

# STAR WARS

## **SOLO ADVENTURES**

**AN ADVENTURE IN BOUNTY HUNTING FOR A BEGINNING  
CHARACTER.**

**CREATED BY: GUARDIAN A and GRIMACE**

# A FIST FULL OF CREDITS

A Solitaire Adventure  
By: Guardian\_A & Grimace

"A Fist Full of Credits" is a fan created Solitaire Adventure for the Star Wars Roleplaying Game by West End Games. You play through this adventure by reading and following the directions at the end of each entry.

This adventure was created for a beginning character. You can create a Bounty Hunter character using the rules found in Chapter 1 of the Star Wars Roleplaying Game book. If you want to jump right into the action, you can use the example character we have provided below.

What do you need to play?

- A copy of Star Wars Roleplaying Game 2nd edition, or Star Wars Roleplaying Game: Revised & Expanded.
- A new Bounty Hunter character.
- Several six sided dice.
- A Pencil.
- A piece of paper for notes.

Example Character:

Character Name: Jace Star

Gender/Species: Male/Human

**Dexterity 3D+2**

-Blaster 4D+2

-Dodge 4D+2

**Knowledge 2D+1**

-Streetwise 2D+1

**Mechanical 4D+1**

Repulsorlift Operation 3D+1

**Perception: 3D+2**

-Investigation 4D+2

-Search 4D+2

**Strength 3D+2**

-Brawling 4D+2

**Technical 2D+2**

Move: 10

Force Sensitive: No

Force Points: 1

Character Points: 5

Equipment: Blaster Rifle (5D), COMPNOR Stun Blaster Pistol (2D stun), Protective Vest (+2 energy, +1D physical), Wrist Manacles (STR 6D to break), Two Medpacs, Datapad, 300 Credits.

Background:

Jace Star has spent his entire life on the bustling world of Coruscant, barely scraping by until he got his bounty hunters license a few days ago. With just a few credits to his name, he realizes that he needs to collect his first bounty soon, . . .

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1.

Coruscant. Imperial City. The bright center of the galaxy. From the gleaming spires of skyscrapers jutting into a cloudless sky, to the millions of shiny new hovercars and hovertrucks darting through the skylines, it sits as the beacon of all things great in the Empire. But it's not all wealth and success for everyone on Coruscant. For many, they have to scrape for every credit. This is your predicament.

You step around another burnt out landspeeder before stepping up onto the broken curb in the bowels of Coruscant. Looking up, you see the sickly grey haze that passes for daylight this deep in the under levels. Two turbolifts and a sky bus later, you arrive at your destination.

From the outside, the *Hutt's Bounty* is in desperate need of maintenance and a fresh coat of paint. Inside, the place is a filthy little hole in the wall that smells of fresh smoke and stale sweat. The cantina's only redeeming quality is the dirty view screen dominating one wall, slowly cycling through the local bounty postings. The Hutt's Bounty is usually filled with a mixed lot of Bounty Hunters. All of them boasting their exploits or closely watching the vidscreen in the hopes of getting a jump on any new bounties. Thankfully, this time of day, the place is nearly deserted.

Tulloa, a pretty, over-friendly Sullustan serving girl at the cantina saunters over to you as you take your usual seat. "Good morning handsome!" She says, her large eyes twinkling, "What can I get you?"

Knowing that you won't be bothered again if you buy something, you order a cheap drink, only 2 credits, before turning your attention to the view screen.

While waiting for your drink to arrive, you see a bright red bar flash across the lower portion of the screen, announcing a new bounty posting. Reading the information as it slowly scrolls along the bottom of the screen, "*Gyr Maxon. Species: Human. Sex: Male. Homeworld: Coruscant. Height: 1.7 meters. Mass: 85 kilograms. Age: 26. Crimes against the Empire: Theft, Larceny, Fraud, theft of computer data. Reward for Capture: 2000 Credits Alive, 1000 Credits Dead.*" Quickly writing down the relevant data, you continue to watch the information creep across the screen, "*Gyr Maxon is a gambler and con man with a long history of petty crimes. Gyr has fled when confronted by Coruscant PD in the past and is not expected to be dangerous. Known to frequent the Pure Sabacc Night Club in Sector 1126, Coruscant.*"

With a smile and a wink, Tulloa hands you your drink. You toss back your drink, savoring the burn for a moment. Starting for the door, you are already planning your first move.

## Roll Investigation (Perception):

*\*On an Investigate roll of 10 or higher. You look up Gyr Maxon's home address on the local database and go there looking for clues about his whereabouts. Go to section 2.*

*\*On an Investigate roll of 9 or less. With no better idea of where to start, you head to the Pure Sabacc Night Club looking for Gyr Maxon. Go to section 3.*

## 2.

You hail a sky taxi at the curb and forty minutes and 15 credits later you arrive at a rundown apartment complex. A dozen screaming children of various species are playing amongst broken speeder bikes, and foul smelling waste receptacles. A graying Wookiee is leaning over the rail of a balcony three stories up, giving you a brief glance through half lidded eyes before returning her attention to the children below.

Checking the apartment number one last time, you take the stairs to the second floor.

*If you looked up Gyr Maxon's home address on the local database, go to Section 6.*

*If you were given Gyr Maxon's home address at the Pure Sabacc Night Club, go to Section 14.*

### 3.

You hail a taxi speeder and almost an hour later you arrive at the Pure Sabacc Night Club. There are no lines waiting to get in yet, as the day is still early, but the electronic sounds of the band can still be heard from behind the closed doors. The one bouncer at the door doesn't even seem to give you much more than a glance as you head in.

The club is glitzy, yet still pretty empty. Still, there are four individuals, including a Twi'lek, that are dancing in the hover section of the dance floor. The bar on the far left is devoid of patrons, but there are three bartenders going about their duties of preparing for the mob that would start arriving in a couple of hours. On the right is a raised section where the Sabacc tables sit. The whole area is clean and tidy.

Only four of the nearly thirty tables have any players at them. Besides the players, there are half a dozen people observing the games going on, and a veritable army of droid servants waiting to serve anyone who might need refreshment or more gambling chips. Scattered around the section are also half a dozen security guards.

*If you want to go to the Sabacc area, go to Section 20.*

*If you want to talk to the bartenders, go to Section 30.*

## 4.

Careful not to step on anything, you start a careful search of the living room. For the next few minutes, your attention is focused on your surroundings.

There are two couches in the living room, each dominating one wall. The first is covered with a dirty sheet and is piled half way to the ceiling with random trash and electronics. The second has one clean space, about large enough for an average human to sit. To each side of this space rests a half eaten meal and several books on encryption and gambling.

Across from the couches, a small view screen seems to be held up as much by the junk piled around it as it's held up by the too small table beneath it.

In the middle of the room is an oval table. What appears to be an unassembled Pit Droid scattered across its surface. A hand full of tools are scattered amongst its parts. Under the droid's head is a stack of old mail.

### **Roll Search (Perception):**

*On a **Search** roll of **12 or higher**, go to Section 41.*

*On a **Search** roll of **11 or lower**, go to Section 36.*

## 5.

Kaddu lands heavily on the counter, then reaches behind the counter retrieving an unassuming datapad, “At first, Gyr was going to give this to the police for an award. But then he got the bright idea to blackmail Corban with it. The only problem is that he had to figure out what’s on it first.” Holding the datapad out towards you, “It’s been nothing but trouble. Take it.” Turning his back to you, he takes to the air again, “If you want to find Corban, he owns a little Café not too far from here.”

Realizing that you’re unlikely to get any more help from the overweight little alien, you turn to leave.

*Go to the Police with the Datapad. Go to Section 23.*

*Go to Corban’s Café to collect your bounty. Go to Section 49.*

## 6.

The apartment door looks like any of a thousand other flimsy doors you have seen before. A simple white duraplast door with a wall mounted lock plate. Looking both ways, you realize that there isn't another person in sight.

*Give up on the door and go check out the Pure Sabacc Night Club. Go to Section 3*

*Try to force break the door open. **Roll Strength:***

*On a **Strength** roll of **10 or higher**, go to Section 28.*

*On a **Strength** roll of **9 or less**, go to Section 7.*



7.

Taking a step back, you throw yourself at the duraplast door across from you. A moment later, you are picking yourself up off the floor. Sheepishly, you realize that there is a new scuff on the door.

You take 3D Stun damage from throwing yourself at the door.

*Go to Section 6.*

## 8.

Gently nudging the broken door out of your way, your foot crosses over the threshold. To your surprise, you see two rough looking thugs looking straight at you. The Rodian is wearing black leathers and has a wicked looking scar across his forehead. The Human is a female, wearing a tight fishnet shirt and her skin is covered with brightly colored tattoos. Both have Blaster Pistols pointed straight at your chest.

*Try to talk your way out of the situation. Go to Section 11.*

*Run! Go to Section 18.*

*Try to Fight your way through! Go to Section 22.*

## 9.

Seeing as it's already night, you figure your chances are pretty good of not being spotted. You gear up with everything and head out for the café. By the time you arrive, it's past midnight. The place, while not empty is nearly vacant. You figure there's maybe only a few staff left in the place. Even with that in mind, you're cautious.

Using the cover of darkness you move to the back of the establishment to where the service door is. There doesn't appear to be any cameras, so you move in, shrouded by the darkness of the night. The door doesn't have any sensor to open and there are no handles on the outside. There appears to be a lock, and you figure that if you can get past that, you can gain access to the room beyond.

### **Roll Security (Technical).**

*On a **Security** roll of **15 or higher**, go to Section 43.*

*On a **Security** roll of **14 or lower**, go to Section 61.*

## 10.

There is one person in the kitchen; a human scrubbing dishes. His back is to you and he's a good distance away, though you would have to pass him if you go towards the two offices. Still, there's a counter between you and him and a collection of assorted cooking items are piled high on the counter. He seems pretty oblivious to his surroundings, other than the task he's involved in. As long as you don't make a bunch of noise, you're probably safe to move.

*If you decide to sneak to the door that leads to the refresher and one unknown room, **Roll Sneak (Perception)**.*

*If you get **6 or higher**, go to Section 27.*

*If you get **5 or lower**, go to Section 13.*

*If you decide to sneak for the far door to get to the two offices, **Roll Sneak**.*

*If you get an **11 or higher**, go to Section 63.*

*If you get a **10 or lower**, go to Section 13.*

## 11.

“Well, well,” the woman starts with an unfriendly smile, “Looks like you’re poking around where you aren’t wanted.” With a practiced gaze, her cold eyes look you over from head to toe. With a sidelong glance, she tells her partner, “Corban is going to want to know someone else has been poking around.”

Thinking fast, you say the first thing that comes to mind, “Sorry. Is this your place? I didn’t mean to intrude.” Starting to take a step, you continue, “I’ll just be going now.”

Turning her undivided attention back to you, the barrel of her blaster comes to rest on the tip of your nose, “How I see it, you only have one option. Hand over your weapons and come with us.”

*Hand over your weapons and go with them. Go to Section 48.*

*Try to escape down the hall. Go to Section 18.*

*Try to escape through the apartment. Go to Section 44.*

*Try to Fight your way through! Go to Section 22.*

## 12.

Looking doubtful, “You don’t work for Corban?”

“No, I don’t work for Corban.” You confirm. “So let’s talk about this like civilized beings.”

The Toydarian gives a heavy sigh, “A Bounty Hunter then,” With a nod, you confirm his suspicion. His features drooping slightly, he flutters back towards the counter he had been setting on before, “What do you want to know?”

*Ask where you can locate Gyr. Go to Section 39.*

*Ask about the Datapad. Go to Section 5.*

## 13.

You don't move far before you accidentally bump a small cart and a collection of items on the cart go tumbling off on to the floor with a loud clatter. The man washing dishes turns around and sees you. His eyes widen and he yells out, "HELP!" With that, he begins running for the nearest door.

You raise your blaster up to shoot but the far door opens up and a Rodian appears in the door, a blaster pistol in his hand.

*If you decide to shoot the man running, **roll Blaster** and go to the following sections:*

*If you roll **14 or higher**, go to Section 106.*

*If you roll **13 or lower**, go to Section 92.*

*If you decide to shoot the Rodian, **roll Blaster** and go to the following sections:*

*If you roll a **12 or higher**, go to Section 114.*

*If you roll an **11 or lower**, go to Section 98.*

*If you decide to turn tail and get out of there, go to Section 96.*

## 14.

As you approach the apartment door, it quickly becomes obvious that the door is ajar. Upon closer inspection, you see that the lock plate has been broken.

“I’m telling you, it’s not here,” a gruff voice says from inside.

A feminine voice replies, “I didn’t care what you thought when we got here, and I don’t care what you think now. Corban said to search the place, so we’re going to search every inch of this place until we either find it or we know for sure that it’s not here.” After a brief pause, she continues, “And if it’s not here, we’ll go find out if his roommate knows something.”

You realize that the only way you are going to learn much more is to take a look.

### **Roll Sneak:**

*On a **Sneak** roll of **12 or higher**. Go to section 19.*

*On a **Sneak** roll of **11 or lower**. Go to Section 8.*



## 15.

You try the keypad, but you fail to get it open. You make several more attempts, and upon your tenth failure the keypad begins to emit an ear-piercingly loud beeping noise. It must be some sort of alarm on the thing. You blast the keypad to get it to shut up, but you're sure with the sound of the beeping and the blaster shot, anyone in the building now knows you're here.

Thankfully, when you blast the keypad, the door slides open, revealing a darkened room. Inside you see a figure lying on the floor. You move in and find a badly beaten Gyr Maxon. He is groggy, but appears to be coherent. You get him to his feet, wrapping an arm around him to help him along; with your free hand you keep your blaster handy. As you step out into the hallway, you see a Rodian with a blaster come through the door at the end of the hall.

He's quick, and squeezes a shot off. The bolt misses you, but unfortunately it doesn't miss Gyr. It catches him in the gut, causing him to double up and slump to the floor. You fire a shot off at the Rodian.

### **Roll Blaster**

*If you roll **11 or higher**, go to Section 107.*

*If you roll **10 or lower**, go to Section 98.*

16.

You fall to your knees, your vision blurring. Trying to focus your thoughts, you touch your chest. With distant surprise, you see that your hand is now covered with blood.

Movement draws your attention away from your hand; the last thing you see is the barrel of blaster mere inches from your face.

*You Died.*

## 17.

You start a careful sweep of the second bedroom. Within seconds, you realize that this isn't Gyr Maxon's room. Everything in the room is scaled to someone much smaller than a normal human.

A large work bench takes up most of the far wall. Its surface is a tangle of random tools, wires, and components.

A small unmade bed rests in one corner of the room. Beside it is a nightstand with two alarm chronometers on it. One seems to be working properly, the other has been pulled apart, wires and components scattered, seemingly at random.

Across from the bed is a single large bookshelf, overfilled with a wide range of maintenance and repair manuals. Several more stacks of manuals rest on the floor in front of it.

### **Roll Search:**

*On a **Search** roll of **12 or higher**, go to Section 34.*

*On a **Search** roll of **11 or lower**, go to Section 36.*

18.

With your heart beating loudly in your ears, you do the last thing the two thugs expect. You bolt down the hallway towards freedom. In four long strides, you reach the stairwell. A blaster bolt strikes the wall, mere inches from your head a split second before you can duck out of sight. The sound of playing children can be heard below.

*Go to Section 42.*

## 19.

You carefully push the door open far enough that you can see inside. Two figures seem to be searching for something. As you watch, one of the figures leaves your field of vision.

*Lean in further in the hopes of keeping both figures in your field of vision. Go to Section 8.*

*Play it safe and leave for now. Maybe you can come back later. Go to Section 42.*

## 20.

You walk over to the gambling section, and move up the stairs, passing by two armed guards. A service droid, all polished up and carrying a container, moves over to you and asks if you would like to convert any credits to chips. With a wave of the hand you dismiss the droid.

Heading over to one of the tables, you take up an observation seat along with just a couple other people who are watching. You observe the players, as well as the two who watch the game.

### **Roll Perception**

*If you get **12 or higher** on your **Perception**, go to Section 31.*

*If you get **11 or lower** on your **Perception**, go to Section 25.*

## 21.

You show up at Corban's Café. Everything about the place is pristine; from its gleaming walls to its flashy holo-signs. As you step through the front door, the smell of exotic foods and rich spices washes over you. The tables are filled with well dressed people enjoying their time with their friends and families.

You have barely cleared the threshold before a security droid steps in your path, "I'm sorry sir, you must check your weapons with me."

Not wanting to make a scene, you turn your weapons over to the droid, "Could you direct me to Corban?"

"Is he expecting you?" the droid asks.

"No. I'm here on important business and wish to talk to him about Maxon," you say to the droid.

"I will see if he is in. Wait here please." The droid moves off to a security panel and touches a button to relay the message.

After a minute, a Rodian who looks rather out-of-place in an establishment like this approaches you. He is dressed rather shabby and has a blaster pistol in a side holster. "What do you want?" he asks.

"As I told the droid, I need to speak with Corban," you say, carefully watching the Rodian.

"Corban doesn't just see random people who come in asking for him," says the Rodian, looking somewhat annoyed.

"Tell him I'm here to talk about Maxon."

The Rodian pauses, thinks a moment, then waves for you to come. "This way, stranger."

*Go to section 67.*

## 22.

In one swift motion, you draw your weapon of choice. A look of surprise flashes across both of the thug's faces, as it seems they were not really expecting someone to be so bold in the face of blasters. This puts you on equal footing for the battle, which you'll need as you are outnumbered 2 to 1.

Open combat begins at this point, with you deciding how many actions you want to take as well as running the thug NPCs. E

### **Thug Stats**

*All stats are 2D except: Blaster 3D+1, Dodge 3D, Streetwise 4D, Move 10, Blaster Pistol (4D)*

*The thugs have an Initiative of 9.*

*Both thugs will use their blaster pistols to shoot at you and will stay in the fight until either they go down or you go down. Each round the thugs will either take one shot or perform one dodge. If one dodges, the other one will shoot. Randomly determine each round if one will shoot or dodge. If the first shoots, roll again for the second one to see if that thug dodges or shoots.*

Roll your **Perception** to determine your initiative and resolve the battle in game rounds.

*If you defeat both thugs, go to Section 46.*

*If you are defeated by the thugs, go to 16.*



## 23.

You approach the Coruscant Security Force building, the place is a hive of activity. One of the two police speeders parked out front lifts from the permacrete as you approach the monolithic building. Stepping through the towering doors, your weapons set off the security scanners built into its frame.

“Sir, you will need to turn over your weapons before you can go any further.” A man in dress uniform steps forward, “They will be returned to you when you leave.”

Checking your weapons with the man on guard duty, you continue to the front desk. After standing in three different lines, and wasting nearly an hour, you finally get to talk with someone who can help you.

A balding old CSF officer leads you to a small office. The room is painted stark white and is simply decorated. Motioning you towards a comfortable looking chair, he takes the matching chair across the small, functional desk from you, “I’m Captain Medally, I hear you have some information about Corban Kluut?”

“Yes, I have some information about his illegal dealings,” Looking the Captain Medally right in the eye, “But before I turn it over, I’d like to know more about the reward.” Leaning back, you fold your arms across your chest, conscious of the datapad’s heavy weight in your pocket.

“I’m authorized to pay 1,000 credits for information leading to an arrest.” He says, meeting your gaze with steely grey eyes, “Of course, any information would need to be verified before payment can be made.”

Thinking the situation over for a moment, you reach into your pocket, “I trust I’ll get some kind of written guarantee?” “Setting the datapad on the desk between you, your hand stays resting on top of it while you wait for Captain Medally’s reply.

For a long moment, Medally looks, unblinking at the datapad under your hand. Finally, he nods and begins filling out a form.

*Go to Section 74.*

## 24.

You know a bit about the Balosar. Grease their palms a bit and you can get just about anything from them you order a cheap drink. The bartender prepares the drink and puts in front of you. You pay him the few credits for the drink and then put 20 more credits on the bar in front of him. He looks at the money, then at you. “I’m looking for some information on a fellow named Gyr Maxon. I’m told he comes in here a lot.”

The bartender surreptitiously slides the extra 20 credits and pockets it. “Yeah, he comes in here quite a bit,” he says in a lower voice, so only you can hear. “Always late on his bar tab and always down on his luck at the tables. Though he comes in about every other week with a new stack of credits. Not sure where he always gets his money.”

“Do you know where I could find him?” you ask.

The bartender looks back at the other bartenders then back to you. “All people who carry a tab have to give their place of residence in case we need to collect for severely delinquent. Let me get it.”

He moves a bit down the bar and grabs a rather beaten up data pad. After looking at it for a moment, he writes down something on a small napkin. Putting the datapad away, he comes back to you with the napkin which he folds up. “Here it is. But you didn’t get this from me, okay? Just make sure you tell him he still owes on his tab here. ” he says as he slides the napkin across the counter towards you.

You take the napkin, checking it quickly to make sure you can read it, and then nod. “I appreciate the help,” you say as you get up.

You leave the Sabacc club and head out towards the location on the napkin.

*Go to Section 2*

## 25.

Of the players, two are human, one is a Sullastan, and the fourth is Duros. Right now one of the humans, a fellow dressed in rather rumpled looking clothes (as though he hadn't changed out of them in over a day or two) had the largest amount of credits in front of him.

Of the observers, one is a female human. She's not very attractive at all, and most of her attention seems to be on the other human player, a rather pretty-boy who seems to have a smaller pile of chips and a worried look on his rather boyish face. The other individual watching is a Devronian, but he appears to be busy marking something into a data pad that he held in his hands.

As you sit there, looking around, you hear the Duros speak up at the table. "C'mon Yngl, you're slower than a Hutt on a cold day. Play or get out...you're as bad as that joker Maxon."

You know you'll have to find out what the Duros knows, so it'll be a matter of waiting until they break or until he's out of chips.

*If you decide to wait for the Duros, go to Section 40.*

*If you don't want to wait and want to go check with the bartenders instead, go to Section 30.*

## 26.

You start a careful sweep of the second bedroom. Within seconds, you know beyond any doubt that this is Gyr Maxon's room. A hand full of low denomination Sabacc chips are scattered about the room.

Against the far wall is an unmade bed, black Dramassian silk sheets are tangled across its surface. A pair of fuzzy, white slippers is tucked neatly under the bed. Upon closer inspection, you see there is a sheet of *flimsy* resting on the pillow. It reads: *Corban called about his credits again. ~Kubba.*

An empty Corellian Whiskey bottle rests next to a shot glass on the night stand. Under the shot glass are several small slips of *flimsy*.

On the single hanger near the door hangs an outdated plaid suit. The suit appears to have been recently cleaned and pressed.

*On a **Search** roll of **12 or Higher**, go to Section 38.*

*On a **Search** roll of **11 or lower**, go to Section 36.*

## 27.

You carefully sneak to the single access door to the back area of the building. The man doesn't notice you and you quickly move through the door into a short hallway. At the end of the hallway you see the sign for the refresher. A little bit down, on the right, you see the door to the unidentified room. You move down the hallway, and get to the door, only to find it locked. There is no label on the door, so you're still not sure what's on the other side.

A simple keypad sits on the wall next to the door. So there's an access code to get in. You don't think a simple keypad security device would have an alarm trigger on it, so you can either try to figure out the combination for access or just blast the pad. Blasting it will likely gain the attention of the man in the kitchen, though. Cracking the security code, though, can take time and if someone came back to use the refresher, they'd see you.

*If you decide to try to break the access code, **Roll Security**.*

*If you get **20 or higher**, go to Section 65.*

*If you get **19 or lower**, go to Section 15.*

*If you decide to shoot the pad, go to Section 71.*

## 28.

You step back from the door and quickly throw all your strength into your charge. Your shoulder strikes the door just above the lock mechanism. With a loud “CRACK!” you hear the cheap lock break. Giving a gentle push, the door lazily slides open. With your blaster of choice in hand, you step inside.

*Go to Section 29.*

## 29.

Looking around the living room, it's hard to tell what is trash and what is personal items. Both are scattered across every flat surface with equal enthusiasm. With a quick scan of the residence, you see that there is a small, unclean kitchen, a fresher that only fares slightly better, a two bedrooms off of the central living room.

*Search the Living Room. Go to Section 4.*

*Search the First Bedroom. Go to Section 26.*

*Search the Second Bedroom. Go to Section 17.*

*You've looked around enough. Go to Section 8.*

## 30.

You make your way across the vast open dance floor to where the large bar is. As you get near, one of the bartenders sees your approach and moves to greet you. He's a Balosar, and gives you a nod and a smile. "What can I get you?"

### **Roll Alien Species (Knowledge):**

*If you get **9 or more** on your **Alien Species** roll, go to Section 24.*

*If you get **8 or less** on your **Alien Species** roll, go to Section 32.*



## 31.

You notice that the Devronian who is watching is taking notes. He's marking potential opponents. That means he's probably got information on a lot of players, including Gyr Maxon. You move over to a seat a couple spaces away from him. Talking in a lower voice so as not to distract the players or draw too much attention to yourself, you speak to the Devronian.

"I see you like taking notes on the players."

The Devronian looks at you with a shocked, almost guilty look that rapidly dissolves into a suspicious glare. "It's legal. I don't take the pad with me while I play," he says with a mumbled growl.

You flash your bounty hunters license to him. "Don't worry; I'm not here for you. I'm just checking to see if you might know of a particular player that frequents this place."

Seeing that you're a bounty hunter and not security or an undercover, he seems to relax a little. "Maybe. Who are you looking for?" he asks.

"I'm looking for Gyr Maxon. Rumor has it he's fairly regular here and likes to gamble," you say.

The Devronian gives a smile, making him look quite devilish. "Yes, Maxon comes here. He usually loses a lot. I figure he's probably got quite a loan out considering all that he's lost here in the last week or two."

"Do you know when he's coming back?" you ask.

The Devronian shakes his head. "He didn't show last night, which isn't normal. Other than that, I don't know."

"Do you know where he lives?" you ask.

The Devronian chuckles. "I only play the game; I don't fraternize with the players." He nods over towards the bar across the room. "He probably has a tab. You can check with them. They might know where he lives."

You thank the Devronian for the information.

*If you decide to go see the bartenders, go to Section 30.*

*If you decide to come back later tonight to see if Maxon shows up, go to Section 50.*

## 32.

You order a cheap drink, because the credits are tight. The bartender prepares it quickly and puts it in front of you. As you pay him, you introduce yourself, show him your bounty hunters license, and ask him if he knows of Gyr Maxon.

The bartender nods. "I know of him. Kind of a grifter. Always late on paying his bar tab."

You ask if they have any way of contacting him or if they know where he lives. The bartender shakes his head, his two little antennas jiggling. "Nope. But he usually shows up around 9, so you can check back then."

You finish your drink, thank the bartender, and leave. It's going to be a long rest of the day as you wait, so you decide to go catch some shut eye in case it ends up being a long night.

*Go to Section 50.*

33.

You're not able to find out which loan shark carries any outstanding loans for Gyr Maxon. So while that lead was a dead end, you did have an idea and was able to track down the home residence of Maxon. You figured that is probably the best place to look next for your target.

*Go to Section 2.*

## 34.

Picking up the one book on the work bench, you realize that it's a book on encryption. Notes are written on several pieces of flimsy just inside the front cover. As you start to set the book back down, a holo-image falls out. The holo-image is of a small datapad. Looking at the picture closely, you see a Corban's Café logo on the corner of the device.

*Go to Section 29.*

## 35.

Stepping out of the sky taxi you rode in, you toss the cabby a few credits before turning your attention to the old building before you. Flickering above the door is a sign reading *Kaddu's Pawn Shop*. Below the sign you see a corroded door with a large cracked window in its center. Stepping into the cluttered building, you are assailed by the smell of dust. Looking around, you can only describe the interior of the cramped establishment as *organized chaos*.

Across the room filled with machinery and trinkets, a pudgy little Toydarian sets on the edge of a counter. With one stubby finger, he pushes a pair of thick glasses up his nose, a broad smile spreading across this face as he does so, "Welcome friend! You're looking for something specific?" With a close appraisal of your appearance he continues, "Perhaps a new blaster? Or maybe a suit of armor?" His little wings beat furiously as he lifts off of the counter and hovers towards you.

"No thanks," You say, "I'm just browsing."

"Name's Kaddu," Kaddu replies, his smile fading only slightly, "If you need anything, . . ." He begins drifting back towards his previous perch.

You spend a few moments taking in your surroundings as you slowly walk further into the room before saying anything else, "Actually, I do have a question about one thing." Kaddu looks up at you as you continue, "I heard that you recently acquired a data pad from someone I've been looking for."

The expression on Kaddu's face darkens as he lurches off of the counter, "It's not here! I don't have it! And I'm turning it over to the police if your boss harms my friend!" By the end of his outburst, spittle is flying from his bulbous lips. The soft hum of his wings is a stark contrast to the sudden rage on his face.

Fighting the urge to take a step back, "I don't know who you think I'm with, but I work for myself." Spreading your hands to show that they are empty you continue, "I'm looking for your roommate, Gyr Maxon."

*Try talking him into helping you. Go to Section 12.*

*Pull your blaster and force him to tell you where Gyr is. Go to Section 45.*

36.

After an extensive search, you don't see anything of interest in this room. Feeling as if you might have missed something important, you decide to continue your search elsewhere.

*Go to Section 29.*

37.

You step out into the kitchen and start moving towards the nearest door. What you didn't realize, however, was that there was a man in the kitchen still working. He didn't notice you at first, but with your brazen walking like there was no one around, he spotted you. "Hey! Who are you?!" he calls out.

You are surprised, and spin around to see him. You both look at each other for a moment, then he calls out "HELP!"

To your right, through a door, comes a Rodian, a blaster already in hand. You spin to face the threat, pulling out your blaster and firing a quick shot.

**Roll Blaster.**

*If you get an **18 or higher**, go to Section 114.*

*If you get a **17 or lower**, go to Section 98.*

38.

Gently lifting the shot glass off of the stack of flimsy slips, at first glance they appear to be receipts from a place called Corban's Café. Upon closer examination you realize that the amounts range from 1,000 to 5,000 credits. The total comes out well over 30,000 credits.

Opening the small drawer on the night stand reveals a small black book. Opening it reveals it to be a day planner. Quickly turning it to the last couple of entries you find what you are looking for. Two days ago reads: *Corban wants his money today*. Yesterday's entry reads: *I turned the datapad over to Kaddu so he can look it over, if its legit, . . .* The final entry is for today: *Payday?*

*Go to Section 29.*



## 39.

“Do you know where I can find Gyr?” You ask Kaddu, “I can promise you, if I take him in, the authorities will treat him fairly. It doesn’t sound like you’ll get that kind of promise from Corban.”

Turning his back to you, he takes to the air again, “If you want to find Gyr, you’ll have to find Corban. Corban owns a little café not too far from here.”

Realizing that you’re unlikely to get any more help from the overweight little alien, you turn to leave.

Leaving Kaddu’s Pawn Shop, you take the skywalk just over half a mile before hopping onto a turbolift that shuttles you upwards.

*Go to Section 47.*

## 40.

You bide your time, waiting for the Duros to finish. Fortunately they take a break after a tiring 3 hours of gambling. As the Duros moves over towards the bar to get a drink, you move to walk with him.

“I couldn’t help but overhear your mention of Maxon,” you say.

The Duros looks over at you. His black eyes betray no surprise or suspicion. “And you are?” he asks.

You introduce yourself, and show him your bounty hunters license. The Duros laughs out loud as he continues to walk to the bar. “What did Gyr get himself into now? Not pay of his loan shark?” he asks.

“Did he have problems with a loan shark?” you ask.

“I would assume so. He’s a gambler, but not a very good one. Yet he always seemed to get more money. I figure he probably owed quite a bit to a loan shark,” said the Duros. “Hey, since you’re following me, why don’t you buy me a drink?”

You begrudgingly agree and he orders up a fairly pricey drink, costing you a bit over 10 credits. “Do you know where I can find him,” you ask the Duros as he gets his drink.

The Duros takes a sip and then starts walking back across the dance floor towards the Sabacc section. “Nope, I don’t know where he is. He was in the other night claiming he had come across something that would set him up with credits for a while. I don’t know what it was, but he seemed both proud and a bit cautious about it.”

*Continue to Section 101.*

41.

Under the Pit Droid's, head you find a stack of day old mail. You find two pieces of mail for Gyr Maxon. Both of them are overdraft notices from the Galactic International Bank. The rest of the pile is addressed to Kaddu's Pawn Shop.

Taking note of the Pawn Shop's address, you continue your search elsewhere.

*Go to Section 29.*

42.

Taking the steps two at a time, you ignore the playing children and head straight for the street. It only takes a moment for you to flag down a sky taxi. A few seconds later, you are on your way.

*If you have discovered any clues about a datapad or pawn shop and want to follow up on the lead, go to Section 35.*

*If you want to check out Corban's Café, go to section 47.*

## 43.

You work on the lock and find that it is pretty easy to open. The lock disengages and you carefully slide the door open. The store room inside is all dark, so you don't have to worry about being spotted as you open it.

You move inside and close the door behind you.

Slowly you make your way through the store room. There are shelves and assorted crates of goods in here and if you moved too fast you'd soon find yourself running into a lot of things. It doesn't take long to find the doorway out of the store room.

Recalling the floor plan from memory, you remember that the room sits in a small nook next to the main kitchen. From there you just have to move through a side door and you'll be in the back hallway. From there you have access to two rooms. One is the refresher, the other one is unmarked. If you go further through the kitchen and you'll end up in the prep area. Through a pair of double doors will take you another area. There were three rooms through those doors. One appeared to be a meeting room. The other two were probably offices, but they were worth taking a look at.

You ease open the door of the store room and a beam of light from the kitchen shines in. You don't notice anyone immediately visible and you're still mostly concealed by a small nook that the entrance to the store room rests in. You quietly move out and ease the store room door shut behind you.

### **Roll Perception:**

*If you get **9 or higher**, go to Section 10.*

*If you get **8 or lower**, go to Section 37.*

44.

Charging into the cluttered mess inside, you realize that you just darted into a second story apartment with only one exit. Reaching for your weapon of choice, you realize that you only have one choice left to you.

*Fight your way through! Go to Section 22.*

## 45.

Your blaster seems to draw itself as you step forward, causing the suddenly fearful Toydarian to start backing away from you, “Enough! I’m looking for Gyr, and you’re going to tell me where he’s at!”

For a brief moment, raw courage and hopelessness was upon his face. Meeting your eyes just long enough to see your determination, his courage flees him. As the tears begin streaming down his face, he babbles, “Corban Kluut has him.”

Somewhat gentler you continue, “And where can I find this Corban Kluut?”

Several minutes later, you leave Kaddu’s Pawn Shop; a trembling Toydarian in your wake. You’re a few short minutes from Corban’s Café.

*Go to Section 47.*

## 46.

With adrenaline still rushing through your veins, it takes a moment for it to sink in that both of the thugs are dead. Surprisingly, your battle didn't seem to draw any unwanted spectators.

Staggering slightly from the beating you just took, you take a mental inventory of your wounds. Once you are satisfied that you are going to live, you turn your attention to the two thugs before you. Searching the bodies, you find 300 credits on the dead Rodian and a Comlink on the human, as well as their blasters.

After taking anything that you want from the two dead thugs, you turn and leave.

*Go to Section 42.*



## 47.

Stepping onto the skywalk, you take in the well kept café before you. Everything about the place is pristine; from its gleaming walls to its flashy holo-signs. As you step through the front door, the smell of exotic foods and rich spices washes over you. The tables are filled with well dressed people enjoying their time with their friends and families.

You have barely cleared the threshold before a security droid steps in your path, “I’m sorry sir, you must check your weapons with me.”

Not wanting to make a scene, you turn your weapons over to the droid, “Could you direct me to Corban?”

The droid turns stiffly towards the back of the establishment before pointing at the double doors leading to the kitchen, “Right through there, sir. He’s expecting you.

Stepping into the kitchen, you take in the sights and sounds around you for a moment before you realize that a small creature is looking straight at you with its big dark eyes, “Welcome!” He says with a broad, toothy smile, “I’ve been expecting you.” His eyes flick to the double doors behind you as a serving droid slips through them, “Perhaps we can talk somewhere more, . . . private.”

*Go to Section 49.*

## 48.

With two Blasters pointed at you, you decide that you don't really have a lot of choice. After handing over your weapons, the Rodian roughly pushes you towards the stairwell.

You are careful to keep your hands where your captors can see them while you descend the stairs. Behind you, you can hear the woman talking quietly over the comlink.

With a few over enthusiastic pushes, the pair of thugs direct you towards a small black hovercar. Shoving you into the back seat, the human thug slides in beside you. You feel her blaster press firmly into your ribs, "If you don't try anything, I won't burn a hole through your torso."

With the Rodian in the driver's seat, the hovercar gently merges with traffic.

The pressure against your ribs never lets up during the twenty minute trip.

The Rodian is out of the hovercar almost before it finishes coming to a stop. He opens your door from one side, and you feel the woman push the barrel of her blaster against your ribs a little harder, "Out."

Stepping onto the skywalk, you take in the well kept café before you. Everything about the place is pristine; from its gleaming walls to its flashy holosigns advertising itself. As you step through the front door, the smell of exotic foods and rich spices washes over you. The tables are filled with well dressed people enjoying their time with their friends and families.

"Head for the back," the female thug says softly behind you. Pointing at the kitchen doors, the Rodian nudges you in that direction.

Stepping into the kitchen, you take in the sights and sounds around you for a moment before you realize that a small, furry creature is looking straight at you with its big dark eyes, "Welcome!" He says with a broad, toothy smile, "I've been expecting you." His eyes flick to the double doors behind you as a serving droid slip through them, "Perhaps we can talk somewhere more, . . . private."

*Go to Section 51.*

## 49.

Corban leads you through a pair of door, down a short hallway, and then into another room. As you step into the room, you notice several things. First, any residual sounds from the café are immediately silenced. The room is quite private. Second is that there is one other person in the room with you, other than Corban. He's a tall insect looking creature, yellow in coloring. His eerie, lidless red eyes watch you and the small mandibles work as if they're chewing something. On the creature's shoulder rests a rather wicked looking blaster rifle. He stands near one corner of the room, off to the right.

The rest of the room is nicely arranged. There is an ornate wooden desk at one end that Corban moves towards, as well as a couple of guest chairs. The furry café owner moves around the desk and sits down. He notices your attention on the individual in the corner. "Don't worry about Vesskk. He's only here for my protection. As long as you're not here to cause any trouble, he'll leave you alone. Have a seat," he motions for you to sit. "So what can I do for you?"

*If you want to roll **Alien Species**:*

*If you roll **20 or higher**, go to Section 58.*

*If you roll **19 or lower**, go to Section 54.*

*If you want to ask about Gyr Maxon, go to Section 53.*

*If you killed the thugs earlier, and you choose to mention them to Corban, go to Section 64.*

*If you've got the datapad and want to cut a deal with Corban for it, go to Section 62.*

## 50.

You show up at the Pure Sabacc Night Club later that night. There's a long line waiting to get in. Many are just waiting to get in to the dance floor, but there are others who hope to try their hand at the Sabacc tables. After a long wait, follow by a spendy cover charge of 15 credits, you get inside.

The music is loud, thumping and very techno. The dance floor is packed, as is the hover section ABOVE the dance floor. The bar is packed with people and the Sabacc section is overflowing with both players and observers. Bouncers are visible everywhere, as are waitresses moving around providing drinks for thirsty dancers and gamblers.

You make your way through the crowd and up the stairs to the Sabacc tables. Every one of them is full of players and there are crowds of observers standing around watching them. You make your way around the place, and after more than 2 hours you finally discover that, despite all of your looking, there is no Gyr Maxon at the tables.

You look out across the sea of bodies on the dance floor to the packed bar. There are aliens six deep and packed shoulder to shoulder there. People getting drinks and chatting...or more like yelling, with each other. Finding Maxon in a place this crowded is pretty much impossible.

Disheartened, you realize that you have wasted valuable time waiting for a target that hasn't appeared. You've reached a dead end in your hunt for Gyr Maxon.

**The End.**

## 51.

You're lead through a pair of doors, down a short hallway and then into another room. You are ushered inside by the thugs and find yourself in an office. "So you must be Corban?" you ask, probing for some information. The furry creature gives you a glance and a bit of a sinister grin. There is an ornate looking wooden desk at one end, which is where Corban moves to and sits in the chair behind it.

The furry café owner rests his arms on the desk and steeples his knobby ended fingers together. "So what am I going to do with you? Snooping around in other people's business isn't the wisest thing to do, you know. What were you doing at Gyr Maxon's apartment?"

*If you tell him you're a bounty hunter looking for Gyr Maxon, go to Section 56.*

*If you tell him you're a friend of Gyr Maxon, go to Section 59.*

*If you tell him you were looking for someone else, go to Section 57.*

## 52.

You show up at Corban's Café. Everything about the place is pristine; from its gleaming walls to its flashy holo-signs. As you step through the front door, the smell of exotic foods and rich spices washes over you. The tables are filled with well dressed people enjoying their time with their friends and families.

You have barely cleared the threshold before a security droid steps in your path, "I'm sorry sir, you must check your weapons with me."

Not wanting to make a scene, you turn your weapons over to the droid, "Could you direct me to Corban?"

"Is he expecting you?" the droid asks.

"No. I'm here on important business and wish to talk to him about Maxon," you say to the droid.

"I will see if he is in. Wait here please." The droid moves off to a security panel and touches a button to relay the message.

After a minute, a Rodian who looks rather out-of-place in an establishment like this approaches you. He is dressed rather shabby and has a blaster pistol in a side holster. "What do you want?" he asks.

"As I told the droid, I need to speak with Corban," you say, carefully watching the Rodian.

"Corban doesn't just see random people who come in asking for him," says the Rodian, looking somewhat annoyed.

"Tell him I'm here to talk about Maxon."

The Rodian pauses, thinks a moment, then waves for you to come. "This way, stranger."

*Go to section 67.*

## 53.

You tell him, “I’m a bounty hunter on the search for a Gyr Maxon. I hear he owes you a bit of money so I figured you might have an idea where he might be.”

He gives a toothy grin and pats the top of his desk with a hand a couple of times. “A bounty hunter, eh? I’m guessing since you’re here you’re not very good at what you do. Everyone knows he owes me money. That’s not news. I take it you don’t have any other information about my wayward gambler?”

You shake your head. “Not really.”

Corban gets up from his seat and moves around the desk towards you. “Well, my bounty hunting friend, it would seem that you’ve come to the end of your trail. I do not know where you might find Gyr Maxon, and I have a business to attend to. I suggest you give up on trying to be a bounty hunter and find another line of work. You obviously don’t have much of a hunter’s spirit in you. Vesskk will escort you out.” He extends his hand towards the door.

It appears that you’ve really got no idea what to do with this dead end of a trail. Corban nods to the insectoid behind you. “Escort our guest out. Good day to you.”

The alien moves up behind you and nudges you towards the door of the office. You’re lead to the front of the café and given your weapons back, and then the insectoid motions for you to leave. You exit the café, still unsure of what happened and where you might go from here.

*Go to Section 100.*

## 54.

You're not sure what kind of species the insectoid "Vesskk" is. He looks pretty intimidating, though. "No, I'm not here to cause any trouble," you say.

"So what are you here for then?" asks Corban.

*If you want to ask about Gyr Maxon, go to Section 53.*

*If you killed the thugs earlier, and you choose to mention them to Corban, go to Section 64.*

*If you've got the datapad and want to cut a deal with Corban for it, go to Section 62.*



55.

You don't have any luck finding anything else out about Corban or where Gyr Maxon might be. You figure your best option now is to simply go in and have a talk with Corban. Maybe by doing that you can figure out where Gyr Maxon is.

*Go to Section 52.*

## 56.

You tell him, “I’m a bounty hunter on the search for a Gyr Maxon. My sources indicated where he was living and I went there, only to find your goons there. Now I’m here.”

He gives a toothy grin and pats the top of his desk with a hand a couple of times. “Not the best at your trade, then, are you?”

Before you can answer, he waves the question away. “No matter. Did you learn anything else from ‘your sources’?”

You shake your head. “Not really.”

Corban gets up from his seat and moves around the desk towards you. “Well, my bounty hunting friend, it would seem you’ve gone to a lot of trouble for nothing. I suggest you give up on trying to be a bounty hunter and find another line of work. You obviously don’t have much of a hunter’s spirit in you. Gurt will escort you out, but we’ll be keeping your weapons. If I see you anywhere around here in the future, you’re not going to be so lucky. Do you understand me?”

You’ve got a lump forming in your gut, realizing that you’re pretty close to having a very bad day, so you just nod acknowledgement. Corban points to the Rodian behind you. “Take him out and let him go.” Then he looks to you, “And don’t forget what I said. I don’t ever want to see you again.”

The Rodian grabs you and pulls you towards the door of the office. You’re lead out of the café and the Rodian gives you a push towards the street. You’re still without weapons and the Rodian rests his hand on his blaster pistol, glaring at you. You don’t like your chances against him without any weapons. Meeting the Rodian’s hard gaze one last time, you move off.

*Go to Section 100.*

57.

“Who’s apartment?” you ask. “I was looking for the apartment of Hoomish Nern.”

Corban looks at you, his ears laying back on his head is the only indication that he’s angry with the answer you gave. “So you expect me to believe that you were simply in the wrong place?” he asks.

You innocently nod. “That’s what I’m saying. I was showing up there and then your goons nabbed me and brought me here.”

Corban nods, and waves towards the insect like alien. With a clicking sound, it approaches you. “Take our unfortunate guest to meet our other visitor. They’ll both make for good target practice.”

The insectoid grabs your arms in a vice-like grip and forces them behind your back. A pair of magna-cuffs are placed on you. You’re led from the office and taken through a section of the kitchen, down another hallway and summarily dumped into a darkened room.

As you land on the floor, you hear something else moving in the darkness. “Who’s t here?” you ask.

A dejected voice responds, “I’m Gyr Maxon. Who are you?”

You struggle to see if you can free your hands from the magna-cuffs. Unfortunately they are holding tight. In the darkness there’s not much else you can do to formulate a plan on how to get out. “Obviously I’m mud,” you say, realizing the situation you’re in is a very bad one.

“Well, whoever you are, we’re both in for what looks to be a lot of pain followed by a blaster bolt to the head,” says Gyr.

Yep, the situation is definitely a very bad one.

There is no escape from this predicament.

**The End.**

## 58.

You've heard about that insectoid. He's a Kobok; mean and nasty. Though you're pretty sure you could get the drop on him if you moved quick enough. You just don't want to get into a brawling match with it. They can spit poison and the small mandibles on them can cut through flesh pretty easily.

*If you want to ask about Gyr Maxon, go to Section 53.*

*If you killed the thugs earlier, and you choose to mention them to Corban, go to Section 64.*

*If you've got the datapad and want to cut a deal with Corban for it, go to Section 62.*

## 59.

You think a moment, and then say, “I’m a friend of Gyr Maxon. That’s why I was there. I was trying to find out why I hadn’t seen him in a couple of days.”

“Oh?” says Corban, steepling his fingers beneath his furry chin, “Do you know Gyr Maxon well?”

“Fairly well,” you lie. “We’re gambling buddies.”

“I see,” says Corban. “And I’m guessing he probably talked to you about various things while you two gambled, right?”

You shrug. “Yeah, a little.” You’re not really sure where Corban is going with his questions.

Corban nods and gives a grin that appears more like a sneer. “Well maybe you’ll be able to answer some of my questions.” He nods at the thugs that brought you in.

You raise an eyebrow, suddenly getting a bad feeling about this. Before you can do anything, though, you feel the clasp of hands on you. They grab your arms from behind. “Take him to meet his friend and make sure he’s not going to be escaping,” Corban says to the two thugs. “We’ll have a nice long talk at a more appropriate time,” he says to you.

You are lead out of his office and through the kitchen to another hallway. There, the Rodian taps in a code into a keypad and a secure door opens. You are pushed in and then clubbed with the butt of a blaster pistol. As you crumple to the floor, the door slides shut. It is completely dark in the room.

As you land on the floor, you hear something else moving in the darkness. “Who’s there?” you ask.

A dejected voice responds, “I’m Gyr Maxon. Who are you?”

You struggle to see if you can free your hands from the magna-cuffs. Unfortunately they are holding tight. In the darkness there’s not much else you can do to formulate a plan on how to get out. “Obviously I’m mud,” you say, realizing the situation you’re in is a very bad one.

“Well, whoever you are, we’re both in for what looks to be a lot of pain followed by a blaster bolt to the head,” says Gyr.

Yep, the situation is definitely a very bad one.

There is no escape from this predicament.

**The End.**

## 60.

You do some digging and you discover that the loan shark Corban Kluut is who Maxon has been pulling funds from. You also discover that Maxon was late on his payments to Corban, very late.

Corban Kluut is not only a loan shark, but he also owns an establishment called “Corban’s Café”. It’s a more upscale place. He runs his operations from there...a legitimate cover. He also keeps some ‘heavies’ on the payroll; a Rodian, a human woman, and a Kobok. Plus, with his funds and contacts, he could probably have another have dozen quick hire thugs within a day.

*If you decide to go pay Corban a visit at his café, go to Section 52.*

*If you want to attempt to learn more about Corban or Gyr Maxon, roll **Streetwise (Knowledge)** again*

*If you roll **24 or higher**, go to Section 70.*

*If you roll **23 or lower**, go to Section 55.*

## 61.

Try as you might, you cannot crack that security lock on the door. The only way you're going to be able to get entry through this door is by blasting the lock mechanism and forcing the door. You just hope that no one notices the blaster shot.

You pull out your blaster, shield your eyes from the intense light that will ruin your night vision, and squeeze off a shot. In the relative quiet of the night, the blaster shot might as well be a turbolaser blast from the way it sounds. You look around to see if anyone noticed the shot, and when the coast still seem clear, you force open the door.

Inside the store room is dark. Slowly you make your way through the room. There are shelves and assorted crates of goods in here and if you moved too fast you'd soon find yourself running into a lot of things. It doesn't take long to find the doorway out of the store room.

Recalling the floor plan from memory, you remember that the room sits in a small nook next to the main kitchen. From there you just have to move through a side door and you'll be in the back hallway. From there you have access to two rooms. One is the refresher, the other one is unmarked. If you go further through the kitchen and you'll end up in the prep area. Through a pair of double doors will take you another area. There were three rooms through those doors. One appeared to be a meeting room. The other two were probably offices, but they were worth taking a look at.

You carefully open the door to the store room and see light from the kitchen. You also hear voices, but you can't see anyone. One of the voices says, "I know I heard it. I think it came from the back entrance."

You ready your blaster, unsure of what to expect.

*If you decide to wait and see what happens, go to Section 81.*

*If you decide that you've alerted them too much and had better get out of there, go to Section 73.*

## 62.

You look at Corban Kluut and think a moment. He eyes you, waiting for you to say something. “I’ve come across something that may be worth something to you,” you say.

Corban looks skeptical. “And what is this something that you think may be important to me?” he asks.

“I’ve found a datapad that I’m told contains some information that you may want,” you say. “It’s in a secure place, and if the price is right, I can turn it over to you.”

Corban seems to tense, inhaling deeply when you mention the datapad. “What sort of price are you envisioning for this data pad?” he asks.

You think a moment. “Well, I would think a thousand credits would be about right.”

### **Roll Bargain:**

*If you roll **13 or higher**, go to Section 121.*

*If you roll **12 or lower**, go to Section 109.*



## 63.

You're quite stealthy and manage to make your way to the far door and slip through it without being noticed. You move into the area where the offices are located, through a set of double doors. The place is dark, so you move slowly. Fortunately the offices aren't locked.

It takes you about 10 minutes of searching, but you don't find any sign or indication of Gry Maxon anywhere in this area. That leaves only one other section to check, which means you have to go back through the kitchen and past the man again.

You carefully and quietly move back to the door into the kitchen.

### **Roll Sneak:**

*If you roll **14 or higher**, go to Section 27.*

*If you roll **13 or lower**, go to Section 13.*

## 64.

You sit in one of the chairs and begin. “I had a run in with some people you used to employ earlier. They weren’t very nice and I didn’t like being shot at. It makes me ornery,” you say.

Corban tilts his head, as though confused at what you are saying. “I’m not sure...” he begins.

You cut him off. “A Rodian and a human female. They were working on ransacking a place I was investigating. Come to find out they were in your employ. Now I’m pretty sure that since they worked for you, and they were looking in the same place as I was, you probably know something about Gyr Maxon.”

Corban fidgets a little and casts a quick glance towards the insectoid alien. You make a quick check over your shoulder but the yellow alien still just stands and watches. “What makes you think that?” asks Corban.

### **Roll Knowledge:**

*If you get a **14 or higher**, go to Section 93.*

*If you get a **13 or lower**, go to Section 112.*

## 65.

You get lucky and after only a couple minutes the keypad emits a soft beep and the door clicks. A wave of your hand and the door open to reveal an unlit room. The light from the hallway illuminates a bit in the room and you see the form of someone lying on the floor. The rest of the room appears to be bare and empty.

The figure rolls over and looks at you and you recognize the face; it's Gyr Maxon!

You take a step into the room and Maxon cringes. You whisper to him. "I'm here to get you out. Just be quiet."

The look on his face is one of both fear and surprise. "Who...who are you?" he asks.

"Doesn't matter. Can you move?" you ask as you grab him and start to pull him to his feet.

"I...I think so," he says.

He looks like he's been worked over a bit, but the prospect of freedom spurs him to his feet. No need to tell him that you're a bounty hunter here to take him in. You can use his help to get him out of the place and then worry about keeping him in custody. If anything, you can stun him once you're well away from here.

You help Gyr Maxon to his feet and then move with him out of the room and back into the hallway. You whisper to him, "Now keep quiet. There's someone still in the kitchen and we have to sneak through there to get out."

Gyr nods. In the hallway where light is, you can see that he's seen better days. One of his eyes is swollen shut and his face is rather puffy from a beating that he's received.

You both move back to the door the leads to the kitchen. A quick check shows the man still working away at cleaning dishes.

### **Roll Sneak:**

*If you get **14 or higher**, go to Section 80.*

*If you get **13 or lower**, go to Section 72.*

66.

“You’re just going to have to trust me. It’s not like I would go through all the trouble to bust you out of there only to do bad things to you. I’m just going to take you to the Coruscant police and you can tell your story to them. I’m sure they’d be happy to hear how Corban took you captive and beat you up.”

Gyr thinks for a moment then says, “Okay. But I don’t trust anyone who carries a blaster. Means they don’t trust others themselves. So if you try anything funny, I’ll tell the police you’re in on it too.”

You’re not worried. You just need to get him to the station so you can collect your bounty. You assure him that you won’t try any funny business, and to prove it you put your blaster away.

You both continue for a distance and then Gyr mentions that he desperately has to use the refresher. You stop into a seedy cantina and as you wait outside for him, he goes in to relieve himself.

You watch the others in the cantina warily. Most of them at this time of night aren’t looking for any trouble, but you never know when someone’s juri juice will get a little too much for them. There’s a pretty good band playing music in the cantina and before you know it over ten minutes have past. A sudden anxiousness comes over you as you barge into the refresher where Gyr went. It’s empty!

The ungrateful slime gave you the slip!

You look around and don’t see any windows. You’re not sure how he managed to get out past you, but apparently he did. You rush back out into the cantina and look around for him. There are too many people and aliens in here, and it’s too dark and smoke filled to easily spot him. It appears he’s really given you the slip.

Frustrated you head outside and look around to see if he’s within sight. Only scattered lights in buildings can be seen. You can’t believe you fell for one of the dumbest tricks in the book.

*Go to Section 100.*

## 67.

You follow the Rodian, through a doorway, then a set of double doors. You move down a short hallway, passing by a human woman who is also armed with a blaster. She gives you a glare and watches as you pass by. That must be a second henchman.

You reach a closed door and the Rodian taps a button on a security pad next to the door and says, "Someone here to see you. Says it's about Maxon."

The door slides open and the Rodian pushes you into the room. Inside you see a rather Spartan office. On one end of the room is an ornate looking wooden desk, and sitting behind it is a furry creature that matches the description of Corban Kluut. Off to your right there is a fairly tall insect looking alien with a yellow carapace and a wicked looking blaster rifle on his shoulder. That would be the third henchman.

You're moved into the center of the room, standing over a brown colored area rug. Corban looks you over with his beady black eyes and says, "Who are you and what do you know about Maxon?"

The Rodian stays close behind you.

*If you decide to try to talk your way through this, go to Section 78.*

*If you try to be bold and go for the Rodian's blaster, go to Section 84.*

68.

You just grin, nod and mumble a “hi” to the woman as you and Corban move by. She eyes you warily and just as you’re moving through the double doors, you hear her shout “Hey, you!”

You spin around to see her with her blaster out and rising up to shoot at you.

**Roll Blaster:**

*If you get a **16 or higher**, go to Section 105.*

*If you get a **15 or lower**, go to Section 115.*

69.

Though you initially caught the Rodian by surprise, he manages to grab your hand before you can get his blaster pistol free from the holster. In the struggle, you lose track of the insectoid, but you do hear Corban yelling something.

Just as you think you have the blaster pistol free from the holster, you feel the intense pain of a blaster bolt as it hits you in the side.

The room spins and then you hit the floor. You hear someone say, "What a stupid human."

Darkness envelopes you.

**You are dead.**

## 70.

Your digging pays off. While it took you a bit of time to discover, you've learned that Gyr Maxon was actually already picked up by Corban's goons. That means that in order to get Maxon, you're going to have to break into Corban's place, find him, and get out. A search on the holonet turns up a floorplan of Corban's Café. From that you are able to figure out the best way to get in without attracting attention; a service door to the store room. It only opens from the inside, but you're pretty sure you can get in anyway.

Knowing the layout of the place, as well as his "staff" goons, you figure you've got two choices to get what you want; the "nice" way and the "not so nice" way.

*If you decide to go the "nice" way and go in to talk with Corban, go to Section 21.*

*If you decide to go in the "not so nice" way by breaking in and finding Maxon yourself, go to Section 9.*



71.

You take out your blaster and hold the muzzle against the keypad, hoping it might muffle the shot a little. The shot blasts the keypad and the door slides open as the hole in the wall sparks and smokes.

The room is darkened and the only light is from the hallway you stand in. Inside you see a figure lying on the floor. You move in and find a badly beaten Gyr Maxon. He is groggy, but appears to be coherent. You get him to his feet, wrapping an arm around him to help him along. With your free hand you keep your blaster handy. As you step out into the hallway, you see a Rodian with a blaster come through the door at the end of the hall.

He's quick, and squeezes a shot off. The bolt misses you, but unfortunately it doesn't miss Gyr. It catches him in the gut, causing him to double up and slump to the floor. You fire a shot off at the Rodian.

**Roll Blaster:**

*If you roll **11 or higher**, go to Section 107.*

*If you roll **10 or lower**, go to Section 98.*

72.

You move with Gyr through the kitchen, hoping to stay quiet enough the man doesn't notice you. Unfortunately, with an injured Gyr, you're not the most quiet. A single pot handle is bumped and the pot falls from the counter and clatters loudly on the ground. The man turns around at the sound and sees you both. "HELP!" he yells and starts running for the far door.

You figure you don't have much time, and grab hold of Gyr and shout to him, "Move!"

You both run to the store room and into the darkened space. You bumble and stumble your way through and just as you're getting to the access door the light to the store room turns on. You spin around to see a Rodian aiming a blaster. He shoots and the shot strikes Gyr in the shoulder, spinning him to the floor. You fire a shot at the Rodian, who ducks behind some crates.

You pick up Gyr and sling him over your shoulder, then slap open the access door and dart out into the night.

After you had gone about 30 meters, you hear a blaster fire.

*Go to Section 120.*

## 73.

You quickly, but quietly, move back into the store room. Hoping the cover of darkness will help hide you, you make your way back through the store room to the still open access door. Just as you are stepping outside, the lights in the store room flash on.

You hear someone call out. You think you may have been spotted!

You run quickly, doing your best to put not only distance, but some intervening obstacles between you and whoever might be coming after you.

You run and run, constantly checking behind you for someone pursuing you. Thankfully the relative darkness of the night helps hide you. After half an hour of moving on foot, you decide that you managed to get away without notice.

Unfortunately, now that someone saw you, you're never going to be able to get in there to get to Gyr Maxon. You're going to have to figure out some other way to go about this.

*If you decide to go to the police with the information you have, go to Section 104.*

*If you decide to take a chance and try to talk to Corban, hoping he isn't aware you tried to get in, go to Section 113.*

*If you decide to give up, go to Section 89.*

74.

Three days later, you set at a table in the *Hutt's Bounty* with a pocket full of credits. Tulloa gives you a broad smile as she sets another drink before you. Reaching out to brush your cheek with one manicured finger, "Just let me know if you need anything else," Turning, she wades back into the crowded cantina. Smiling to yourself, you turn your attention back to the dirty viewscreen across cantina. Sipping your drink, you see a bright red bar flash across the lower portion of the screen, announcing a new bounty posting, . . .

**THE BEGINNING.**

75.

You are quick, too quick and skilled for the Rodian. His blaster is in your hand before he can do anything to stop you. A quick shot from the blaster and the Rodian falls to the floor with a smoking black hole in his chest.

You spin around to face the insectoid alien. It has its blaster rifle already off its shoulder and in its hands.

**Roll Perception** for initiative.

*If you get **9 or higher**, go to Section 87.*

*If you get **8 or lower**, go to Section 79.*

76.

You fire your blaster, catching the Rodian before he even realizes what hit him. He falls backwards, crashing into a table where assorted pots and pans are. The resulting clatter is tremendous. You move out of the nook to find the other person that was talking. About 4 meters away, a shocked look on his face, is a human male. When he sees you with your blaster in hand, he turns and begins running for the door at the far end of the kitchen.

If he makes it out, you figure he'll call for help. You fire off a shot at him, but he's moving quickly and there's a fair bit of obstacles in between you and him, including a counter with items piled up on it.

**Roll Blaster.**

*If you get **16 or higher**, go to Section 94.*

*If you get **15 or lower**, go to Section 83.*

77.

"I'm very interested to see the rest of your café, Mr. Corban," you say as you move closer to the woman. She appears to sigh and look away, as if bored by the business aspect of things. Your ruse worked.

You follow Corban as he leads you into the kitchen, then through another doorway. You're in another hallway and he stops at the first room on the right. He types a code into a keypad and the door slides open. You motion him into the room with the blaster muzzle.

Inside the room you find a rather beaten looking Gyr Maxon. He looks frightened, at first, to see Corban enter the room, but when he sees you with a blaster pointing at Corban, his look turns to confusion. "Can you move?" you ask Gyr Maxon.

He nods and says, "Ye-yes," and struggles to his feet.

Keeping your blaster aimed at Corban you wait for Maxon to come out of the room. You back out of the doorway, still keeping your blaster on Corban, and say, "Now if I see anyone following, you're going to be hiring even more people. And I'll come back. You leave me alone, and you'll never see me again. Got it?"

Corban nods, the fear still evident in his eyes.

You push the button to close the door and turn to Maxon. "Okay, we're just going to walk out of here. Don't talk to anybody and don't look around, got it?"

Gyr nods and starts to say something, but you cut him off. "No questions now. Let's just move and get out of here."

As you both move out of the hallway, you hope that no one in the kitchen notices you or asks you any questions. You tuck the blaster under your shirt, but keep your hand on it in case it's needed quickly.

*Go to section 85.*

78.

“It’s my job to find people,” you say. “I’m a bounty hunter. And my information says you might know something about him.”

Corban seems to have a dawning revelation and he grins at you. “Yes, yes, I know something about him. I know he’s a lowlife gambler who owes me several thousand credits.”

“Do you know where he might be located?” you ask.

Corban shakes his head as he leans back in his chair. “If I did, I’d probably wring his neck until I got my credits back. I take it you haven’t found any other leads on him?”

You watch him carefully, looking for any signs he might be lying to you. “Nothing else, unfortunately.”

“Well, I’m sorry I can’t help you more in locating him. I’d certainly like to get my investment back, with appropriate interest. If you do happen to find him, or find any leads to where he might be, perhaps you’d be kind enough to send the information my way,” says Corban.

You’re just quiet. You’re not sure what else to do now. This was the only good lead you had. Corban gets up from his chair and moves around the desk towards you. “I wish you the best in finding him, but I’m going to have to ask you to leave, as I’ve got a business to run here.”

He extends a hand towards the door, as if ushering you out. You thank him and turn to leave.

After collecting your weapons at the front, you venture out in the parking lot and down the street. You’re still puzzled about what direction you should go now.

*Go to Section 100.*



79.

You're too slow. The blaster rifle in the alien's hands fires a bolt before you can squeeze the trigger on your pistol. The shot catches you square in the chest, knocking you off your feet and to the floor.

You feel your breathe escaping you and you can't seem to inhale. Then everything goes black.

**You are dead.**

## 80.

Gyr moves with you and you both quietly move into the kitchen and back towards the nook where the access to the store room is. You make it there without the man even turning around. Once back into the store room, you carefully move him through the darkness to the service door.

Triggering the door, it slides open. You both move out into the relatively dark night of lower Coruscant.

Once you're more than a block away, Gyr asks you again. "I want to thank you for getting me out of there, but who are you?"

"Just someone that was sent to find you," you say. "Now let's get you to the police so they can take a look at your injuries and give you better protection."

"Sent to find me? Who sent you?" asks Gyr with more than a hint of suspicion in his voice.

*If you try to talk to Gyr into coming with you, go to Section 66.*

*If you just want to stun Gyr and haul him in that way, go to Section 90.*

81.

You wait – your blaster held at the ready. A figure appears in front of you. It's a Rodian carrying a blaster. You don't hesitate and fire a shot at him.

**Roll Blaster:**

*If you roll **8 or higher**, go to Section 76.*

*If you roll **7 or lower**, go to Section 99.*

## 82.

After about ten minutes of searching you manage to find a secured door. A quick shot with the blaster releases the lock and inside the room you find an unconscious and thoroughly beaten Gyr Maxon.

You scoop him up, carrying him over your shoulder.

You make your way back through the kitchen, past the two bodies in there, and back out through the store room and outside access door.

It's a lengthy hike, carrying the unconscious Gyr Maxon with you, but fortune is on your side and after a few blocks you happen across a Coruscant security patrol. You go through a round of questioning with them, but once you provide proof that you're a licensed bounty hunter, they agree to take you and Gyr to their security station.

Once there, you begin the boring task of filling out the paperwork to collect your bounty. Two thousand credits richer, you step out of the security station as the distant sky overhead begins to lighten. It's morning now, and just as it's a new day, it's also your first real step into the real world of bounty hunting. You think you'll like this job!

**The End.**

## 83.

You fire a shot, but the man is just too quick and you miss. He disappears out the door, leaving you standing over the dead Rodian. You figure that you've probably only got a few minutes at most before someone else shows up.

*If you decide you're going to check the area where the man ran out, go to Section 97.*

*If you decide to check the first door on your right, go to Section 88.*

84.

Deciding that action is better than words, and now knowing where all of Corban's thugs are located, you spin around and reach for the Rodian's blaster in the holster on his hip. He's stunned by your action, so he reacts only after you reach for his weapon.

**Roll Brawling:**

*If you get **10 or higher**, go to Section 75.*

*If you get **9 or lower**, go to Section 69.*

85.

You make it through the kitchen. It's still the busy time of the day, so everyone there is quite busy and pay little attention to you. You head back to the security droid who returns your weapons to you, and then you and Gyr Maxon move out on to the skywalk.

As you move away, you keep glancing back to see if anyone is following you. It appears you have gotten away. Hopefully Corban Kluut heeds your warning, because you don't want to have to cross his path again. He probably won't give you the chance to speak next time he sees you.

Fortune is with you and before Maxon can really start asking any questions you spot a Coruscant police patrol. You angle Maxon over towards them and then introduce yourself and your bounty to them. Only then does Gyr Maxon realize that you're a bounty hunter.

The authorities take him into custody and both of you are transported by speeder to a security station. There you fill out the necessary paperwork and are rewarded for your troubles. Two thousand credits richer and feeling quite pleased with yourself, you decide that you definitely like this bounty hunting business.

**The End.**

86.

You shoot, but you miss the man running at you. He dodges wildly as the blaster bolt whizzes by him. He fires a shot at you, but it strikes the ground a couple feet from you. You try to watch where he moves, but it's difficult to see in the darkness. You shoot again towards where you think he is, but the shot goes long and eventually strikes a distant building.

What you don't realize is another person following the first, who has come up and taken a bead on you. His blaster shot doesn't miss you and your vision erupts in a flash of light followed immediately by complete darkness.

**You are dead.**



## 87.

You manage to squeeze off the shot before the insect can fire its blaster rifle. With a shriek the alien falls to the floor and begins to flail around. You fire another shot to stop its screaming and flopping. It lies still.

You spin back around to see Corban looking stunned at what just happened. “Whu-whu-whu...” he stammers.

“Now you’re going to tell me where Gyr Maxon is located or I’m going to see what sort of pain you can endure,” you say with a sneer on your face.

Corban is noticeably shaken and holds up a hand as if trying to hold you back. “Okay, okay. Don’t shoot. I’ll tell you!” he says, his voice shaking in fear.

Obviously he never had to deal with any real threats with his henchmen around. You motion with the muzzle of the blaster. “Now let’s go...show me where he is. And don’t try anything sneaky, otherwise you’re getting a blaster in the back of the head.”

He walks around his desk, his eyes darting back and forth between the dead henchmen on the floor and you with the blaster pistol pointed at him. As he moves sluggishly, as though he’s in a stunned daze, to the door, you say to him. “And don’t say anything to the woman out there, either; otherwise things are going to get nasty real quick. Got it?”

He nods vigorously and his trembling hand touches the button to open the door. It slides open and you ready the blaster in case the woman is right outside. The coast is clear. Either she is waiting in hiding or the office is sound proof. With his henchmen and their weapons, you’re guessing the blaster shots went unheard by anyone outside the room.

As you follow Corban, keeping the blaster low so that it’s not easily visible, you follow him closely. You see the woman at the end of the short hallway. She looks over to see you and Corban coming down the hallway. You decide you’ll try to bluff your way past her. Shooting a blaster out here would bring a lot of attention that you don’t necessarily want.

Roll your **Con (Perception)**:

*If you get **11 or higher**, go to Section 77.*

*If you get **10 or lower**, go to Section 68.*

## 88.

You go through the first door on your right and find yourself in a short hallway. There is a refresher at the end of the hallway and one closed and locked door half way down on the right. You try once to open the door with the keypad, but decide you don't have time, so you blast the pad and the door slides open. Inside you find an unconscious and beaten Gyr Maxon.

He doesn't respond to you, so you pick him up and sling him over your shoulder.

As you move out of the room and back down the hallway to the kitchen, you hear voices from the front of the café. It appears others have shown up to find out what is going on.

You hurry through the kitchen and just make it to the store room when you hear the doors to the kitchen open and the sound of at least a couple people moving into the kitchen.

As you move through the darkened store room, carrying Gyr, you bump a stack of cartons and they fall over, making a noise that you're sure will draw attention. Sure enough, just as you get through the door to the outside, you hear someone shout and a blaster bolt slams into the door jam, just missing you.

Your only hope is to move quickly and hopefully use the cover of darkness to avoid being seen.

### **Roll Dodge.**

*If you get a **17 or higher**, go to Section 110.*

*If you get a **16 or lower**, go to Section 120.*

89.

Realizing that you're in a situation where you can't really get to Gyr Maxon without having to get into a potentially life threatening fight, you decide to give up on this particular bounty. Maybe bounty hunting isn't all it's cracked up to be. Maybe you should think about a new line of work.

**The End.**

90.

You bring your blaster around, toggling it to the stun setting and blast Gyr at close range. He drops like a rag doll to the ground. With a sigh of exasperation, you pick him up and sling him over your shoulder. A stunned person weighs a ton, especially if you have to walk any amount of distance. Still, it'll be worth it to claim the reward for bringing him in, and this is the only time you've had to use your blaster, so it's been a pretty good day.

You shuffle along with the unconscious Gyr on your shoulder for nearly half an hour before you run into a Coruscanti Police patrol. You have a brief chat with them explaining who you are and showing them your bounty hunters license and they help you by giving you a lift in their speeder.

Within the hour you're at the station and have filled out the appropriate paperwork to collect the bounty. 2000 credits will certainly help you out, and you're feeling a lot better about your career choice now.

**The End.**

91.

Your shot is square into the target's chest. He tumbles forward with his forward momentum and face plants into the ground. You hear other people further back and you decide to grab Gyr and move quickly while you can.

You can tell when you grab him that he did, indeed, catch the blaster bolt in his upper back. It was lucky, because that shot would have taken you out if you hadn't been carrying him. You sling his dead body over your shoulder again, but move out keeping a close watch on anyone who might be coming.

Thankfully, anyone who may have been coming after you must've been scared off when they found their dead buddy. So you avoid any further conflict. It isn't long before a Coruscant Security Patrol comes across you, brought to the area by the blaster fire. They take you in and announce that Gyr Maxon is dead. Well, at least he was still worth something when dead.

It's a long, long process at the security station and a lot of questions need to be answered. Several hours later and you're finally exonerated and allowed to claim the bounty on the dead Gyr Maxon. Even one thousand credits is better than a nothing, and certainly more than you had when you started.

While not the most successful bounty hunting experience, you at least survived and you got a modest paycheck from it. Bounty hunting is tough work, to be sure, but you think you'll stick with it.

**The End.**

92.

You shoot at the man running, but your aim is off. The bolt slams into a stack of cooking items and they go clattering to the floor. Unfortunately, the man distracted you long enough that the Rodian was able to draw a bead on you. His blaster bolt strikes you in the upper chest and pain explodes through your body before everything goes black.

**You are dead.**

## 93.

"I don't know who you think you are, but you're making a big mistake," says Corban, his voice low and serious.

You grin. "Maybe, but I figure it this way. Gyr Maxon is wanted. Your thugs weren't there looking for him...that much I could determine. So that means you've probably already got him. You were looking for something else. And I'm also pretty positive your goons didn't find it, whatever it was. And since you already have him, and haven't turned him in for the bounty on him, that means you've got some sort of angle. Now me, I'm just in this for the credits. I want Gyr Maxon because that is where the bounty is. You've probably got him. Dead. Alive. It doesn't matter to me, as he's worth credits either way."

Corban still eyes you suspiciously, but remains silent.

"So I propose this. You give me Gyr Maxon so I can collect the bounty on him. Then, while he's incarcerated by the authorities, you tell me what your thugs were looking for. I find it, and you pay ME for the job," you say.

Corban thinks a moment and breathes out heavily. "Why should I do that?"

"Two reasons," you say, holding up two fingers. "One, you obviously want something that Gyr Maxon has and I can help you find it...for a fee. Two, you're a little short on hired help."

"No thanks to you," says Corban.

You smile. "Right. No thanks to me. But obviously the people you've hired aren't as good as I am. Where they failed, I can succeed. Heck, I was able to figure your situation out."

Corban rubs his chin, and casts his gaze towards the ceiling. "So you say that I give you Gyr Maxon so you can collect the bounty, then hire you to find what my people were looking for. And I do this all because you're better at it than they are."

"That's about the gist of it," you say with a nod. "Plus, you'll have someone with my expertise available to you, IF you pay decently enough."

Corban turns sideways to the desk and continues to think. "You talk big, mister. But what assurances do I have that you won't just take him and then turn around and rat me out to the authorities?"

### **Roll Bargain (Perception)**

*If you get **9 or higher**, go to Section 118.*

*If you get **8 or lower**, go to Section 103.*

94.

You catch the running man right square in the middle of the back, sending him tumbling forward on to the floor.

You move quickly, around the dead Rodian and down the kitchen to where the man went down. You find him, lying face down on the floor, a smoldering black mark in the middle of his back.

You quickly look around to see if there is anyone else that might show up. You watch the door for a moment but no one else comes in. You figure it must have only been those two left in the café.

Even with no one left to contact anyone, you figure you don't have a whole lot of time so you begin your search of the rooms.

*Go to Section 79.*



95.

You don't notice the insectoid alien removing the blaster rifle from his shoulder. You don't notice him aiming at you at the subtle cue from Corban. You do hear the voice of Corban turning suddenly very angry, as if a snarl, and he says, "And you killed my people!"

The blaster from the rifle catches you in the head. Everything goes black.

**You are dead.**

96.

You've been made, and you're in no mood to fight a head to head battle. You turn and move as quick as you can back into the store room and through the darkened space. As you move you knock over any crates you can move.

As you open the access door to outside, the lights in the store room snap on. You duck to avoid the blaster shot that streaks by. You fire a shot back, not really aiming, just hoping to keep them from pursuing closely.

You run out into the darkness, checking behind you to see if the Rodian is following. Obviously your delay tactic of knocking crates down in the store room helped, because he isn't quick to follow. You get some distance between you and the café and hope that the darkness will also help in masking your escape. Taking a side alley between two buildings you manage to get far enough away in a random enough direction that you're sure any pursuit will have lost you.

This is definitely not the way you wanted to start off as a bounty hunter.

With the method of getting into the café extremely limited now, as you're sure they got a good enough look at you that if you show up again things will turn ugly real quick; you figure you'll have to take some other avenue if you still intend to collect on this bounty.

The next morning you decide that it's time to throw in the towel on this bounty. Maybe the next time you'll have better luck.

**The End.**

97.

You move towards where the man ran and find that it leads to the front door or back to the area where the offices are. You decide to go through the double doors to the hallway where the offices are located. You'll need to search quickly, because you don't know how soon that man will be able to call for more help.

You check the darkened offices quickly, just doing cursory glances, but finding no sign of Gyr Maxon. As you move back out into the darkened hallway, you hear voices from the front. It sounds like trouble has already arrived.

You crouch low in the darkened hallway and wait for anyone to show up. Listening intently, you hear the new arrivals go through the door into the kitchen area. It seems that they think you might be that direction. That must be where Gyr is located.

Still, you don't relish the idea of tangling with an unknown number of armed people now. You carefully move up to the double doors and peek between them. It looks like the coast is clear, and you know better than to try to move back through the kitchen.

Moving quietly, you pass through the double doors and head for the front door. You manage to get outside and see a speeder sitting in front. It looks like whoever is in there came here in this. You hop into it and fire it up.

Gunning it, you whip around and go racing away from the café in the darkness. You're not sure if they ever heard you leaving, but you're sure they'll find out soon enough that you've gotten away, and in their speeder.

You're pretty sure that Gyr Maxon was in the place, considering how quickly more help showed up and where they went to when they arrived. Now, however, they'll be sure to move him. So it's a safe bet that you'll never find him.

So this bounty is a bust. The most you can hope for is to sell this speeder for a little bit of funds. Not the best way to start out your bounty hunting career.

**The End.**

98.

You fire at the Rodian, but miss, blowing a hole in the door next to him. Unfortunately for you, he doesn't miss. The shot catches you in the shoulder and you spin to the floor in pain, your blaster skidding across the floor out of your reach.

You grit your teeth through the pain and try to push yourself to your feet with your one good arm. Just as you get to your feet, another blaster bolt catches you in the hip. You feel a searing pain and tumble back to the floor.

Your vision is beginning the blur from the intense pain and you try to drag yourself towards your blaster that lies about 2 meters away. Your legs don't seem to want to work and the stabbing pain in your shoulder makes any body movement a breathtaking experience.

You hear a strange chuckling behind you and you look back to see the Rodian looking down at you about a meter away from you. He says to you, "I don't think so."

You make one last lunge towards your blaster just as the Rodian fires another shot into your torso. The lights go out and all the pain stops.

**You are dead.**

99.

The Rodian is simply too fast for you, and his blaster fires before you can pull the trigger. Intense pain courses through your body and then everything goes black.

**You are dead.**

100.

Turns out you're just not made of the right stuff to be a bounty hunter. Maybe you should seriously reconsider your line of work and look for some sort of desk job somewhere.

**The End.**

## 101.

“If he was in trouble with a loan shark, who is one around these parts that might deal with someone like him?” you ask.

The Duros stops and sighs a moment, as if thinking. “Probably either Gekk Voorsa or Corban Kluut. They’re about the only ones that would deal with someone like Maxon.” He moves back up the stairs to the Sabacc section and nods to you while raising his drink. “Thanks for the drink, but I’ve got to get back to it.”

You nod at the Duros, and turn away. Then you have a quick thought. You turn back and ask towards the Duros. “I didn’t catch your name.”

He glances back. “You never asked. Nic Offet.” With that, he gives one more raise of his drink your direction, then turns away and sits back down at the Sabacc table.

*If you decide to go talk to the bartenders, go to Section 30.*

*If you decide to look into the loan shark, Roll **Streetwise (Knowledge)**:*

*If you roll **18 or higher** on your **Streetwise** roll, go to Section 60.*

*If you roll **17 or lower** on the **Streetwise** roll, go to Section 33.*

## 102.

You catch motion out of the corner of your eye as the insectoid alien removes the blaster rifle from his shoulder and aim it in your direction. Then Corban leans forward a bit and sneers at you. “And you killed my people!”

You fling yourself out of the chair just as the blaster bolt sails by. You don’t see where it goes, because you’re busy picking up the chair you once sat in and hurling it at the insectoid.

### **Roll Thrown Weapons (Dexterity):**

*If you get a **10 or higher**, go to Section 111.*

*If you get a **9 or lower**, go to Section 117.*



103.

"I'm not the type of person to double cross someone," you say.

Corban sighs. He slowly shakes his head. "You may be a bounty hunter. And you may be a good bounty hunter, but I don't trust you. Plus, you've cost me by taking out some of my people. If anything, I should be having you blasted right now. But you've got style. So I'm going to put it to you this way. You are going to get out of my establishment and forget about Gyr Maxon. And if I ever see you again, I WILL have you blasted, do you understand me?"

You can tell from the look of Corban that he isn't too happy and if you say the wrong thing you'll probably be leaving here in a body bag. You nod, not feeling so confident anymore.

"Now get out of here before I change my mind!"

He waves with both hands as if trying to fling you away. You get up and move on rather shaking legs towards the door. The insectoid alien watches you intently, as if daring you to try something. You don't.

After you collect your weapons from the security droid, you hurry out of the café, afraid to even look back.

*Go to Section 100.*

## 104.

You arrive at the Coruscant police station. The place is a hive of activity. One of the two police speeders parked out front lifts from the permacrete as you approach the monolithic building. Armored troopers can be seen moving about the area. Stepping through the towering doors, your weapons set off the security scanners built into its frame.

“Sir, you will need to turn over your weapons before you can go any further.” A man in dress uniform steps forward, “They will be returned to you when you leave.”

Checking your weapons with the man on guard duty, you continue to the front desk. After standing in three different lines, and wasting nearly an hour, you finally get to talk with someone who can help you.

A balding old CSF officer leads you to a small office. The room is painted stark white and is simply decorated. Motioning you towards a comfortable looking chair, he takes the matching chair across the small, functional desk from you, “I’m Captain Medally, I hear you have some information about Corban Kluut?”

“Yes,” you say.

You relay the information you have about Gyr Maxon and the information you obtained about him being picked up by Corban Kluut’s henchmen. You tell the Captain that you have every reason to believe that Gyr Maxon is being held at Corban’s Café.

The Captain is skeptical, but listens to you and takes notes on a datapad.

When you are done, he explains to you that he will look into the matter but since they only have your word to go on, they’re going to just go ask questions at Corban Kluut’s place. They can’t pull anyone in on suspected kidnapping.

He lets you know that they will contact you if any information comes up regarding the charges you are claiming and if anything does, you could be eligible for a thousand credit reward if the information leads to an arrest of Kluut.

Now it’s just a waiting game. You can’t really go in again to try to see if Gyr is at the place, as now the police are involved. And once the police go there and question, if they don’t find Gyr, you’ll probably never find trace of him again as Corban will just move him to another location.

You are released from the station and you go home with little hope of ever getting any sort of bounty or reward from this endeavor. This is definitely not the way you envisioned starting off as a bounty hunter.

**The End.**

## 105.

Your aim is perfect! You blast the woman square in the chest before she can get a shot off at you. She flies back against the wall and slumps to the floor. Corban tries to run, but you turn back quickly and grab him. “No you don’t! Now show me where Gyr Maxon is!”

You can see the fear in his eyes and you hear the panic from the patrons in the front as the sound of the blaster fire. He nods and leads you through the kitchen area where the various cooks nervously watch from one end...afraid to come near you or Corban.

He takes you another short hallway and to a locked door. “Open it up,” you demand, prodding him with the blaster.

He opens the door and inside you find a badly beaten Gyr Maxon. “Help him up, and hurry up,” you say, checking the area from where you came.

It wouldn’t be too long before the Coruscant police showed up. Corban pulls Gyr to his feet and helps him out of the room. You loop one arm around Gyr and keep the other hand free with the blaster. “Now you and I are going to go outside and wait for the authorities. And if anyone else tries to blast me before they arrive, you’ll get a shot in the back. Are we clear?”

Corban nods fearfully. He doesn’t look like the pompous, full of power person that you first met.

You, helping Gyr, escort Corban back out, through the now vacant kitchen, and back towards the front.

Just as you’re reaching the front door, you hear the sirens of the arriving Coruscant police. During that brief moment, the security droid at the front door moves suddenly and fires a blaster at you. Thankfully you noticed just in time, and the droid’s shot only clips you on the side. Wincing in pain, you blast the droid, sending it tumbling to the floor in a smoking pile of metal and sparks.

*Go to Section 116.*

## 106.

You shoot at the running man, catching him in the upper right shoulder. He spins as he continues forward and ends up tumbling head long into the Rodian in the doorway. They both crumble to the floor out of view. You duck back into the nook where the access to the store room is. What are you going to do?

*If you feel you can square off against the Rodian, go to Section 108.*

*If you just want to get out of here, go to Section 96.*

107.

Your shot is on the money, and the Rodian catches the blaster shot squarely in the chest. He falls back, the blaster fall from his hand. You don't hesitate and grab Gyr, throwing him over your shoulder to carry.

You make you way past the dead Rodian and back into the kitchen. Not wanting to stick around, you head for the store room. After moving through the darkened room, you get back outside. Just as you're stepping outside, you hear someone shout from inside and the light comes on in the store room. Whoever is back there, you don't want to stick around to chat with them.

*Go to Section 110.*

108.

You wait for the Rodian to come around the corner. He is ready for you, however, and comes into view in a crouched position, firing a shot at you. You both fire at the same time. Your shot catches him in the shoulder. Unfortunately, he's pretty accurate too. His blaster bolt catches you in the midsection. You feel shooting pain as it causes your body to curl up and you collapse to the floor.

You can't act and are barely aware that the Rodian has gotten back to his feet and is standing over you. You hear the blaster shot that ends your life.

**You are dead.**

109.

“You’ve got a pretty high opinion of this data pad you have. I think you need to be taken down a peg or two,” says Corban.

You raise your hand. “Wait just a minute. This is a negotiated amount. You tell me what you want to pay for this data pad with your information on it.”

Corban noticeably flinches. “You have this data pad?”

You pause a moment, thinking. “Yes.”

“Good. Now it’s mine,” says Corban with a sneer.

A wave of his hand elicits a blaster shot from behind you. You feel the bolt strike you back and you fall to the floor with a yelp of pain. You blink back the pain and try to move but you find your legs aren’t working. You look up to see Corban standing over you.

He reaches down and pats your body, searching for the data pad. Soon he finds it. Pulling it free he nudges you with his foot. “Foolish bounty hunter. Thanks for returning my information to me. Now I can get rid of both you and Gyr.”

The second blaster shot causes the darkness to overwhelm you.

**You are dead.**

## 110.

You move as fast as you can while carrying a person. At least Gyr is unconscious so he won't complain about all the jostling. The darkness also helps too.

Two blaster bolts streak through the darkness, missing you by more than a meter.

Moving quickly into a side alley, you hide behind a large container for a while, your blaster at the ready in case they happen to find you.

After half an hour, you're pretty sure you've evaded them completely. You pick up Gyr again and start making your way further from the café.

Just about the time your legs were going to give out from carrying Gyr, you happen across a Coruscant Security Patrol. After explaining the circumstances and proving that you are a licensed bounty hunter, you are given a lift in their speeder and Gyr is given medical attention.

When you make it to the security station, you go through another round of questioning and once it's determined that you're not the guilty party for the beating of Gyr Maxon, you are allowed to fill out the proper paperwork to claim your reward.

A couple hours later and you are finally done. The activity of this very long day has taken its toll on you and you just want to go home and crash. Unfortunately, you've got to wait longer to actually collect your due credit.

By early morning, you are finally rewarded for your patience and you are able to walk out of the security station with a pocket full of credits and a tired but proud feeling of accomplishment.

While the work is tiring, and a bit dangerous, you think you could really get to like being a bounty hunter.

**The End.**



## 111.

The chair flies at the alien and catches him perfectly, causing his second shot to fly up into the ceiling. As he is thrown back against the wall, the blaster rifle falls from his hands. You race over to scoop up the dropped weapon before the alien has a chance to recover.

The wicked looking blaster rifle in hand, you fire a shot into the alien. The bolt melts through the tough, hardened carapace of the alien and a chilling screech emits from the alien before it dies.

You spin around to face Corban and realize that the first shot the alien fired -the shot meant for you- had hit Corban. The furry loan shark didn't stand a chance against the blaster bolt. He still sat in his chair, but the front of his chest was all blackened and the hair was scorched around a hole through him and the chair.

You're lucky the room is protected from sound, otherwise this could turn a lot uglier. You know you can't go out with the blaster rifle, so you'll have to leave it. And unfortunately with the death of Corban, you don't have any other leads.

You toss the blaster rifle on to the lifeless body of the alien and collect yourself. Touching the access to the door, it slides open and you step out into the hallway, closing the door behind you.

After collecting your weapons from the security droid you exit the café and walk swiftly away from the building. You don't want to be around when someone goes into that office.

*Go to Section 100.*

## 112.

“Simple, they were at his place. That means you know about him,” you say.

Corban leans back in his chair. “My people were looking for him, yes. But I only know what you know...that he has a bounty out on him. I was hoping to find him in order to collect on the bounty.”

“And why would you, the owner of a café, want to get the bounty on someone like Gyr Maxon?” you ask incredulously.

Corban waves a hand, as if shooing away a pest. “Simple. He owes me money. I was hoping to find him and turn him in to collect on the bounty in order to get repaid. Call it a return on my unfortunate investment.”

You’re puzzled. You thought you had this figured out, but it seems that you guessed wrong. Corban is nothing more than a loan shark that wants money. “So you don’t know anything about where Gyr Maxon is located?”

Corban taps his desk top with two of his fingers. “Other than where he lived, nothing. My people were trying to find out more information.”

### **Roll Perception:**

*If you get **12 or higher**, go to Section 102.*

*If you get **11 or lower**, go to Section 95.*

## 113.

You go to the café, the next day, hoping to arrange a meeting with Corban. Surprisingly, almost forebodingly, you are allowed to go see him in his office. You find yourself in the relatively sound proof office along with Corban and a tall, insectoid alien armed with a deadly looking blaster rifle.

Once the door is shut, Corban laughs at you and waves his hand towards the alien. “You think we didn’t recognize you from your stupid intrusion here last night?”

The first blaster shot strikes you in the leg, nearly burning through it completely. You fall to the floor, writhing in pain. Corban continues talking. “You come in here, obviously looking for Gyr Maxon. Well now you’re going to be able to join him.”

The second blaster shot strikes you in the upper torso, seizing your lungs. You black out.

**You are dead.**

## 114.

Your shot pegs the Rodian, right in the face. He drops like a bag of kubble stones. Unfortunately in the time that it took for you to shoot the Rodian, the man is gone from the kitchen. You don't have much time now.

*If you decide to leave, go to Section 119.*

*If you decide to search where the man ran to, go to Section 97.*

115.

Your aim is a bit off, and your blaster shot catches her in the leg. The pain throws her shot off a bit too, and you catch the blaster bolt in the right shoulder. The pain is searing!

Corban takes the opportunity to run away, you're not sure where to. You push your way through the double doors and see people scattering away from you in every direction.

You dash towards the front of the café. The security droid moves to intercept you and you fire a shot, catching it in the head. The droid comes to a stop with a sparking, smoking mess of tangled metal and wires where its head once was. You bust through the front door and out on to the street. A hover car is just pulling in and you aim your blaster at the driver. The terrified alien inside, a Verpine, raises its hands and you move over, open the door and pull him out.

Just as you slide into the driver's seat, the female bursts out of the café, limping but plenty angry. She sees you and fires a shot, hitting the front of the vehicle.

With the door still open, you fire another shot her direction, causing her to dive to the ground to avoid being hit. While she's still down, you throw the hover car into drive and gun it. The car scrapes by a vehicle, clips a couple more and eventually clears the parking lot. Two more blaster bolts slam into the back of the car as you rapidly put distance between you and the café.

You look at your shoulder and see a nasty hole in it. You can't move your right arm at all. Looks like you're going to visiting a bacta tank for a while...if you could afford one.

Seems bounty hunting isn't all that it's cracked up to be. You managed to lose your weapons, get shot, and you haven't earned any credits for your trouble. Not a good way to start your career.

**The End.**

116.

Immediately you're set upon by the Coruscant police. They take the blaster from you and all three of you are taken into custody.

You're transported off to the security station for questioning and to get Gyr Maxon some medical attention.

A day later, after intense questioning and re-questioning, you are finally released. It turns out Gyr Maxon helped you out by explaining to authorities that Corban had taken him prisoner and had beaten him. Turns out Gyr also had a datapad with very incriminating evidence on it. Corban was going away for a very long time.

You got the bounty for bringing in Gyr Maxon. He got the reward for leading to the arrest of Corban Kluut. You got to spend the next week healing up from the blaster shot the droid gave you, but you didn't mind...you now had a pocket full of credits.

**The End.**

117.

You throw the chair at the alien with the blaster rifle, but your aim is off. The chair slams into the wall of the office to the right of the alien. Rats!

Unfortunately the alien's next shot doesn't miss you. The blaster rifle puts a shot clear through you.

As you fall to the floor, your vision rapidly turning dark, you realize that maybe bounty hunting isn't for you.

**You are dead.**

118.

You smile. “I’m a bounty hunter. I work for pay. You pay me, and I guarantee you I can do the job.”

Corban rubs his chin, his ears twitching a little.

After a rather awkwardly long silence, about the time you start to fidget just a bit, he speaks again. “Alright, stranger. You have yourself a deal. You can retrieve Gyr Maxon and turn him in and collect your bounty. Then you can find my missing item. You come back here after you get your bounty and we can discuss the item and the pay. But I’ll warn you now. If you try to pull anything on me, and you’ll end up the same way as Gyr Maxon. Understand?”

You nod, a grin forming on your face. “Completely.”

You’re taken out of the office, through the kitchen, and down another hallway. There, Corban opens a secure door and inside you find the dead body of Gry Maxon. He looks like he was beaten severely before dying.

You take Gyr Maxon’s body, wrapped up so as not to disturb anyone, and turn it in at a Coruscant security station. You claim that you found him beaten and dead in an alley.

After rather boring and monotonous piles of paperwork, you eventually collect your 1000 credits for the bounty on Maxon and then head back to the café for your next job. You figure you’ve got a pretty good gig lined up. Credits in your pocket and more work ahead; this is turning out to be a pretty good start to your bounty hunting career!

**The End.**



119.

You decide it's time to leave, so you move back through the store room and then out the access door and into the darkness. You get well away, with no one apparently following you. Shooting the Rodian must have taken care of any immediate pursuit.

Deciding that there's nothing more you can do tonight, you head for home.

*Go to Section 100.*

120.

Two blaster bolts are fired at you, one whizzes past your head, the other strikes you. You and Gyr go tumbling to the ground. You're surprised that you don't feel any pain from the strike, but then you realize that it wasn't you that was hit. It must have been Gyr that caught the blaster bolt. You push yourself into a sitting position and look around.

You see a figure moving through the darkness towards you and you fire a shot.

**Roll Blaster:**

*If you get a **12 or higher**, go to Section 91.*

*If you get an **11 or lower**, go to Section 86.*

121.

Corban twists his lips into a knot and thinks. “You’re a shrewd customer,” he says. “But I’ll pay you the thousand if the data pad you have is the one I’m looking for. Do you have it?”

You nod and produce the data pad from under your shirt. “Right here.”

Corban moves over and takes it from your hand, eyeing you. He turns it on and looks over a few pages of information. Then he says, without looking up from it. “You just want a thousand credits, nothing more, right?”

You nod. “That’s all I’m looking for.”

Corban nods and walks back to his desk with the data pad in his hands. Once there he opens a drawer and puts the data in it. Then he opens another drawer and pulls out a small box. He sets it on top of his desk and looks at you. “I’m giving this to you, but if I find there’s a copy of this information out there, I’ll come looking for you. And I can guarantee that I’ll find you.”

“I have no doubt,” you say.

He pulls out a stack of credits and quickly eyes the amount. Then, sliding it across the desk towards you, he says, “There you go. One thousand credits. No more questions and I don’t want to see you again. Got it?”

You step forward and grab the credits. “I got it.”

You’re escorted back out to the front, collect your weapons and then leave the café. The bulk of one thousand credits feels nice in your pocket. While you didn’t get Gyr Maxon, you did manage to net yourself a nice payday. Not quite what you had in mind for bounty hunting, but you won’t complain.

**The End.**