

Episode I

Part I – The Defector

The Reliance ferries the heroes to Nar Shaddaa, where they'll meet Republic Agent Aylen Scar, who was contacted by a potential Separatist defector. He will be waiting to be picked up in his apartment. At least that's how it was supposed to work...

Landing Fee

Nar Shaddaa. The shuttle pilot enters local traffic and you get your first glimpse of Vertical City. There is nothing to see of the planet's surface when your shuttle makes its way through the skyscrapers, just gray buildings and colorful ads, as far as you can see.

"Landing zone up ahead", shouts the pilot and leaves traffic in a risky maneuver towards a small landing platform.

The shuttle lands and the crew works up their checklists routinely. They will stay aboard and keep the ship ready for departure.

The heroes are to meet their contact just behind the platform, Aylen Scar.

As they leave the shuttle, someone already awaits them...

Just in front of the way towards the city some shady figures are awaiting. A human and two Aqualish. The human approaches you:

"Nice ship you have there, but this is our pad, so I suggest you just leave, if you can't convince us that it would be a good idea to have your ship around."

The heroes now have several possibilities:

- Bribe the thugs. A sum of 100 credits should be sufficient. But the thugs may be back to cause trouble if they realize, the heroes are willing to pay (0 XP).
- The heroes could persuade or intimidate the thugs. The thugs are *unfriendly* towards the heroes. If the heroes manage to shift their attitude to *friendly*, they will back down and let the players pass (XP as for CL 1 enemy).
- The heroes could drive off or kill the thugs (see *Landing Fee* Encounter on p.5).

Shortly after the heroes leave the landing platform, their contact approaches them.

A Twi'lek suddenly emerges from the shadows just beside the entrance to the city.

"Welcome to Nar Shaddaa, as I can see, you have already accustomed yourselves to the way things work around here. My name is Aylen, Aylen Scar. Business man and adventurer, always on duty for the Republic."

Aylen Scar

CL 2

Medium Twi'lek Scoundrel 2

Force 3; **Dark Side** 1

Init +8; **Senses** Perception +6

Languages Basic, Bocce, Huttese, Ryl

Defenses Ref 16 (flat-footed 14), Fort 11, Will 13

hp 20; **Threshold** 11

Speed 6 squares

Melee unarmed +1 (1d4+1)

Ranged blaster pistol +3 (3d6+1)

Base Atk +1; **Grp** +1

Atk Options Point-blank shot, Precise Shot

Special Actions Fool's Luck, Quick Draw

Abilities Str 10, Dex 14, Con 8, Int 12, Wis 10, Cha 14

Feats Point Blank Shot, Precise Shot, Quick Draw, Weapon Proficiency (pistols, simple weapons)

Talent Fool's Luck

Skills Deception +8, Gather Information +8, Initiative +8, Perception +6, Stealth +8

Possessions blaster pistol

Aylen will answer any questions the heroes might have about Nar Shaddaa and then lead them to Calo Nord's apartment, assuming to meet him there. Aylen is the agent whom Calo sought to desert to the Republic.

Calo Ford's apartment looks like a small battlefield. Everything is turned upside down and no one seems to be home. Broken pieces of furniture are all around, obviously marks of combat.

If the heroes look through the room (*Perception* DC 20), they'll find a Pazaak-chip from Galaxy's End Cantina. It seems as if Calo Ford has been there often and gambled a lot of his credits.

Galaxy's End Cantina

The Galaxy's End Cantina is a typical bar on Nar Shaddaa. Filled with shady figures in dark corners and drunken patrons at the bar. In one corner of the cantina there is a small Izaak-area, where some credits just change owners. The few looks you get muster you quickly and then turn back to what they were doing. A handful of droids buzzes through the room, serving the customers. Behind the bar

stands a well-built female Twi'lek, seemingly lost in a conversation.

Lia

The barkeeper and owner of Galaxy's End is Lia, a well-built Twi'lek. She doesn't really care who comes to her cantina, as long as they keep their troubles outside.

A few days now, Calo Ford was a regular customer...

"Calo Ford, hmm? Yeah, him I know. Has been here regularly for a few days now. Always gets his Corellian Ale and quickly moves on to the Pazaak-tables. Has collected some serious debt, as I hear.

Since you just mention him, normally he would be here around this time, but I haven't seen him since yesterday."

The heroes can try to gather more on Calo, but Lia doesn't know much more. He collected some serious debt, both with her and with the Pazaak-crowd.

The heroes might have more luck with the Pazaak-players, but they won't be very cooperative in the beginning. They will concede to know Calo, but won't tell more.

They have an attitude of *indifferent* toward the heroes. If they manage to shift their attitude to *friendly* or even *helpful*, they will talk about Calo.

Each hero who enters a Pazaak-game with a stake of at least 20 credits grants a cumulative +2 bonus on the Persuasion-check (Will 17).

If the heroes shift the attitude to *friendly*, this is what they'll learn:

- Calo Ford has been playing Pazaak here daily for two weeks now. He collected a debt of a few hundred credits with most of the players.
- He promised to repay them all in the next few days.
- He was a major in the Separatist army.
- Two days ago, he had a game with a Trandoshan, which ended in a loud debate.

If the heroes shift the attitude to *helpful*, this is what they'll learn:

- The Trandoshan's name is Torssk, and he works for Latto the Hutt.
- Torssk often visits the cantina with his companions in the late evening

For each step the heroes shift the player's attitude, they gain XP as for one CL 2 enemy.

Torssk

After the game of Pazaak, the heroes will likely try to gather information on Latto and Torssk. Torssk works for the Hutt as an agent and bounty hunter. Latto controls some illegal activities in this small part of Nar Shaddaa

Per the Gather Information skill, the heroes can learn the following about Latto:

- DC 10: Latto controls a few illegal operations in the vicinity.
- DC 15: He settled here a few years ago and has since been trying to establish a small smuggling ring. He is always looking for new employees.
- DC 20: Since the beginning of the Clone Wars, Latto has tried to make contact with the Separatist army to gain some lucrative smuggling contracts, without much success, yet...

Where exactly the Hutt is hiding can not be learned this way. Should the players decide to stay in the cantina for the evening, however, they will have a chance to meet Torssk.

Almost everyone looks up to the door, as a group loudly enters the cantina. A Gamorrean, a human and a Trandoshan, all laughing loudly. The group goes straight for an occupied table and the Gamorrean grunts and swings his ax in a clear indication and the previous occupants leave quickly. The group settles down and two droids serve them immediately.

The group is served for a few hours and they seem to thoroughly enjoy themselves at the expense of the other customers and the droids. Lia doesn't seem pleased by her customers, but she knows better than to enrage those in the employ of Latto. If she wants no trouble with him, his minions are allowed to have fun in her cantina.

If the heroes do not interfere, the group will leave after a few hours of drinking and laughing. The heroes might then try to follow them, as they will lead them straight to Latto's hide-out, if they are not discovered.

Should the heroes try to make contact in the cantina, their reaction is dependent on how they approach the group. If they act submissive, the group will make fun of them. If they act aggressively, they might be able to join them for a drink, but they will get suspicious quickly, if the heroes begin to openly interrogate them. Should the heroes approach them as agents of the Republic (or if they are uncovered to be agents), the group will try to lose them and get away quickly.

Should combat erupt in the cantina, some of the customers, who work for Latto, will join Torssk's group, the droids will

then join the heroes.

Should they discover, that the heroes are following them, they will try to lure the players into a trap.

See *Latto's Minions* Encounter, p.6.

Latto's Hide-out

Whether the heroes followed Torssk, persuaded him to help them or killed him, they should now have learned the location of his hide-out.

Latto's hide-out is an old hotel in a mostly destroyed part of the city. Around the building are some patrols, the main entrance is guarded by a Rodian with orders to let in only those known to the Hutt and possibly those with lucrative business proposals. On the balconies of the second floor additional guards are stationed, armed with an E-Web blaster.

Now the heroes will have to rescue Calo. There are several options available to the players (feel free to let Ayleen make suggestions, if the players have no ideas):

- A direct attack or an stealthy infiltration of the Hutt's hide-out (see encounter *Latto's hide-out*, p.8).
- They may want to observe the hotel until a Separatist force arrives to take custody of Calo Ford (see encounter *Prisoner transport*, p.).
- They may want to come to some sort of agreement with the Hutt (see *Negotiations*, p. 3).
- They may want to (supposedly) work for the Hutt, to gain entrance (see *Get a Job*, p.4).

Those possibilities can, of course, be mixed.

Latto the Hutt

Large Hutt Noble 3

Force 3; **Dark Side** 6

Init +3; **Senses** Perception +7

Languages Basic, Huttese, Quarranese, Rodese, Ryl, Shyriiwook

Defenses Ref 11 (flat-footed 11), Fort 15, Will 17

hp 29; **Threshold** 20

Speed 2 squares

Melee unarmed +3 (1d6+2)

Ranged blaster pistol -1 (3d6+1)

Base Atk +2; **Grp** +8

Atk Options Coordinated Attack

Special Actions Born Leader, Inspire Confidence

Abilities Str 12, Dex 4, Con 12, Int 12, Wis 12, Cha 14

Feats Coordinated Attack, Improved Defenses, Linguist, Skill Focus (Deception), Weapon Proficiency (pistols, simple weapons)

Talents Born Leader, Inspire Confidence

Skills Deception +14, Gather Information +8, Initiative +3, Knowledge (Bureaucracy, Galactic Lore, Social Sciences) +7, Perception +7, Persuasion +8 (may reroll, keeping better result)

Possessions blaster pistol, various personal belongings

Force Resistance +5 species bonus to Will Defense against any Use the Force check.

Supreme Stability Latto can't be tripped over or knocked prone

Negotiations

If the heroes want to negotiate with the Hutt, they might gain entrance, if they can persuade the guard (Will 15).

The Rodian leads them into the old lobby and then to the former ballroom which now acts as Latto's throne room.

You are being lead into an large dimly-lit room. Various spicy smells enter your noses as you look through the foggy room. Tables are scattered throughout the room, occupied by various shady figures. In one corner of the room a band is playing.

In the middle of the room, Latto is lying on some sort of bed, obviously sleeping.

The Rodian sends one of the many droids to Latto. As he awakens the Hutt, Latto startles and flings the droid to the ground. The music stops and everyone is looking at the new arrivals. The Rodian announces guests who come with a business proposal.

The Hutt addresses the heroes directly, with the droid translating:

"Welcome to my headquarters, what might you be able to do for me that would be important enough to disturb me?"

CL 3

The heroes can now try to convince the Hutt to give Calo to them. Latto will not be susceptible to threats with Republic retaliation, as he knows the Republic is mostly powerless on Nar Shaddaa. The heroes would have to offer some serious cash, if they want to buy Calo, as the Separatists are willing to pay very well and the Hutt hopes he might get some contracts additionally. Should the heroes promise similar contracts (smuggling, transports, etc.), he might be susceptible. It is up to the players, whether they'll stick to their word then and try to get those contracts or whether they simply lie and make an enemy.

However the heroes decide, the Hutt will not try to conceal that Calo is his prisoner. If the heroes manage to get Calo from Latto, they'll have to deal with the Separatists coming to get him (see encounter *Prisoner transport*, p. for the Separatist's stats).

Get a job

Should the heroes try to (supposedly) work for the Hutt, they will be let in at first (see above *Negotiations*). The Hutt will then want to test their abilities and loyalty and send them to Nien Snunb, the Sullustan owner of a droid-shop. They will be asked to convince him to give out cheaper droids to the Hutt (see encounter *An offer he can't refuse...*, p.).

Ending Part I

Part I should end with the heroes leaving Nar Shaddaa with Calo Ford. If they battled (or sneaked) through the Hutt's hide-out, they will probably head directly to their ship. If they convinced Latto in any way to give them Calo, the Separatists will be awaiting them. If they paid the thugs in the beginning, they will be waiting for them again (provided the Separatists aren't already awaiting them).

Landing Fee (CL1)

Encounter map

Setup

At the beginning of this encounter, the heroes have just left their ship and are awaited by three thugs.

What does it look like

The thugs are only going to be aggressive, if the players are, or if the players simply try to go past them.

The human

He seems to be the group's leader.

Human Thug

CL2

Medium human nonheroic 3/soldier 1

Force 1; **Dark Side** 5

Init +8; **Senses** Perception +6

Languages Basic

Defenses Ref 15 (flat-footed 12), Fort 14, Will 10

hp 18; **Threshold** 14

Speed 6 squares

Melee unarmed +4 (1d8+1)

Ranged blaster pistol +4 (3d6)

Base Atk +3; **Grp** +4

Abilities Str 13, Dex 12, Con 12, Int 8, Wis 8, Cha 10

Feats Armor Proficiency (light, medium), Martial Arts I, Martial Arts II, Weapon Proficiency (pistols, simple weapons)

Talent Devastating Attack (unarmed)

Skills Initiative +8, Perception +6

Possessions blaster pistol, blast helmet and vest (+2)

Aqualish Thugs (2)

Two Aqualish thugs.

Aqualish Thug

CL1

Medium Aqualish nonheroic 3

Dark Side 5

Init +7; **Senses** Perception -1

Languages Aqualish, Basic

Defenses Ref 13 (flat-footed 12), Fort 11, Will 8

hp 14; **Threshold** 11

Speed 6 squares

Melee unarmed +3 (1d4+1)

Ranged blaster pistol +3 (3d6)

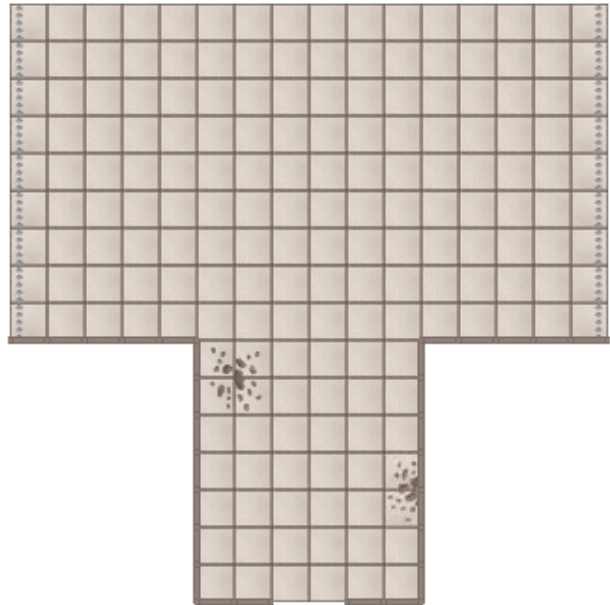
Base Atk +2; **Grp** +3

Abilities Str 13, Dex 12, Con 14, Int 8, Wis 6, Cha 8

Feats Armor Proficiency (light), Skill Training (Athletics), Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Athletics +7, Initiative +7

Possessions blaster pistol, blast helmet and vest (+2)



Latto's Minions (CL2–3)

Setup

This encounter can happen at more than one place. The heroes might attack (or Torssk might) in the cantina. Or they can intercept Torssk just outside the cantina. Or they follow Torssk, he sees them and lures them into a trap.

What does it look like

If the battle is already taking place in the cantina, Lia and her droids will join the heroes against Torssk. Some customers will join Torssk, as they are working for the Hutt as well (see stats for *Human Thug* and *Aqualish Thug* on p.5).

If Torssk notices that he is being followed, he will try to lure the heroes into a trap. To do so, his two companions will leave him at one point in their way, just to meet him and the heroes again, ten minutes later in an ambush, with two more thugs.

Torssk

Torssk is a Trandoshan bounty hunter and mercenary, who has been working for Latto quite some time now. He is brutal and all his humor is about is torturing his (weaker) victims.

Torssk

Medium Trandoshan nonheroic 3/soldier 3

Force 3; **Dark Side** 5

Init +9; **Senses** darkvision; Perception +8

Languages Basic, Dosh, Huttese

Defenses Ref 18 (flat-footed 17), Fort 16, Will 13

hp 40; **Threshold** 16

Speed 6 squares; Running Attack

Melee vibroblade +8 (2d6+4) or

Melee vibroblade +8 (3d6+4) with Mighty Swing or

Ranged blaster pistol +6 (3d6+1)

Base Atk +5; **Grp** +8

Atk Options Cleave, Mighty Swing, Power Attack

Abilities Str 16, Dex 13, Con 12, Int 12, Wis 10, Cha 12

Feats Armor Proficiency (light), Cleave, Mighty Swing, Power Attack, Running Attack, Toughness, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Talent Armored Defense, Improved Armored Defense

Skills Initiative +9, Perception +8

Possessions blaster pistol, combat jumpsuit (+4), vibroblade

His Companions

Human Thug

CL2

Medium human nonheroic 3/soldier 1

Force 1; **Dark Side** 5

Init +8; **Senses** Perception +6

Languages Basic

Defenses Ref 16 (flat-footed 13), Fort 14, Will 10

hp 18; **Threshold** 14

Speed 6 squares

Melee unarmed +4 (1d8+1)

Ranged by weapon +4

Base Atk +3; **Grp** +4

Abilities Str 13, Dex 12, Con 12, Int 8, Wis 8, Cha 10

Feats Armor Proficiency (light, medium), Martial Arts I, Martial Arts II, Weapon Proficiency (pistols, simple weapons)

Talent Devastating Attack (unarmed)

Skills Initiative +8, Perception +6

Possessions blast helmet and vest (+2)

Gamorrean Thug

CL2

Medium Gamorrean nonheroic 3/soldier 1

Force 1; **Dark Side** 5

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

Languages Basic (cannot speak), Gamorrean

Defenses Ref 15 (flat-footed 13), Fort 16, Will 10

hp 18; **Threshold** 21

Speed 6 squares

Melee vibro-ax +5 (2d10+4)

Ranged by weapon +4

Base Atk +3; **Grp** +4

Abilities Str 15, Dex 10, Con 12, Int 6, Wis 8, Cha 10

Feats Armor Proficiency (light, medium), Improved Damage Threshold, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Talent Indomitable

Skills Initiative +7

Possessions blast helmet and vest (+2)

Ambush

If Torssk manages to lure the heroes into a trap, he will be supported by two human, firing their blaster rifles at the heroes. They will mostly use the aid another action.

CL4

Human Thug

Medium human nonheroic 3

Dark Side 5

Init +2; **Senses** Perception +6

Languages Basic

Defenses Ref 14 (flat-footed 12), Fort 11, Will 9

hp 12; **Threshold** 11

Speed 6 squares

Melee unarmed +2 (1d4)

Ranged blaster pistol +4 (3d6)

Base Atk +2; **Grp** +2

Abilities Str 10, Dex 14, Con 12, Int 8, Wis 8, Cha 10

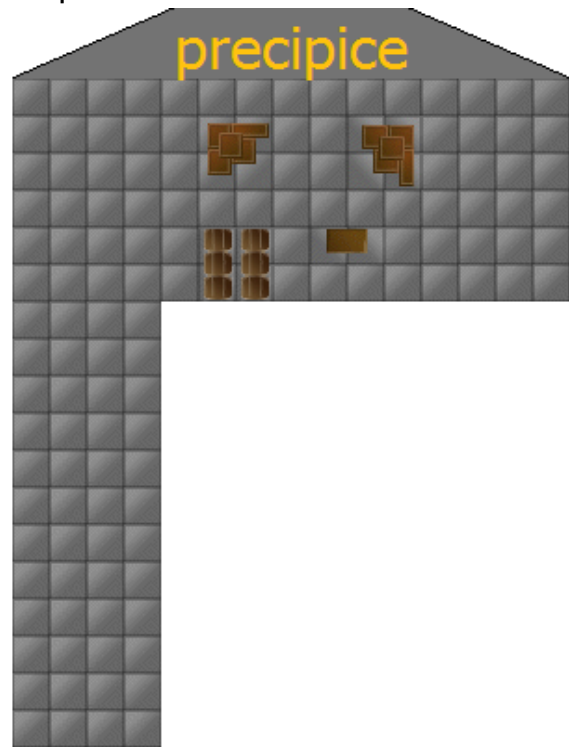
Feats Armor Proficiency (light), Coordinated Attack, Point

Blank Shot, Weapon Proficiency (pistols, simple weapons)

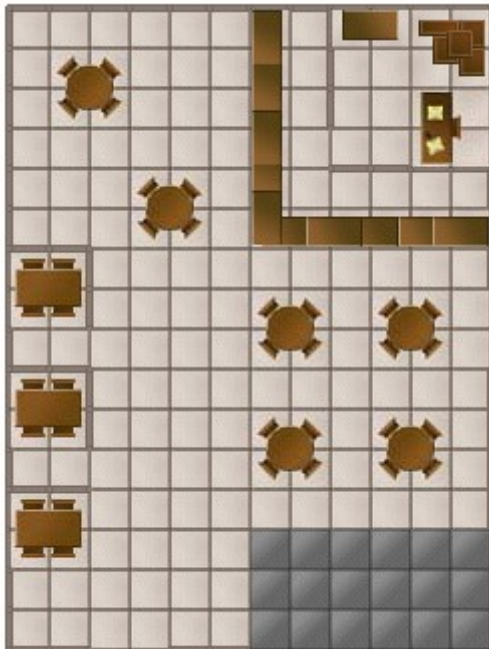
Skills Perception +6, Stealth +7

Possessions blaster pistol, blast helmet and vest (+2)

CL1 The Trap



Map of the Galaxy's End



Latto's Hide-out

Setup

The heroes know now, where Latto is hiding. How to get in (and out) is up to them...

What does it look like

The main entrance is guarded at all times. Also, there is a regular patrol around the hotel. It seems impossible to get in unseen through the main entrance. There is, however, a small hole in the wall (see the red arrow). On both sides of the hotel, there are precipices down into the depths of Nar Shaddaa.

The first floor consists of the destroyed lobby and the hotel's lounge. On both sides, stairs lead up. The lounge is almost always occupied by some thugs. Also the patrol rests here.

The second floor holds 4 rooms. The lower ones are used as storage area and sleeping place for the low-ranking members of Latto's organization. Calo Ford is being held in the lower left room. Some guards are standing on the balconies left and right most of the time. On the right one is a E-Web repeating blaster mounted to the balcony.

The third floor is almost completely occupied by the ballroom.

Higher up is nothing but the Hutt's private rooms.

Outside

The Rodian Guard

The Rodian guarding the main entrance has the order to let noone in except those known to the Hutt and those with reasonable business proposals.

Rodian Thug

Medium Rodian nonheroic 3

Dark Side 5

Init +2; **Senses** Perception +5

Languages Basic

Defenses Ref 14 (flat-footed 12), Fort 11, Will 9

hp 12; **Threshold** 11

Speed 6 squares

Melee unarmed +2 (1d4)

Ranged blaster rifle +4 (3d8)

Base Atk +2; **Grp** +2

Abilities Str 10, Dex 14, Con 12, Int 8, Wis 8, Cha 10

Feats Armor Proficiency (light), Skill Training (Perception), Weapon Proficiency (pistols, simple weapons)

Skills Stealth +7, Perception +5

Possessions blaster rifle, blast helmet and vest (+2)

CL1

The Patrol

The patrol consists of two Gamorreans.

Gamorrean Thug

CL2

Medium Gamorrean nonheroic 3/soldier 1

Force 1; **Dark Side** 5

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

Languages Basic (cannot speak), Gamorrean

Defenses Ref 13 (flat-footed 13), Fort 16, Will 9

hp 18; **Threshold** 21

Speed 6 squares

Melee vibro-ax +5 (2d10+4)

Ranged by weapon +4

Base Atk +3; **Grp** +4

Abilities Str 15, Dex 10, Con 12, Int 6, Wis 8, Cha 10

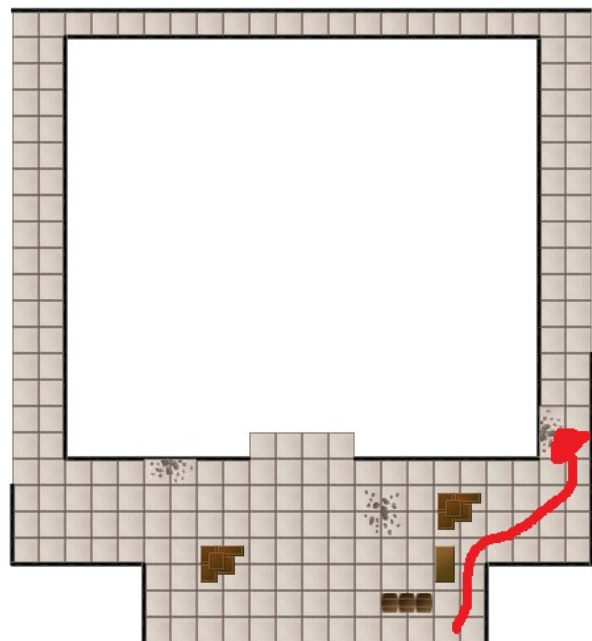
Feats Armor Proficiency (light, medium), Improved Damage Threshold, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Talent Indomitable

Skills Initiative +7

Possessions blast helmet and vest (+2)

Map



First floor

Human Thug

Medium human nonheroic 3/soldier 1

Force 1; **Dark Side** 5

Init +8; **Senses** Perception +6

Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 14, Will 10

hp 18; **Threshold** 14

Speed 6 squares

Melee unarmed +4 (1d4+1)

Ranged blaster pistol +5 (3d6) or

Ranged blaster pistol +3 (4d6) with Rapid Shot

Base Atk +3; **Grp** +4

Abilities Str 13, Dex 12, Con 12, Int 8, Wis 8, Cha 10

Feats Armor Proficiency (light, medium), Rapid Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

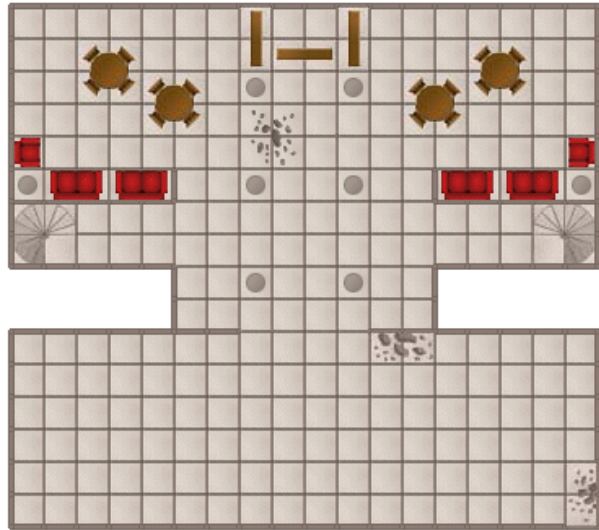
Talent Devastating Attack (pistols)

Skills Initiative +8, Perception +6

Possessions blaster pistol, blast helmet and vest (+2)

CL2

Map



Twilek Scoundrel

Medium Twilek Scoundrel 2

Force 1; **Dark Side** 6

Init +8; **Senses** Perception +6

Languages Basic, Bocce, Huttese, Ryl

Defenses Ref 16 (flat-footed 14), Fort 11, Will 13

hp 20; **Threshold** 11

Speed 6 squares

Melee unarmed +1 (1d4+1)

Ranged blaster pistol +3 (3d6+1)

Base Atk +1; **Grp** +1

Atk Options Point-blank shot, Precise Shot, Sneak Attack

Special Actions Quick Draw

Abilities Str 10, Dex 14, Con 8, Int 12, Wis 10, Cha 14

Feats Point Blank Shot, Precise Shot, Quick Draw, Weapon Proficiency (pistols, simple weapons)

Talent Sneak Attack

Skills Deception +8, Gather Information +8, Initiative +8, Perception +6, Stealth +8

Possessions blaster pistol

CL 2

Second floor

Balcony

On the balconies there are two humans, operating an E-Web repeating blaster cannon.

Human Thug with E-Web blaster

Medium human nonheroic 3/soldier 1

Force 1; **Dark Side** 5

Init +8; **Senses** Perception +6

Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 14, Will 10

hp 18; **Threshold** 14

Speed 6 squares

Melee unarmed +4 (1d4+1)

Ranged E-Web blaster +5 (3d12, 2-square burst)

Base Atk +3; **Grp** +4

Abilities Str 13, Dex 12, Con 12, Int 8, Wis 8, Cha 10

Feats Armor Proficiency (light, medium), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Talent Devastating Attack (pistols)

Skills Initiative +8, Perception +6

Possessions E-Web blaster, blast helmet and vest (+2)

Human Thug

Medium human nonheroic 3

Dark Side 5

Init +2; **Senses** Perception +4

Languages Basic

Defenses Ref 14 (flat-footed 12), Fort 11, Will 9

hp 12; **Threshold** 11

Speed 6 squares

Melee unarmed +2 (1d4)

Ranged blaster pistol +4 (3d6)

Base Atk +2; **Grp** +2

Abilities Str 10, Dex 14, Con 12, Int 8, Wis 8, Cha 10

Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Weapon Proficiency (pistols, simple weapons)

Skills Perception +4, Stealth +7

Possessions blaster pistol, blast helmet and vest (+2)

Calo's Guards

Calo is guarded by two Gamorreans and a Quarren.

Quarren Thug

Medium Quarren nonheroic 3/Soldier 1

Dark Side 5

Init +8; **Senses** low-light vision; Perception +4

Languages Basic

Defenses Ref 14 (flat-footed 12), Fort 12, Will 9

hp 18; **Threshold** 12

Speed 6 squares

Melee unarmed +2 (1d4)

Ranged blaster pistol +4 (3d6)

Base Atk +2; **Grp** +2

Abilities Str 10, Dex 14, Con 14, Int 8, Wis 8, Cha 8

Feats Armor Proficiency (light), Coordinated Attack, Weapon Proficiency (pistols, simple weapons)

Talent Devastating Attack (pistols)

Skills Initiative +8, Perception +4

Possessions blaster pistol, blast helmet and vest (+2)

Gamorrean Thug

Medium Quarren nonheroic 2

Dark Side 3

Init +6; **Senses** Perception +5

Languages Basic (cannot speak), Gamorrean

Defenses Ref 11 (flat-footed 11), Fort 13, Will 9

hp 9; **Threshold** 18

Speed 6 squares

Melee vibro-ax +2 (2d10+4)

Ranged by weapon +1

Base Atk +1; **Grp** +2

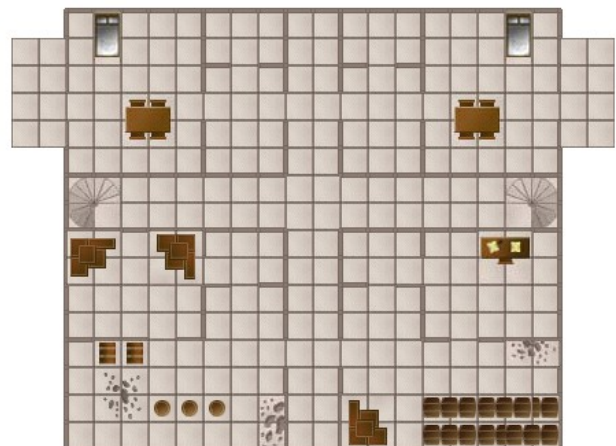
Abilities Str 15, Dex 9, Con 12, Int 6, Wis 9, Cha 10

Feats Improved Damage Threshold, Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Initiative +6

Possessions blast helmet and vest (+2), vibro-ax

Map



Ballroom

There are always a few guests in the ballroom in addition to Latto himself and two of his four Gamorrean Elite Guards.

Gamorrean Elite Guard

CL3

Medium Gamorrean nonheroic 3/Soldier 2

Dark Side 5

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

Languages Basic (cannot speak), Gamorrean

Defenses Ref 15 (flat-footed 14), Fort 17, Will 12

hp 30; **Threshold** 22

Speed 6 squares

Melee vibro-ax +8 (2d10+7) or

Melee vibro-ax +8 (3d10+7) with Mighty Swing

Ranged by weapon +5

Base Atk +4; **Grp** +8

Abilities Str 18, Dex 12, Con 12, Int 10, Wis 8, Cha 6

Feats Armor Proficiency (light), Improved Damage Threshold, Improved Defenses, Mighty Swing, Toughness, Weapon Proficiency (advanced melee weapons, simple weapons)

Talent Melee Smash

Skills Initiative +8

Possessions vibro-ax

Human* Thug

CL1

Medium human nonheroic 3

Dark Side 5

Init +8; **Senses** Perception +4

Languages Basic

Defenses Ref 14 (flat-footed 12), Fort 11, Will 9

hp 12; **Threshold** 11

Speed 6 squares

Melee unarmed +2 (1d4)

Ranged blaster pistol +4 (3d6)

Base Atk +2; **Grp** +2

Abilities Str 10, Dex 14, Con 12, Int 8, Wis 8, Cha 10

Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot^H, Weapon Proficiency (pistols, simple weapons)

Skills Initiative +8, Perception +4^H

Possessions blaster pistol, blast helmet and vest (+2)

^HHuman bonus Feat/Skill

*Apply species modifiers for races other than human

Map

