

STAR WARS®

ROLEPLAYING GAME

Positive ID

A Free *Star Wars*
Mini-Adventure For Any Era

By JD Wiker



DESIGN
JD WIKER

EDITING
RAY AND VALERIE VALLESE

CARTOGRAPHY
ROB LAZZARETTI

TYPESETTING
NANCY WALKER

WEB PRODUCTION
JULIA MARTIN

WEB DEVELOPMENT
THOM BECKMAN

ART DIRECTION
ROB RAPER

LUCAS LICENSING EDITOR
MICHELLE VUCKOVICH

STAR WARS RPG DESIGN MANAGER
CHRIS PERKINS

VICE PRESIDENT AND DIRECTOR OF RPG R&D
BILL SLAVICSEK

U.S., CANADA
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77

www.wizards.com/starwars www.starwars.com

This d20 System™ game utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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“Positive ID” is a *Star Wars Roleplaying Game* mini-adventure for four player characters of 6th level, though it can be adjusted for heroes of any level. It is designed for use in the Rebellion Era, but it can easily be adapted to the Rise of the Empire period or The New Jedi Order Era. “Positive ID” puts the heroes in the middle of a Nar Shaddaa nightclub stuffed full of all manner of aliens from the *Ultimate Alien Anthology*. When something goes wrong, the heroes will need their combat prowess to get clear, but a good Spot check and Knowledge (alien species) is vital, as well.

If you plan to play a character in this adventure, don’t read any further. The information below is meant for the Gamemaster’s eyes only.

To play this adventure, you need a copy of the *Star Wars Roleplaying Game* revised core rulebook and the *Ultimate Alien Anthology* sourcebook.

Background

This section contains a synopsis of the adventure, information on adjusting “Positive ID” for different eras of play, tips about aliens, details about the *Corusca Gem* Casino, and ways to get the heroes involved.

Adventure Synopsis

The heroes need to purchase something a little . . . under the table. The Hutt to see on Nar Shaddaa is Torga, but Torga is fairly paranoid after a recent death threat. Torga arranges for the heroes to talk to his lieutenant, a Zabrak named Nak Simm. Nak is a good judge of character; if he decides he can trust the heroes, he has permission to bring them to Torga’s estate: an extravagant penthouse apartment in a well-to-do neighborhood of Nar Shaddaa. Torga explains this to the heroes via comlink, and then tells them not to bother him until they’ve been cleared by Nak.

But en route to the meeting, Nak is murdered by a Clawdite assassin working for Moska, another Hutt who wants to take over Torga’s spice-smuggling operations. Moska can pull it off if Torga doesn’t meet with Jolla, another Hutt seeking an alliance with Torga. Moska’s goal is to foil that alliance without actually eliminating Torga, since Hutts disapprove of assassinations (of other Hutts, anyway). However, if Moska can make Torga look incompetent in front of Jolla, or if he can convince Jolla that the assassination attempts against Torga make him too big a risk to Jolla’s own safety, then Torga loses, and Moska wins.

The Clawdite assassin, Nomo Sliken, murders Nak and assumes a Zabrak form (though not specifically Nak’s), and then shows up at the meeting with the heroes. He tries to give the heroes such a hard time that they can’t help but refuse, thus ruining the deal and making Torga look incompetent. But before the meeting is concluded, Nak’s body is found, Torga is notified, the heroes are presumed to be responsible, and a party of his thugs burst in, looking to drag them off to face Torga’s justice.

In the confusion, Nomo rushes into the crowd and tries to slip away, assuming a number of disguises in an attempt

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to lose himself. To prove their innocence, the heroes have to catch Nomo before he gets outside.

Adjusting for Era

With a little tweaking, “Positive ID” will work in any *Star Wars* era. The most difficult would be The New Jedi Order era, since the Yuuzhan Vong terraform Nar Shaddaa within the first year of the invasion. Otherwise, the GM shouldn’t have to make any significant changes.

Know Your Aliens

“Positive ID” is sprinkled with tidbits about alien species, some of which are important to the action. Throughout the adventure, the text offers opportunities for the heroes to attempt Knowledge (alien species) checks to pick up on interesting or intriguing facts. As the GM, you should never offer that a check is possible, and if the players ask to make one, you should roll the check secretly, so the players can’t see the result. Much of the information they can learn in this fashion appears in the *Ultimate Alien Anthology*.

About the *Corusca Gem* Casino

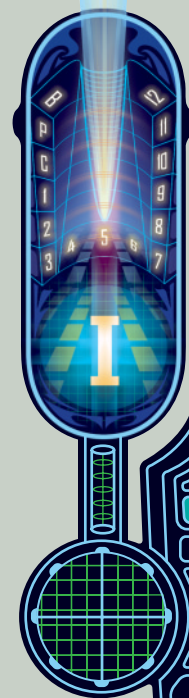
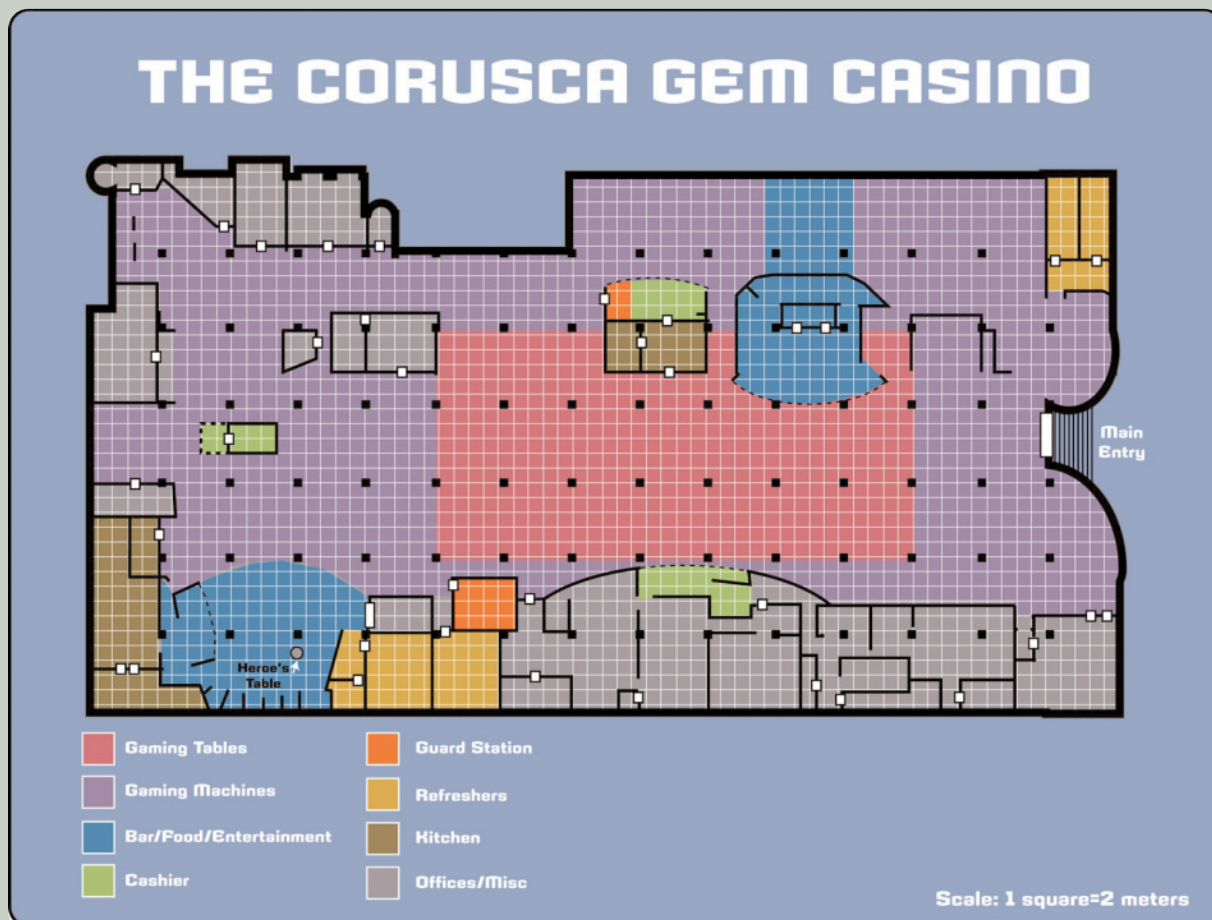
The *Corusca Gem* Casino lies in a rough neighborhood but tries desperately to attract the high rollers. The outside of the casino is brightly lit and accessible, while the inside is a bit dimmer, with some positively dark corners here and there.

You can use the following descriptions to give the players a clearer picture of what the *Corusca Gem* Casino looks like. Read these aloud as the heroes explore each area of the casino. If you wish, you can hand the players a photocopy of the map once they’ve explored the casino in full.

Main Entry (outside): The noise and industrial stink of mid-level Nar Shaddaa mingles with the shouting of the barkers and the down-and-out reek of desperate gamblers at the glaringly lit entrance to the *Corusca Gem* Casino. Burly bouncers—hissing Barabels, grunting Gamorreans, and one massive Herglic—glare at everyone, coming or going, as though just looking for an excuse.

Knowledge (alien species): DC 10—Herglics have a weakness for gambling. That might explain why this bouncer is stationed outside, away from the action.

Main Entry (inside): Just inside the doors of the *Corusca Gem* Casino, the noise hits like a concussion grenade. As far as the eye can see, gamblers of myriad species mill around hundreds of gaming machines and tables, throwing away their credits. Dozens of waitresses circulate through the crowd, carrying trays of drinks and snacks. The whole place is dimly illuminated, with little pools of light here and there. But the noise is nearly deafening: gaming machines ringing,



beeping, and clattering; gamblers howling, hooting, and shouting; and almost hidden underneath it all, clashing, raucous music that some species probably finds soothing.

Front Bar: Half a dozen bartenders move back and forth between a bank of drink synthesizers, mixing cocktails for the forty or so different aliens gathered at the bar, and a never-ending stream of waitresses coming and going.

Lounge: Behind the front bar, a small lounge caters to the more privileged customers, safely cut off from the noise and the chaos of the less fortunate gamblers—and protected by a vicious-looking Human bouncer. The little lounge is packed with Toydarians—a private party, or maybe just a tour group. A pair of Rybet waitresses stand by, looking alternately irritated and confused.

Knowledge (alien species): DC 18—Rybets evolved from batrachians. A room full of small, fluttering creatures is probably making them feel slightly hungry—not that they'd actually eat the Toydarians; they'd prefer insects. If they look irritated, it's most likely because Toydarians are notoriously bad tippers, but nonetheless extremely demanding.

Cashier: The cashier's cage is a heavily barred affair, with a thick wall of transparisteel between the cashier inside and the line of slobs outside. An armed guard watches the line warily, tapping a stun baton on the side of the cage restlessly.

Back Bar: The bar at the back of the casino is a cozier affair: three bartenders, half a dozen waitresses, and a few isolated, intimate tables. The people back here don't want to be seen; they're here to do business. There's not a bouncer in sight, but the bartenders look more than capable of handling any minor disturbances. For that matter, so do the waitresses.

Refreshers: Several different doors mark which species can be served in which stalls. The refreshers might be cleaned several times a day, but with the constant stream of customers coming and going, the place is a mess. A spot of blood on the floor indicates that the bouncers use this place as an office to explain economics to overextended gamblers.

Gaming Machines: Hundreds of beings of all species sit at row upon row of beeping, chirping, flashing game-comps, hoping to hit that one random combination that sets them up forever in a life of luxury.

Gaming Tables: The center of the *Corusca Gem* is the game pit. Dozens of tables, lined with gamblers of three times as many species, buzz constantly with the rhythm of the Hutt stock exchange. The dealers, dressed in exotic uniforms, hustle games of sabacc, three-handed princess, rebo, and a host of other games, while the pit bosses—Devaronians, Togorians, Shistavanen, a Besalisk, and even a Wookiee—keep a watchful eye on the commerce.

Kitchen: The kitchen bustles with activity: Ortolan chefs working at make tables; Togruta pastry chefs putting

together delicate dishes; Gossam busboys washing dishes. The place is filthy with grime and garbage, but everyone's too busy to care.

Guard Station: Gruff security guards—Advozses, Iktotchi, and muscle-bound Grans—stand grimacing at various doors and strategic points throughout the casino.

Getting the Characters Involved

The heroes need to be on Nar Shaddaa for this adventure to work as written, but you can set it on any reasonably lawless world in the galaxy—preferably one with a significant Hutt presence.

Why do the heroes need to deal with a Hutt? That's up to you and the specifics of your campaign. The characters could be looking to buy Imperial-issue military weapons for the Rebel Alliance, or maybe hoping to trade information with Torga about the Separatists. Maybe they just need to get off Nar Shaddaa—quietly—but they don't have their own ship. Their reason for going to Torga the Hutt should be specific enough that no one else can help them, and desperate enough that they can't afford to wait around until Torga is feeling less paranoid.

Scene 1: Waiting for Nak Simm

The heroes arrive at the *Corusca Gem* Casino and get the lay of the land while waiting for Nak Simm to arrive. Read the following aloud:

The casino is packed. The floor is crammed with gaming machines surrounding a central pit filled with gaming tables. To your right, you see a bar and an enclosed lounge, and you recall that Torga the Hutt told you that his agent, Nak Simm, would meet you in the bar. But no one approaches you. Perhaps this Nak Simm is waiting further back in the casino somewhere.

Let the heroes wander around the *Corusca Gem* for a little while, if they so desire. Read the description of each area, and allow the heroes to explore and interact. Most of the people they meet are, at best, only interested in gambling with the heroes or finding a way to take advantage of them. Feel free to run with any scenario that springs to mind; casinos are often full of bizarre characters with equally bizarre motives.

Eventually, one of the heroes is bound to discover the back bar, which is where they're actually supposed to meet Nak Simm. But he hasn't arrived (even though by now he might be considered late for the meeting). The heroes can look around, but the patrons back here are not very open to being scrutinized by strangers. Any hero who makes a Spot check to try to find Nak Simm should also make a Diplomacy check (DC 15) as well. (You can modify the DC based on the thoroughness of the hero's attempt.) If the Diplomacy check fails, a pair of thugs approach and try to chase the hero away. (See Supporting Cast, below.)

Checking Up on Nak Simm

If the heroes attempt to contact Torga to find out where Nak Simm is, Torga doesn't answer. He's in a meeting with Jolla the Hutt, and he doesn't want to show disrespect to his potential business partner by taking a call in the middle of the meeting. Torga ignores the first and second attempts to contact him, then hurls his comlink to the far corner of the chamber and orders another of his lieutenants, an Arkanian named Thraka Duroth, to find out who is bothering him and make sure that person suffers.

Thraka Duroth is a bit more understanding than Torga, but he does tell the heroes not to call again. If the heroes ask him about Nak Simm, though, Thraka tells them that Nak contacted him a short while ago to say that he had been delayed—but Thraka adds that Nak should have arrived by this time. He says he'll look into it and cancels the connection.

His suspicions aroused now, Thraka gathers several of his henchmen and departs Torga's estate in search of Nak Simm. He eventually arrives at the *Corusca Gem* Casino; see Scene 3, below.

Scene 2: Nak Simm Arrives

Just as the heroes are thinking of giving up waiting for their contact to show, Nak Simm arrives and begins the bargaining session. Read the following text aloud:

Abruptly, a dark-skinned Zabrak wearing a loose-fitting robe hurries toward you, with a small number of bodyguards in tow. "My apologies for keeping you waiting," he tells you. "I was unavoidably delayed. I am Torga's representative, Nak Simm. Shall we be seated?"

This is Nomo Sliken, the Clawdite, posing as Nak Simm. Assuming that the heroes are still interested in doing business with Torga, "Nak" waves his bodyguards off in the direction of the gaming machines and settles down to talk with the heroes. By way of apologizing again, he orders them all drinks, as well as one for himself.

Knowledge (alien species): DC 20—Zabraks have exceptional constitutions, and the drink "Nak" has ordered for himself would probably act like water on his system. If the heroes comment on this, he tells them that consuming harder drinks is the reason he was delayed.

"Nak" begins by asking the heroes why they want to see Torga the Hutt (even if they've already explained this to Torga himself). He listens seemingly attentively for a few moments, but then his focus begins to wander around the room. When the heroes stop speaking to him, he looks back, as though he's just noticed them, and tells them that he was distracted—and asks them to explain again.

This is part of Nomo Sliken's strategy to annoy the heroes and ruin their chances of making a deal with Torga. He also

tries other tactics, such as: asking the heroes why they don't simply try someone else; asking if the heroes have ever done business with other Hutts (and the names of those Hutts); repeating questions that have already been answered earlier in the conversation; asking them for something to write on; and so forth.

Finally, when it appears the heroes are good and frustrated, "Nak" says, "Well, I believe that you and Torga can do business." Then he quotes a figure that's easily 20 times what the merchandise (or information, or service) is worth—and far more than the heroes are likely to have. "That's Torga's price," he tells the heroes. "Take it or leave it."

Scene 3: Mistaken Identity

While the heroes are still digesting what "Nak" has told them, Thraka Duroth enters, in a high fury. He tells the heroes that he found Nak Simm's body, and that the Zabrak they're speaking to isn't the real Nak. Then things get crazy. Read the following text aloud:

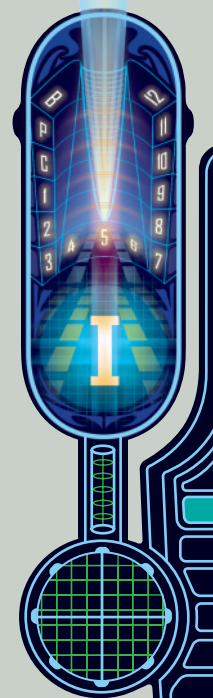
There's a clattering crash as an angry-looking, white-eyed humanoid pushes past a waitress, causing her to spill a tray of drinks. The humanoid, accompanied by eight or ten thugs, strides right up to where you're seated, slams his fist down on the table, and says, "Well, you got your wish. You'll get to see Torga, all right. But you're going to wish you hadn't. Get up. We're leaving."

Thraka has just come from the alleyway where Nomo Sliken dumped Nak Simm's corpse. Assuming that the heroes murdered Nak, he's come to drag them off to face Torga's wrath, completely unaware that the real murderer is sitting right at the table. (Remember, Nomo assumed the form of a Zabrak, but not the specific form of Nak Simm, so Thraka doesn't recognize him.)

The heroes, no doubt, want to know who this Arkanian is and what they've done to earn his anger. Thraka doesn't take kindly to the characters playing dumb, telling them, "You can't hide your tracks from a tracker. I just found Nak's body where you dumped it in that alley."

While this exchange is going on, Nomo is carefully putting his hands on the edge of the table. If the heroes look at him for clarification, he just shrugs as though he's terribly confused by the whole exchange.

On the other hand, if at any point the heroes regard him with suspicion—but don't immediately start shooting—Nomo simply throws the table at them (in the surprise round). Then, during the first regular round, he bolts for the nearest dark alcove (using his Heroic Surge feat to get there and still act). In the process, he uses his changeling abilities to alter his form to that of a Neimoidian, dumping his robe in the shadows (since a Neimoidian wearing the same robes would be a dead giveaway). When he reaches the alcove, read the following text aloud:



A high scream erupts from the shadowed alcove, followed by shouts of surprise. Suddenly, several aliens pile out of the booth, scattering in all directions. "Thermal detonator!" one of them yells, bolting toward the gaming machines. Hearing this, patrons in nearby booths likewise scatter, screaming. The Arkanian at your table throws himself flat on the ground, as do his henchmen.

If the heroes also seek cover, Nomo Sliken, disguised as the Neimoidian who shouted about the thermal detonator (which doesn't exist, of course), uses the opportunity to dash for the main entry. But if one or more of the heroes declares that he's keeping an eye on the crowd rather than taking cover, the character can see that the Neimoidian is wearing a skintight bodysuit (which is actually Nomo's real skin, since wearing nearly nothing makes it easier to rapidly change "clothes") and carrying a blaster pistol.

Knowledge (alien species): DC 10—Neimoidians are natural cowards. Seeing one carrying a blaster pistol is unusual, but not out of the question. DC 12—Neimoidians don't like confining clothing. DC 15—Neimoidians don't like physical exertion, and this one's running like an athlete.

If Nomo notices that one of the heroes is watching him, rather than taking cover, he takes a shot at that character, hoping to prevent him from alerting the others. Otherwise, he just keeps running through the crowd, headed for the front door.

Chasing Aliens

If the heroes begin pursuing Nomo Sliken through the *Corusca Gem* Casino, the Clawdite has a few advantages: First, he can change his appearance as an attack action, meaning that he can plow into a knot of people and change into something else before he gets up, which could confuse the heroes. Second, he still has his retinue of thugs back at the gaming machines. In fact, they keep Thraka's thugs busy, so you don't need to keep track of so many extraneous characters. And unless the heroes need his help, Thraka stays with his henchmen.

What's working against Nomo is that the casino is crowded; he can't simply run for the door, but must instead duck and weave through the crowd. Not only does this slow him down, but it leaves an easy-to-follow "wake." The heroes need not keep Nomo in sight to follow him; they need only make a Spot check against DC 10 to notice the trail of people he's bumped into, knocked over, or otherwise disturbed.

The straight route to the main entry would normally take about four rounds, if Nomo didn't do anything but move in a relatively straight line. However, since Nomo is taking time to change his appearance every time he passes through a crowd, and because there are so many knots of people, he won't reach the door for 2d4+4 rounds.

Running: Each round that the heroes are still on his trail, Nomo simply heads for the door. Assuming that the heroes

don't stop, they can at least stay on him. If they're faster than he is, they'll eventually catch up to him.

Shooting: Heroes who try to shoot at Nomo through the crowd are in trouble. First, Nomo gets 2d4 × 10% cover because of all the people. Second, blaster-fire in the casino brings security guards from every direction, converging on where the shots came from (even if the person who fired is no longer there).

Hiding: If Nomo loses the heroes, he stops to change forms and tries to blend in until he can reach the door. Heroes who make a successful Spot check (DC 15, rolled by the GM) get a Knowledge (alien species) check to see if they notice something odd about this or that alien—something that would give the individual away as a Clawdite impersonating an alien.

You should simply choose one of the forms below whenever Nomo has a chance to change his appearance. The Clawdite won't use the same form twice if he's been discovered; he doesn't have enough control over his forms to include subtle differences between one Ryn and another, for example.

Ryn Gambler: Knowledge (alien species), DC 15—Ryn are infamous for their lack of hygiene, something that the Bith standing next to this Ryn would find intolerable. But the gambler doesn't stink.

Farghul Waiter: Knowledge (alien species), DC 15—Farghul are extremely self-conscious about their appearance, and they always wear elaborate clothing and lots of jewelry. The one heading toward the lounge has no jewelry.

Zehethbra Bouncer: Knowledge (alien species), DC 10—Zehethbra are irritable and moody. Those who disturb a Zehethbra's personal space are usually in for a loud and violent display, if not a face full of Zehethbra biochemical spray. Despite being in the middle of a crowd, though, this one seems not to mind.

Krish Gambler: Knowledge (alien species), DC 15—Krish love games so much that they can barely stand to *not* play. The one walking past the gaming tables isn't even slowing down, though.

Supporting Cast

For most of the people in the *Corusca Gem* Casino, you can use various archetypes from Chapter 14 of the *Star Wars Roleplaying Game* revised core rulebook. The outlaw, smuggler, thug, and trader archetypes would be good choices. For the casino staff, use the administrator archetype; for security staff, use mercenaries; the bouncers are thugs.

Specific individuals in the casino are listed below.

Nomo Sliken, Clawdite Assassin

Nomo Sliken is a Clawdite killer who found his way into Moska's employ after coming to Nar Shaddaa. Nomo is inventive and fearless, but also cautious. He uses his natural Clawdite talents to maneuver his targets into making a fatal mistake, and then he simply takes advantage of that mistake.

Nomo Sliken: Male Clawdite Scoundrel 6/Changeling 4; Init +6 (+2 Dex, +4 Improved Initiative); Def 17 (+5 class, +2 Dex); Spd 10m; VP/WP 67/16; Atk +8/+3 melee (2d4+1, vibrodagger) or +9/+4 ranged (3d6, blaster pistol); SQ Shapeshift, illicit barter, lucky (2/day), precise attack (+1), impersonation, master linguist, quick change (attack action), minor transformation; SV Fort +6, Ref +9, Will +5; SZ M; FP 4; DSP 8; Rep -2; Str 12, Dex 14, Con 16, Int 12, Wis 12, Cha 13. Challenge Code D.

Equipment: Blaster pistol, vibrodagger, comlink.

Skills: Bluff +14, Disable Device +8, Disguise +17, Escape Artist +8, Gamble +7, Gather Information +7, Hide +13, Knowledge (alien species) +14, Knowledge (streetwise) +14, Move Silently +13, Read/Write Clawdite, Speak Clawdite, Speak Huttese, Spot +4.

Feats: Dodge, Heroic Surge, Improved Initiative, Low Profile, Mobility, Skill Emphasis (Disguise), Weapon Group Proficiencies (blaster pistols, simple weapons, vibroweapons).

Bigluu, Casino Bouncer

The bouncer at the main entry is Bigluu, a Herglic with a Herglic's gambling addiction. He wants to open his own casino someday ("Bigluu's Casino") but he can't seem to save any money, and he's sure not winning what he needs. His job is to keep scum outside, and if anyone tries to snatch any money, to stop them from getting out.

Bigluu: Male Herglic Soldier 7; Init +0; Def 17 (+6 class, +2 natural, -1 size); Spd 8m; VP/WP 71/19; Atk +11/+6 melee (2d6+5, unarmed) or +6/+1 ranged (3d8, heavy blaster pistol); SQ Gambling addiction; SV Fort +11, Ref +2, Will +1; SZ L; FP 2; DSP 5; Rep +2; Str 21, Dex 11, Con 19, Int 9, Wis 8, Cha 11. Challenge Code B.

Equipment: Heavy blaster pistol, comlink.

Skills (Soldier): Intimidate +10, Knowledge (streetwise) +7, Listen +2, Read/Write Herglese, Speak Herglese, Spot +2.

Feats: Armor Proficiency (light), Cleave, Endurance, Great Fortitude, Improved Bantha Rush, Improved Martial Arts, Martial Arts, Power Attack, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Thraka Duroth, Hutt's Lieutenant

Thraka Duroth is a no-nonsense bounty hunter who found himself in debt to Torga the Hutt, and he's paying it off by chasing bounties solely for Torga. But Torga treats Thraka more like a lieutenant, which might seem generous—except that Torga sees it as getting two jobs for the price of one.

Thraka Duroth: Male Arkanian, Scout 3/Soldier 3/Scoundrel 2/Bounty Hunter 2; Init +2 (+2 Dex); Def 19 (+7 class, +2 Dex); DR 3; Spd 10m; VP/WP 78/15; Atk +10/+5 melee (2d4+2, vibrodagger) or +10/+5 ranged (3d8, blaster carbine); SQ Trailblazing, heart (+1), illicit barter, lucky (1/day), target bonus (+1), sneak attack (+1d6); SV Fort +9, Ref +10, Will +6; SZ M; FP 3; DSP 8; Rep +3; Str 14, Dex 14, Con 15, Int 11, Wis 12, Cha 13. Challenge Code D.

Equipment: Blaster carbine, vibrodagger, comlink, combat jumpsuit.

Skills: Gather Information +11, Hide +5, Intimidate +11, Knowledge (alien species) +6, Knowledge (streetwise) +6, Listen +4, Move Silently +5, Pilot +8, Read/Write Arkanian, Search +6, Sense Motive +5, Speak Arkanian, Speak Basic, Speak Huttese, Spot +4, Survival +7.

Feats: Armor Proficiency (light), Dodge, Infamy, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Starship Operation (space transports), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Scene 4: Wrapping Up

If Nomo Sliken makes it to the main entrance of the casino, he has one last trump to play in slowing down pursuit by the heroes. Bursting out the front disguised as the same species as one of the heroes, he tells the bouncers that there's a changeling inside waving a blaster around. Needing little more provocation, Bigluu and the other bouncers charge inside, prepared to crack some heads. Bigluu bantha-rushes the first person he spots (usually the largest person) who's carrying a blaster, while the Gamorrean and Barabel bouncers (use the thug archetype) order any other armed person to drop their weapons and put their hands up.

Meanwhile, outside, Nomo Sliken hails an air-taxi and gets as far away as possible.

Awarding Experience

Because "Positive ID" can be adapted to parties of any level, you must adjudicate just how challenging it was and how much experience it's worth. A party of 6th-level heroes should find this adventure challenging, though, so awarding somewhere between a total of 1,800 and 2,000 experience points should suffice.

Further Adventures

If Nomo Sliken got away, the heroes are going to have to explain to Thraka Duroth, and then to Torga the Hutt, that they didn't kill Nak Simm—they thought Nomo Sliken *was* Nak Simm. Should they pull that off, Torga still won't do business with them until they bring him this "changeling" as proof.

The heroes then can hunt Nomo Sliken all over Nar Shaddaa and, if they find him, expose his connection to Moska the Hutt, for which Torga will be extremely grateful.

About the Author

JD Wiker is an Indianapolis native who has been professionally designing games since 1995. He started by designing material for the *Ars Magica* roleplaying game and *Vampire: Dark Ages*. He joined the roleplaying game team at Wizards of the Coast in 1998 to write for the fledgling *Alternity* line, including the *Dark*Matter* campaign setting. In late 1999, JD began work on *Wizards' Star Wars Roleplaying Game*, and he became the primary *Star Wars* RPG designer until he left the company in 2002. A few short weeks later, JD began making plans with Rich Redman, Stan!, and Marc Schmalz to create *The Game Mechanics*, a game design studio creating d20 products compatible with the *Dungeons & Dragons* and d20 Modern roleplaying games. Check out their site on the web at <www.thegamemechanics.com>.

