortunately for Arend, the exquisite care he has taken in maintaining his legitimacy has made him much easier to track through public records, and locating his holdings will be much simpler than the PCs might expect.

Accessing information about Arend's public and personal holdings is possible through any computer connected to the Cloud City mainframe, which includes most public terminals. A PC who succeeds at an **Average (♦ ♦) Computers** or **Streetwise check** learns that his holdings include:

- A private residence in the plaza district (page 90).
- An office near Figg Hall (page 91).
- A building in the merchant district known as Port Town (page 91).
- A private yacht registered to the upper levels, currently docked on the plaza level (page 91).

The PCs may pursue any one of these leads in an attempt to locate Arend Shen, although his current location is not discernible through the mainframe, so they must guess as to location to attempt first. If the PCs come up with a good rationale for why Arend should be somewhere, the GM should reward their hunches. If he wishes to decide randomly, the GM can determine whether the Pantoran is at a given location by rolling a d100 each time. At the first location, they find him on a result of 25 or lower. At the second location, they find him on a result of 50 or lower. At the third location, they find him on a result of 75 or lower; at any subsequent location, they find him automatically.

WITH FRIENDS LIKE THESE...

If the Player Characters haven't befriended Aris over the course of the adventure, she is Arend's point person for ensuring the PCs are eliminated. After all, the PCs are walking evidence of her involvement, and if the PCs backstabbed her and her father and deposited the bid money into a separate account, that's her share they stole. She and two groups of four goons (see page 87) follow the PCs as they search for her father and pursue them into the holo-park alongside Grayson's security forces and the Bespin Wing guard (see page 12).

ARIS SHEN [NEMESIS]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	4	3	3

SOAK VALUE	W THRESHOLD	S. THRESHOLD	M/R DEFENSE
3	12	14	0	0

Skills: Charm 3, Cool 2, Deception 3, Knowledge (Underworld) 4, Negotiate 3, Perception 2, Ranged (Light) 3, Streetwise 4, Vigilance 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Quick Draw (once per round, draw or holster a weapon or accessible item as an incidental), Natural Charmer (once per session, may reroll any 1 Charm or Deception check), Smooth Talker 2 (when making Charm checks, spend ⦾ to gain an additional ✵ ✵).

Abilities: Shadowport Savvy (when purchasing legal or illegal goods, may reduce rarity by 1 without any accompanying price increase).

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting). Only during **Episode III:** IR-5 "Intimidator" blaster pistol (Ranged [Light]; Damage 5; Critical 3; Range [Medium]; Auto-fire, Inaccurate 1), heavy clothing (+1 soak).

In addition to the determination of Shen's location, the GM must ascertain whether one of the groups searching for the PCs manages to locate them, and how often this might occur. Each time the PCs travel to a new location, one member of the party should make a **Hard (♦ ♦ ♦) Deception**, **Stealth**, or **Streetwise check** to avoid their pursuers through misdirection, discretion, or shortcuts and back alleyways. On ▼ one of the groups catch up (GM's choice), on ▼ with ✿ ✿ two groups arrive, and ▼ with ⬡ means all three converge on the PCs' location. If the PCs manage to evade these groups entirely, they appear during the attempt to leave the planet as described on page 94.

entertain when necessary, an elevated dining room with a spectacular view of the northern skyline, an extensive kitchen fitted for droid use (Arend doesn't trust others to handle his food), and four lavish bedrooms with private baths. The door to the residence is guarded at all times by three K4 security droids.

If Arend is in his residence at the time the PCs drop by for a visit, he is in his private room, and the sitting room is currently occupied by a half-dozen of his goons (see their profile on page 87). If he is not in, he has positioned the same number of his men here in hopes that they might be able to eliminate his unfortunate problem if the PCs happen to come knocking.

AREND SHEN [NEMESIS]

| 2	3	4	4	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
3	14	16	0 0

Skills: Cool 4, Charm 4, Coercion 2, Deception 3, Knowledge (Education) 5, Knowledge (Underworld) 4, Negotiation 5, Perception 2, Ranged (Light) 2, Skulduggery 2, Streetwise 4.
Talents: Adversary 3 (upgrade difficulty of all combat checks against this target three times), Nobody's Fool 2 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting Arend twice), Resolve 1 (when suffering strain, reduce the amount suffered by 1 to a minimum of 1), Smooth Talker 2 (when making Negotiation checks, Arend may spend ❂ to gain additional ☆ equal to his ranks in Smooth Talker).
Abilities: None.
Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Vicious 4), heavy clothing (+1 soak), credit stick with 5,000 credits.

SHEN'S RESIDENCE

Arend Shen's personal residence is in a section of Cloud City far from those normally seen by tourists or the workers that keep the city in the sky. The denizens of this city district are quite wealthy and value their privacy. If the Player Characters are able to maintain a low profile and avoid bringing attention to themselves, they are at little risk of detection by the residents. Unfortunately, the residents pay a lot of taxes, and as a result the Wing Guard has regular patrols in this region. Every fifteen minutes that the PCs remain in the open in this part of town, they must make another check as described above to evade a group of Wing Guards.

Arend's residence is not one of the most opulent in the city, but it is far beyond the means of ninety percent of those who call Bespin home. It consists of a foyer, a sunken sitting room where Arend can

K4 SECURITY DROID [RIVAL]

2	3	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	12	2 1

Skills: Melee 2, Ranged (Light) 3, Vigilance 2.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater. Immune to poisons or toxins).
Equipment: Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), security staff (Melee; Damage 4; Critical 2; Range [Engaged]; Defensive 1, Disorient 2, Pierce 2) armored plating (+1 defense, +1 soak).
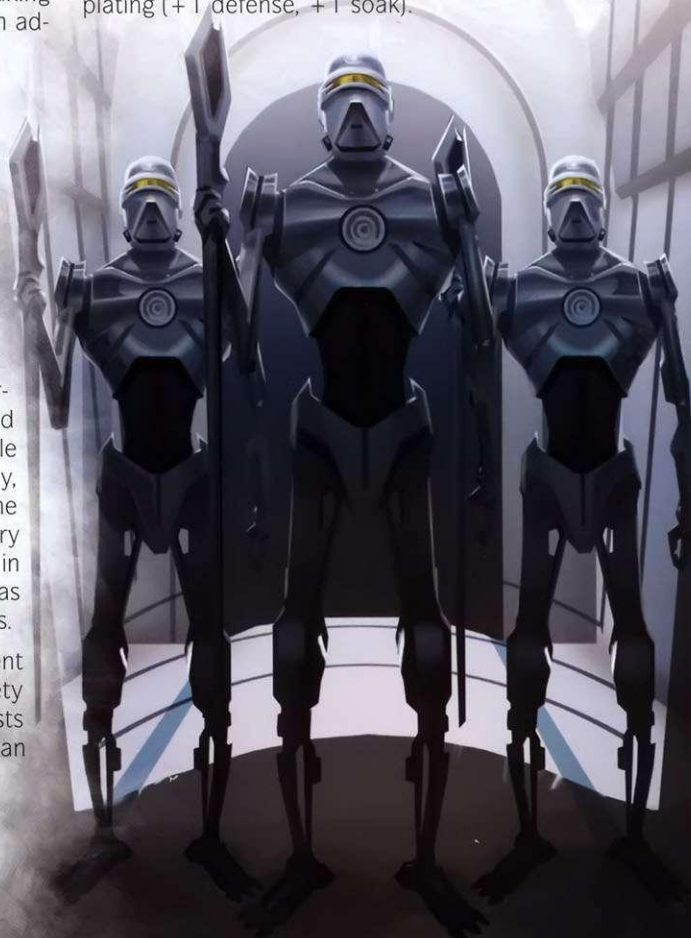
SHEN'S OFFICE

Arend's offices in the government district are closed for the night. Despite what the Player Characters might have been led to believe during their initial interactions with Arend, he actually has highly diversified holdings, and as such his office is fairly nondescript, with minimal indications as to the sort of business being conducted there.

The physical offices are not particularly lavish or appointed in a manner commensurate with Arend's wealth; the fact that they are in a free-standing building is indication enough of the success of the business itself. A modest waiting area at the entry welcomes the unimportant, and several private conference rooms where more important guests can wait to meet with their appointments are located just beyond. Arend himself has a large office with a sitting area and a private bar (which is where he is found relaxing if the PCs discover him at this location). His office also boasts emergency blast doors that can be sealed in the event of an attack. There are two other large offices (albeit not quite as large as Arend's) for his most trusted subordinates, a half dozen lesser offices for the mid-range executives, a section of cubicles for the professionals who do the company's grunt work, and a technical section for the computers and droids that round out the office staff.

In preparation for his gambit to seize the Jewel of Yavin, Arend has spared no expense or detail. His company recently signed a contract with the same security force that was providing security for the gemstone. It was an opportunity for Arend to learn more about their tactics as well as to provide an opportunity to infiltrate their systems as much as possible. Regardless, they are still on the job, although the bulk of their force has been called away to aid in the search for the Jewel of Yavin.

As a result, there are four members of Grayson's Security Force present on the premises at the time that the PCs pay their visit (see the profile on page 78).

SHEN'S SECONDARY BUSINESSES

These obscure Port Town holdings were eclipsed by his other enterprises years ago and are as close to sentimentality as Arend allows himself, reminders of how he started his business empire. They are a small strip of shops in Port Town, where tourists frequently spend a lot of money. In other words, they are one place where Arend hopes no one would ever look for him.

Arend has ten of his men distributed along the boardwalk in front of this region, watching out for anyone who might be looking for him. They have been provided with visual representations of the Player Characters and are specifically on the lookout for them. Use the profile for Shen's Goons on page 87.

SHEN'S YACHT, THE *VENTURE*

As Arend's yacht is rather famous in the plaza district, the PCs might decide to investigate it in their search for the treacherous businessman, or to steal it as a getaway vehicle. Shen might be on board, prepping for a getaway of his own, and it is docked by Cloudscape Tours & Landing Pad P4 (see page 17).

Shen's yacht, named the *Venture*, is modified for both luxury and speed. Unlike the other holdings Arend controls, there are no external security forces other than the crew of the yacht itself, but if he is hiding here and the PCs attack, he reactivates the transponders that he removed from the cloud car he "loaned" them for the Grand Prix, immediately alerting the Wing Guard to the location of the yacht and the altercation that likely ensues. One of the Wing Guard's outer patrols, consisting of two flights of two cloud cars, will arrive within ten minutes of any hostilities beginning between the Player Characters and the yacht crew (of which there are three groups of three).

SILHOUETTE	SPEED	HANDLING	DEFENSE				ARMOR
4	3	+2	1	-	-	0	3
			HULL TRAUMA			SYSTEM STRAIN	
			20			20	

Vehicle Type/Model: Yacht/*Courier*-class.
Manufacturer: Nubia Star Drives, Incorporated.
Hyperdrive: Primary: Class 2, Backup: Class 14.
Navicomputer: Yes.
Sensor Range: Medium.
Crew: One pilot, one co-pilot, one engineer, five gunners, eleven crew.
Encumbrance Capacity: 50.
Passenger Capacity: 25.
Consumables: One month.
Cost/Rarity: 185,000 credits/5.
Customization Hard Points: 3.
Weapons: Forward-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical Hit 4; Range [Close]; Linked 1),

Starboard- or port-mounted light blaster cannons (Fire Arc Starboard or Port; Damage 4; Critical Hit 4; Range [Close]; Linked 1).

YACHT CREW [MINION]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	1	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
3	6	0	0

Skills (group only): Gunnery, Piloting (Space).
Talents: None.
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), mechanics' coveralls (+1 soak).

FLIGHT OVER FIGHT

The PCs' time on Cloud City likely resulted in their alleged association with one crime or another, and leaving Bespin entirely might become appealing.

Given the level of scrutiny they are currently under, the most obvious option for escaping the planet is to make it to Cloud City's enormous commercial starport, either in hopes of retrieving their own ship, "borrowing" another's, or purchasing passage off-planet on some other vessel. The PCs might have arranged passage offworld through one of the bidders, or requested that Aris (if she is working with them) rendezvous with their ship at a later time. If the players docked in Port Town, the GM should adapt the details to reflect the area's slightly shadier nature.

Cloud City's commercial starport is at once incredibly dangerous for the PCs due to the sheer amount of security and cameras present there at any given time and also one of the safest places to lose themselves in a crowd. In addition to its robust tourism trade, Cloud City is also home to a large number of industrial interests, the majority of them in business with tibanna gas. Corporate representatives and industrial specialists are not typically inclined to ride on the massive barges that dock in the city's lower levels. Cloud City's starport is by far the busiest in the system, and one of the busiest in the entire sector. It would normally be a trifling task for the PCs to lose their pursuers in this crowd of thousands. Unfortunately for them, their enemies are ready.

All three groups searching for the PCs are carefully monitoring the starport, and it is inevitable that one of them will detect any attempt at departure. Which of these groups finds them depends upon the needs of an individual campaign, and the GM should select whichever one works best or is most dramatic. For the purposes of this section, it will be assumed that the Wing Guard are the ones who first detect the PCs in the starport. Their attempt to apprehend the PCs alerts the other two groups, but even the most aggressive thug in Arend's employ or the greediest member of Grayson's security force won't try to directly obstruct the Wing Guard. The sterling reputation of Captain Selis is such that no one particularly wants to attract his attention, much less make an enemy of him.

The Cloud City starport is big enough that the massive crowds give you hope that you might not be found. You have never been so painfully aware of how many security cameras are in the average starport, however, not to mention the legion of armed guards. You've barely even cleared the departures gate when you hear someone shouting for you to freeze. It's definitely going to be one of those days.

Captain Selis's first move is to ensure the PCs won't be able to retreat from the starport and disappear back into the city. With the Wing Guard covering all exits, the most direct option the characters have is to push deeper inside the starport. This puts them in a bind when they hit the interior security checkpoints. The only direct avenue from one end of the starport to the other is to cross one of Cloud City's most memorable and celebrated features, the Grand Galaxy Holo-Park.

SMOKE AND HOLOGRAMS

The Grand Galaxy Holo-Park is one of the most advanced holographic systems in the entire sector. It uses a large empty space in the center of the starport, where newly arriving travelers see it as they disembark from the arrival gates and departing travelers keep it as their last vivid memory of a splendid time on Bespin.

The park rotates through a wide selection of well-known landscapes from other planets, rendering them in amazing detail via three-dimensional, full-color holograms complete with citizens, wildlife, vehicles, and anything else natural to the environment being depicted. This creates an incredibly realistic image that can easily convince travelers that they are, for example, moving along the treetop walkways on the Wookiee homeworld of Kashyyyk instead of simply moving through a large room in Cloud City. The park is also equipped with numerous motion-detecting sensors that change the holograms accordingly, creating the illusion that guests can interact with and affect the landscape as they travel through. The holo-park is very successful at making an impression on tourists but presents a unique and very dangerous environment for a gunfight with the Wing Guard or other pursuers.

Once the players enter the holo-park, the GM should roll on **Table 3–1: Holo-Park Planets** to determine which of the planets' landscapes is featured initially. The landscape shifts at the end of the round every two rounds during structured gameplay or every two minutes of narrative gameplay.

TABLE 3–1: HOLO-PARK PLANETS

d100 Roll	Landscape Result
1–23	Alderaan (page 93)
24–47	Christophsis (page 93)
47–71	Coruscant (page 94)
72–95	Kashyyyk (page 94)
96–100	The Wing Guard shut down the hologram projectors, revealing the large room underneath the illusions.

ALDERAAN

Tall grasses waving gently in the breeze cover rolling green hills, split by occasional winding rivers that spill from distant mountain peaks. It would be hard to imagine a more picturesque environment. Even the cities in the distance somehow seem to be part of the world around them, and blend in organically without interrupting the natural beauty of the landscape.

The holo-park still features the planet despite its recent destruction, partly for nostalgic and memorial reasons, but also for its symbolism of high culture and Core world beauty.

- ☘: A holographic thranta, one of the great manta-like fliers native to the planet, sails by at a leisurely pace. The repulsorlift platform within it allows the character, if he so desires, to hop aboard and gain the advantage of higher ground for two rounds as he rides the thranta, adding ☐ to all ranged attacks he makes.

- ⊕: The character is suddenly immersed in a migrating herd of nerfs, simple livestock animals that are completely oblivious to their surrounding. This provides the character with cover, and allows him to make an **Average (◆ ◆) Stealth check** as a maneuver to slip away from the battle unnoticed.

- ⚙: An enemy's attack causes the character to lose his grip on his weapon, and it falls into the holographic grasses. Although the weapon is close at hand, it is concealed by the holographic display, and therefore the character must either spend a maneuver recovering his weapon on the next round or suffer one strain to recover it instantly.

- ▽: The ground on which the character is standing is victim to geothermal upheaval (which is one of the cover stories that the Empire is circulating after the planet's destruction). The radical shift in the ground is replicated with the repulsorlift generators, and the character suffers two strain and loses a maneuver.

CHRISTOPHSIS

The images around you shimmer and morph, replaced with a strangely linear landscape. Tall, green crystalline spires fashioned into homes and other buildings make up vast cities that stretch toward the deep blue skies. Exquisitely dressed citizens with beautiful facial adornments walk serenely though the carefully-lain streets, infusing the entire scene with a sense of calm and tranquility.

Christophsis is not a particularly well-known world, located as it is in the Outer Rim, it was chosen to be in the holo-park's rotation because of its unique and pleasant aesthetics rather than any other appeal.

- ☘: The shadow of one of the crystal spires crosses over the opponent the character just attacked, and the starport's lighting diminishes accordingly. The opponent is cast into relative darkness, granting defense 1 due to cover for the next round.

- ⊕: The character is able to shoot, hit, or otherwise shatter a crystal close to the target, spraying a shower of holographic crystal particles that staggers the target for one round.

- ⚙: The light of Christophsis's (holographic) sun shines through one of the tall crystal spires and pierces the dim light of the environment with a ray that shines like a spotlight upon the character. Add a ☐ to all combat checks targeting the character until the end of his next turn.

- ▽: The target immediately spends a free maneuver and dives for cover behind a large ornamental fountain, granting him defense 2 until he moves.

CORUSCANT

The familiar cityscape of Coruscant glitters into view. The sky is filled with orderly streams of air-speeders, almost infinite in their variety, traveling in every different direction, creating a net-like appearance in the sky above the teeming metropolis. The former headquarters of the Galactic Senate visible in the distance, but even it pales to the massive edifice known throughout the galaxy as the Imperial Palace, home to the Emperor Palpatine.

In sharp contrast to the pastoral depiction of Alderaan, Coruscant depicts all that is sterile and empty about the Core, wrapped in a very sleek and stylish package.

- ⟐: A speeder whizzes past the character's target, disorienting him for one round.

- ⟐: The character is able to duck behind the flickering outline of a building, increasing his ranged defense by 2 until he performs a move maneuver to move back into sight.

- ⟐: A large transport suddenly descends in the region where the character and his allies are currently standing. Their vision is obstructed by the holographic ship as it descends upon them, adding ■ to any combat checks they make until they spend a maneuver to move out of the way.

- ▽: The target vanishes into a throng of holographic people, making an **opposed Stealth check versus the character's Perception** as an incidental. If successful, the character can no longer see the target.

KASHYYYK

As the holograms flicker, you find yourselves on a hand-crafted wooden walkway connecting a network of massive trees. Below you is a precipitous drop, what seems like hundreds of meters down, before it ends in a lush green canopy that obscures any trace of soil that might exist below.

Kashyyyk is a relatively well-known world, and while the subject of the Wookiees' plight is a taboo topic in the Empire, using images of the world for scenic purposes is certainly acceptable.

- ⟐: The great leaves of the illusory wroshyr tree billow in a non-existent breeze, concealing the character and adding ■ worth of cover for the next round.

- ⟐: A large dragonfly-like creature flies up from the forest floors and emerges from beside the character's feet, fighting alongside the character and rushing toward its target, adding ✵ ✵ to the character's combat check.

- ✵: A projected flock of red agr birds swoop down suddenly and causes the character to drop whatever weapon he is wielding.

- ▽: The rope bridge beneath the character's feet seems to sway in the wind, causing intense vertigo. The character must pass a **Hard (◆ ◆ ◆) Discipline check** or else suffer two strain and downgrade the dice pool of his next action once as he tries to keep his footing when his mind is convinced it is swaying.

The firefight through the holo-park should be handled as a chase scene that ends when the PCs put enough distance between them and from their pursuers (long range), after they have eliminated or scattered their enemies, or after a total of ten rounds.

AFTER THE BATTLE

The fight with the Wing Guard, Arend's goons, and Grayson's security team leaves the characters with one obvious avenue on which to proceed. The Guard has blocked all exits, and the characters are forced farther into the starport in an attempt to escape their assault. The initial attack is conducted with a relatively small number of guards (two minion groups of two Wing Guard officers and one sergeant), but more reinforcements will be arriving momentarily. Escaping from the starport becomes an increasingly daunting task.

The best options for the Player Characters are to find a new point of egress from the starport, either through maintenance crawlways, the sewer system, or something equally uncomfortable and unpleasant or to follow their initial plan and push farther inward to take control of their ship. They might consider blasting their way out of the starport, which is a distinct possibility, but that would elevate their criminal status substantially (add 10 points of Obligation: Criminal).

Taking control of another starship is also a possibility for the characters and perhaps one that is more palatable to them than destroying part of a crowded commercial starport. This also results in an Imperial bounty, but one of a much smaller nature and likely to be limited to the Outer Rim rather than the entire galaxy.

Normal security precautions are in place, meaning that the characters must make a **Hard (◆ ◆ ◆) Computers check** to gain access to the ship. Further, the lack of pre-flight warm-up procedures mean that the characters upgrade the difficulty once on all Piloting (Space) checks they make during their getaway.

Once airborne, at least a dozen Wing Guard cloud cars pursue, engaging the PCs' ship in squadrons of four at a time. (See **Vehicles and Minions** on page 238 of the EDGE OF THE EMPIRE Core Rulebook). These ships are part of a multi-city task force that ensures the safety and security of installations like Cloud City and other similar settlements on the planet.

STORM IV CLOUD CAR

2	4	+1	DEFENSE		ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0		2

			HULL TRAUMA	SYSTEM STRAIN
			5	7

Vehicle Type/Model: Cloud Car/Storm IV.
Manufacturer: Bespin Motors.
Maximum Altitude: 100 kilometers.
Sensor Range: Short.
Crew: One pilot, one gunner.
Encumbrance Capacity: 8.
Passenger Capacity: 0.
Cost/Rarity: 30,000 credits/5.
Customization Hard Points: 2
Weapons: Forward-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical Hit 4; Range [Close]; Linked 1).

BESPIN DEFENSE FORCE PILOT [MINION]

2	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	12	0 0

Skills (group only): Cool, Gunnery, Piloting (Planetary).
Talents: None
Abilities: None.
Equipment: Flight suit.

EPISODE III XP REWARDS

Standard experience point awards for **Episode III**:

- Successfully losing the party's pursuers in the holo-park: 10 XP

- Allying with Aris Shen: 5 XP

- Tracking down and defeating Arend Shen: 15 XP

- Defeating or evading the cloud car patrols: 5 XP

- Escaping Bespin with the Jewel of Yavin: 5 XP

EXTENDED CAMPAIGNS

THE JEWEL OF YAVIN can end in a number of different ways depending upon how the Player Characters dealt with Arend Shen, the various groups after them, and the Jewel of Yavin gemstone itself. Regardless of the circumstances surrounding their departure from Bespin, it is entirely possible that the PCs have acquired additional Obligation as a result of this particular adventure. Having a bounty placed on their heads is the most likely, but they might also incur debt to other individuals who helped them in their escape.

Determining what happens after the events of the adventure depends significantly on three questions:

DID AREND SHEN SURVIVE?

It is entirely possible that the PCs took lethal vengeance on the man who tried to entrap them to commit an incredible act of larceny and then subsequently attempted to kill them. Despite his pathological nature, Arend never considered the idea that he might be killed, and if that occurred, he had no post-mortem contingency plans in place.

If he survived, of course, he considers the PCs a loose end and will never stop trying to find them and thus end the threat they post to his freedom. If he ended up incarcerated, his desire for revenge is all-consuming, and he will make every sacrifice to reach beyond his imprisonment and take vengeance. Arend is a very unpleasant enemy to have, because his reach extends to both legitimate and illegitimate enterprises. Some of the complications he can cause for the PCs include the following:

- Arend could place a bounty on the head of one or more PCs. As a wealthy private citizen in (presumably) good standing, this is a perfectly legal option that can have tremendous ramifications for the characters.

- Arend could pull strings with his business contacts and have the PCs' ship blacklisted in many reputable spaceports throughout the Outer Rim, forcing them to seek shelter in ever more expensive shadowports.

WHO HAS THE GEM?

The corusca gem is an incredibly valuable item, but one that's also very distinctive and difficult to sell. If the PCs kept it for themselves, they will find that it is a difficult piece of merchandise to actually sell. Those wealthy and powerful enough to pay a suitable price will be equally likely to simply try to take it. Those who can offer a meager price (10,000 credits is probably the most a simple fence can afford) will also probably try to kill the gem's keeper. The Jewel of Yavin is extremely valuable, but it's a very heavy burden to bear.

However, rather than trying to liquidate the gem for cash, which is a difficult process at best, the Player Characters could have the option to trade the jewel to parties whom they owe Obligation. Depending upon the nature of their Obligation, this might significantly reduce the degree to which they owe their associates. A wronged party might call off or at least reduce a bounty on their heads, a family Obligation might be fulfilled by the value of the gem or other similar options. The gem should be worth at least 50 Obligation to the right being, to be spread out among the party members as the players choose.

Another option is to reach out to the other bidders and see whether they're still interested in buying the gem off the books. Provided it was not his bid that the party siphoned into Arend's account, Kaltho is willing to work out a deal with the PCs if they can follow him back to Nar Shaddaa and win an audience. He has a starting offer of 50,000 credits, though he is quite the savvy negotiator himself and does not budge to anyone but the deftest dealer. Pos Podura, on the other hand, is a little harder to track down, but if the PCs can find him, he will pay 20,000 credits without so much as blinking. He immediately takes it to Shreya to proclaim his love, though at this point, that might have unintended consequences.

WHO IS HUNTING WHOM?

The manhunt for the Player Characters on Bespin will not stop until the Wing Guard believes that they have the parties responsible for the theft. This means that if they realize that Arend Shen was involved and at what level, they are probably mollified, particularly if they recovered the gem or believe it was destroyed. If the jewel is still missing, and especially if the authorities at Cloud City believe the Player Characters were solely

WORKING WITH THE WINDFALL

If the PCs managed to walk away from the adventure with a significant amount of credits, they jump to a higher level of play than before. Although there are a number of safeguards against the PCs coming away with an inordinate amount of cash (the jewel cannot be sold legally, and the slice job diverts the winning bid into one of Arend's accounts), they might still have tens of thousands of credits at their disposal by the end. There are a few big cash sinks available:

- Paying off their old ship or purchasing a new one. This allows the PCs to pay off Obligation related to their starship or acquire a better one without having to acquire more Obligation.

- Purchasing a share in a "shipping enterprise" or otherwise investing in starting their own smuggling ring in their preferred pocket of the galaxy. This could include a permanent docking bay on their planet or space station of choice where they can store extra supplies or hide out when they need to stay off the Imperials' radar for a while.

responsible for its disappearance, the matter will be elevated, first to a sector-wide matter, and eventually farther into the galaxy.

The easiest way to represent this is by the addition of 5 or more points each of a Bounty or Criminal Obligation. Bounty hunters will be promised considerable rewards for apprehending the characters in the hopes that they will be able to return the gem. The Player Characters will shortly find their lives extremely complicated by both the successes and failure of their escapades on Bespin.

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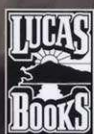## ROLEPLAYING GAME

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

Deep in the Outer Rim, the galaxy's elite gather on Cloud City to bid on the dazzling corusca gem, the Jewel of Yavin. Yet, the rare gem's allure extends to the city's underworld, which rapidly jockeys to claim the jewel as its own.

Scrape together a crew in Bespin's shadowports and hatch a plan to steal the "unstealable" Jewel of Yavin. But beware who you trust and who you dare to double-cross. With hundreds of thousands of credits at stake, it will take a first-rate team to pull off the perfect caper and escape to the clouds.

This full-length adventure includes:

- A multi-part heist of a lifetime for both seasoned and starting characters.

- New and familiar adversaries and vehicles, from the famous Wing Guard to the *Courier*-class star yacht, as well as all-new vehicle customizations.

- An in-depth gazetteer for Game Masters to run campaigns on Bespin's Cloud City, detailing the Tourist District, Port Town, and Industrial levels.