

THE ZELTROS CITY PREMIUM

HAVE THE TIME OF YOUR LIFE

Zeltros is a planet renowned for its hedonism and as a major galactic tourist destination for those with pockets deep enough to afford the exuberant landing fees. With the entire population of the gorgeous and empathetic Zeltrons exuding their powerful pheromones and taking it as a personal affront if visitors are not having the time of their lives, it's no wonder why some beings never leave.

Several years ago, the owner of the Maverick Casino, Lassaaa Dawn, made it her mission to resurrect elite swoop bike racing on Zeltros. She called upon influential people in each of the capital's major districts, and through trading favors, building consensus, and sheer determination created the Zeltros City Premium. Unfortunately, to make the race financially viable on the galactic stage, she reluctantly partnered with Vemo the Hutt. After a rocky start, the race is now in its third year and considered one of the most prestigious races in the Inner Rim. However, it's rumored that Lassaaa Dawn and Vemo the Hutt are at odds over the ZCP's future. Some whisper the Hutt may resort to sabotage to get what he wants.

Participation in the race is by invitation, and only racers who have won a major race in the past six months are eligible. Each year a panel selects thirty contestants on the basis of their track record, pizzazz, and the galaxy's gambling interest. In the rare event a racer declines the invitation or has to pull out, substitutions can be made, usually selected from a secret alternate list.

The entry fee is 10,000 non-refundable credits with an approved swoop bike modified to a maximum altitude of 6 meters. The champion receives 100K credits and a beautiful medal while the 2nd and 3rd place winners receive 40K and 20K respectively along with medals. All three are also invited to a lavish victory dinner.

40 KILOMETERS OF URBAN THRILLS, BABY

Designed to showcase the beauty and attractions of Zeltros City, the race kicks off at midnight in the Pleasure District in front of the Maverick Casino. The lazy serpentine race course then passes through five city districts before arcing out over Revelry Bay then rejoining the coast of the sixth district with the finish line at Club Elevation. In each district, various challenges heighten the excitement, and an acceleration panel is offered to competitors bold enough to use them.

In this densely urban environment, safety is a top concern for both the contestants and the thousands of spectators that turn out for the race. With the exception of the initial city blocks from Maverick Casino, the plunge into Free Love Tunnel, and the race portion out over Revelry Bay, the race takes place in a wide landspeeder highway enclosed in a specialized particle shield generated by a series of beacons pylons. Nearly transparent, the 9-meter protective tunnel is pentagon-shaped with the apex sliced off to allow for air circulation. The aim is to contain the race action and prevent excited spectators from running onto the course.

Contact with the protective tunnel at high speeds can be lethal. During the course of the race, it is not uncommon for a swoop bike to veer wildly out of control and spectacularly strike the tunnel. An aggressive racer may even try to force an opponent to collide with or scrape along the tunnel wall. While this behavior is frowned upon by race officials, it is not illegal like the strict weapons ban.

Impact with the protective tunnel causes the following damage to the racer or the swoop bike:

Table 1

Speed	Wounds	System Strain/ Hull Trauma	Critical (Character or Vehicle)
1	5	1 System Strain	-
2	10	1 Hull Trauma	+10
3	15	1 Hull Trauma 1 System Strain	+20
4	20	2 Hull Trauma 1 System Strain	+30
5	25	2 Hull Trauma 2 System Strain	+40
6	30	3 Hull Trauma 3 System Strain	+50
7	40	4 Hull Trauma 4 System Strain	+60

If the character bails from their bike and falls, use short-range falling damage.



(City map base created by Kevlar. Used and modified with permission.)

WHAT NOT TO WEAR

The race invitation conveys a strong preference that contestants refrain from wearing bulky armor and head coverings in the interest of audience excitement. Instead, racers should dress to impress by wearing what's tight, revealing, and fashionable. Afterall, the ZCP boasts top safety metrics due to swift response teams as well as state of the art hospitals and rehabilitation facilities. Despite these assurances, many racers find it prudent to wear open-faced helmets and a form of eye protection. Some go a step further and wear subtle air filtration systems to filter out the potent Zeltron pheromones.

1. MAVERICK START – PLEASURE DISTRICT

The thunderous rumble and revving whine of swoop bikes fill your ears. Over your right shoulder looms the grand entrance to the Maverick Casino as you concentrate on a good start, trying to ignore the scantily clad Zeltrons cheering all around. Over a red carpet, the bikes are lined up in a wide row. Racer eyes lock on the electronic countdown tree ahead, anticipating the green and.... GO! With a burst of speed, the bikes whip past several blocks of the Pleasure District, a blur of buildings—hot pink and blue neon before a hard left turn and steep plunge from an overpass and down into the shimmering energy tunnel.

The first and shortest leg of the Zeltros City Premium starts at the stroke of midnight in the august presence of the Maverick Casino. Zeltron citizens and assorted beings flood the area with pheromones and cheers. As the contestants line up and make their final preparations, all organic racers must make an

Average [♦ ♦] Discipline check plus a [] to resist being distracted by the revealing outfits of the Zeltrons, their pheromones, and by the distracting sights of the Pleasure District. If a character is wearing an air filtering apparatus, the GM may remove the [] from the roll. Failure imposes a [] to the opening **Piloting (Planetary) check** that will determine the initial race order. Since the competitors must leap off an overpass, freefall to ground level, then course correct into the protective tunnel, add [] to the opening **Piloting (Planetary) check** for this leg.

ACCELERATION PANELS

Beginning in the Industrial District, each race district contains a narrow rectangular metal panel. Typically placed on the ground though sometimes held aloft by a stationary repulsor technology, these panels produce a powerful magnetic wave for metal objects passing within 1 meter of them. Swoop bikes moving over the panels receive a +1 speed boost (can boost beyond a swoop's max speed and stacks with Punch It). This presents a significant opportunity. However, the acceleration panels are often placed in the most perilous areas.

2. CRANES OR CRATES - INDUSTRIAL DISTRICT

Having entered the race tunnel, you see ahead six construction cranes lined up in a row swinging their arms in different directions and at various speeds. At the end of each crane cable appears to be a durasteel girder held vertically at different heights. Additionally, a maze of cargo crates of various shapes and sizes litter the ground. On the ground, in the middle of the cavorting cranes is the first acceleration panel. You have mere seconds to decide your course and speed.

For the second leg of the race, players must choose their approach from the following:

1. Gain altitude and fly over the crate obstacles. The PC will have to dodge the six durasteel girders. This is the fastest of the routes provided that a girder doesn't hit them, or they fall. Upgrade this leg's **Piloting (Planetary) check** once and a .
2. Take the ground route. The PC will have to pick their way through a crate maze at an advisably slower speed. Increase the difficulty of the **Piloting (Planetary) check** by one  and add  .
3. Try for the acceleration panel. The crane girders dance in a complex pattern around this area, which is protected by strategically placed crates. Make a **Difficult** [Education check to discern the girder patterns. Success upgrades this leg's **Piloting (Planetary) check** once and adds  , and Failure upgrades twice and adds  .

If a player hits a girder or crate, they will discover that they are cleverly painted and padded. Striking one will either cause personal scale 5 Wounds (soakable) or 1 System Strain to the swoop. A  applied to the character or vehicle may be adjudicated as a critical hit at -20. Should a character fall, apply short-range falling damage.

ZELTRON RACE FANATICS

There's nothing quite like Zeltron race fans. At least two hours before the race, it seems like half the city turns out to watch the action from behind waist-high durasteel partitions and on jumbo holovid screens. In their frenzy, it's not uncommon for Zeltron citizens to shed their already immodest clothing and climb over the partitions to get as close to the action as possible. This is the same sort of attention past contestants have received after the race, prompting the ZCP to be nicknamed "the Zipper." Needless to say, it can be quite distracting for Human and near-Human racers to see naked Zeltrons close to the energy tunnel. Should this happen during the middle of the race, an **Easy** [] **Discipline check** should be made to resist the distraction. A failed check applies at least one  to the racer's next check.

3. LOOK AT ME – INDIGO DISTRICT

Surviving the encounter with the cranes and crates, the southeast straightway rapidly arcs south into an area bathed in a pleasing indigo light. Nearby, atop a massive doughnut-shaped arena, thousands of fans cheer and whistle. This rapidly transitions into a straightaway where, to your right, an ocean of beings dance around a giant turning Ferris wheel. Beneath the roar of your swoop engine, you feel the pulse of club music. You then see an arresting sight. You're on a direct collision course with another group of racers incoming from the left!

This race area showcases the famed Indigo District where the fun never stops. Besides the Zeltros Arena, a galactic venue for top-tier music and sporting events, the Indigo Rave dominates the district as a non-stop party of open-air music, dancing, alcohol, and spice. Built into a section of the protective race tunnel, a no-expense spared holoscreen projects a mirror image of the racers hurtling on a collision course. Racers must make a **Difficult** [◆◆◆] **Discipline check** to see through the deception and recognize themselves and their nearby competitors. On a failed check, the racer veers off course and drops their speed by 1 before realizing their mistake.

The acceleration panel in this area is built into the tunnel wall right next to the mirroring holoscreen. Players wishing to locate this vertical panel must pass an **Average** [◆◆] **Perception check** with ■■ added for the distracting holoscreen and race adrenaline. It's a simple matter from there to pilot a swoop over the panel.

4. IT'S POPPING HERE - DEFENSE DISTRICT

Passing by a bizarre-shaped complex on your right awash in a riot of glowing colors and three spotlights proudly beaming straight up into the air, there's a lazy right turn to the west with a vast garden of metal tubes straight ahead. Suddenly, red lights glow around the tubes and something shoots out of them. High above in the air, there are brilliant explosions of emerald, indigo, and hot pink in flowering patterns. A musty metallic smell lingers in the air. In the densest concentration of tubes, you see the tempting acceleration panel.

The Indigo District ends with the racers passing by the family friendly Hologram Fun World amusement park and dipping briefly into the Defense District. Here, a spectacular display of fireworks will go off triggered by motion sensors. Lights around each tube glow red for one second before a rocket shoots. To chart a safe course over the tubes requires an alert mind necessitating a **Difficult** [◆◆◆] **Vigilance check** with ■■ added due to nearby racers and random tube placement. A successful check grants at least one ■ to this leg's **Piloting (Planetary) check**. On a failure, apply at least one ■ to the leg's check. On a failed **Piloting (Planetary) check** for this leg, an exploding rocket's damage is 4 (soakable) with ☣ ☣ triggering the Burn 2 quality.

The acceleration panel in this area is easily visible among the greatest concentration of rocket tubes. To use it, characters upgrade this leg's **Piloting (Planetary) check** twice and add ■■■■.

5. LIGHT AT THE END OF THE TUNNEL - BUSINESS DISTRICT

Continuing southwest, your course slopes downward past beautifully arched and curved skyscrapers that could pass for sculptures. Ahead is a flawless white duracrete tunnel with signs indicating it's called Free Love Tunnel. As you approach, you can see that more than half of the tunnel entrance has been barricaded. The remaining portion looks pitch black. Nearby racers aggressively jockey with one another to enter first.

The intent of this challenge is to force all racers into a narrow underground tunnel that connects the Business District to the Monarch Palace district. Competitors will play a dangerous game of chicken to enter the tunnel first. Prior to the Piloting (Planetary) check for this leg, use the nearby NPC racer with the highest Coercion skill as the opposing difficulty for a **Discipline check**. Success indicates the PC entered first. A  on a successful roll allows the PC to choose which nearby NPC enters last.

Inside, the tunnel is pitch black. Racers suffer  or an upgrade in difficulty on this leg's **Piloting (Planetary) check** for the darkness. The GM may take into consideration the ambient lighting from fellow racers to adjust this penalty. Fortunately, the tunnel is ramrod straight with a gentle downwards gradient, but the tunnel remains dark until the lead racer enters the last third of the tunnel whereby suddenly the surrounding tunnel flares to life showing various sponsor logos and silent holo-commercials touting products and services from Zeltros and offworld. Due to the abrupt lighting change, PCs must make a  **Cool check** to maintain control of their swoops in the narrow tunnel. A successful check with a  allows the racer to advance up to 3 places in their speed group. A failed check with a  means the racer will hit the tunnel wall. Use the protective tunnel damage table (Table 1) if the racer doesn't bail from their swoop.

As for the acceleration panel, it's easily located past the advertisements at the end of the tunnel but built into the ceiling. To use it, a pilot must invert their swoop bike as a separate **Daunting** [ ] **Piloting (Planetary) check**.

6. TAKE A BOW - MONARCH PALACE

Exiting Free Love Tunnel, you re-enter the energy tunnel, racing parallel to a high wall of Monarch Palace. Outside the safety tunnel on either side, centuries of oversized king and queen statues witness your progress. Directly ahead in the air is a projected larger-than-life hologram of a generic swoop racer demonstrating an upcoming task. You must lower your swoop and lean to one side of your bike to touch a small sensor on the ground with your hand. The hologram flashes the message, "touch it," and a green light flashes.

Past the statues along Monarch Avenue, a glowing plate-sized sensor is on the ground. To avoid being disqualified, each racer must touch the sensor once with their hand. The most efficient way to do this is to reduce speed and lean over to one side of the bike to touch the sensor. Touching the small sensor

while still moving on a bike at speed 1 calls for a **Hard** [◆◆◆] **Coordination check**. Add 1 additional difficulty for each speed above 1 with speed 4 being impossible to attempt without flipping a Destiny Point ○. On a failed check, the racer may swing around and reattempt, but they will lose 1 speed for trying the sensor again.

The acceleration panel is inconveniently located off to the left before the touch sensor. There is no check to reach the panel, but most racers will have to backtrack to use it after touching the sensor. Doing this will cause a racer to fall to the back of their speed group. Should a racer first use the panel then attempt to touch the sensor, assume a minimum speed of 2 when making the Coordination check plus ■■ for the inconvenient path angle to the sensor.

7. GETTING WET - OLD CITY DISTRICT

You briefly enter a historic coastal neighborhood full of tiled and curved roofs from another era before a long series of race beacons ahead guides you out over Revelry Bay. The route makes a long arc over the choppy waters before rejoining the coastal neighborhood for the final sprint to the finish line. While out on the bay, some racers skip into the water with their swoops causing torrents to blind or capsize their opponents.

This is the all-important final leg of the race that takes competitors out over the water before the final sprint to the finish line at Club Elevation. While out on the bay, racers have the option of sending torrents of water at their fellow competitors. Racers wishing to do so during this leg's **Piloting (Planetary) check** may on a successful check spend ○○○ to spray water at a nearby racer forcing them to roll a separate [◆◆◆] **Piloting (Planetary) check** to maintain control. On a failed check, the racer veers outside the pylon path and must re-enter the course. For each uncancelled failure, reduce the competitor's race order by 1.

The acceleration panel in this final leg is floating at the midpoint of the course over the bay, but this time it is tilted up at a 45-degree angle. Racers who opt to use the acceleration ramp risk colliding into a pylon, colliding into a fellow racer, or flying outside the designated race zone. To use the acceleration ramp, the PC must upgrade twice their **Piloting (Planetary) check** and add ■■■.

WE ARE THE CHAMPIONS

If a PC successful navigated all of the challenges to win first place, read the following:

Searchlights wave excitedly into the sky as you cross the finish line to an eruption of fireworks, cheers, and whistles all around. In front of the two-story ultramodern Club Elevation that's saturated in hot purple light, race officials, journalists, and fans surge forward to congratulate you, pat you on the back, and pepper you with questions while holocameras flash.

Race officials will escort the champion and the two runners up to a tri-level podium for the awards ceremony. There, the king and queen of Zeltros will confer impressive medals made of valuable shimmersilk ribbon and painted chromium. For the Zeltros City Premium Champion, the medal is ruby colored with a white ribbon. For second and third place, the medals are respectively honey orange with

an electric purple ribbon and lemon yellow with an emerald ribbon. The race heroes are then invited to a feast held later that day at Monarch Palace where they will receive their credits.

LASSAAA DAWN

A two-time winner of the Gala Forest Challenge on Zeltros, Lassaaa Dawn was a rising swoop and podracing star in her youth until a horrible racing accident crushed her spine. Fortunately, her parents owned the Maverick Casino and could afford the best medical treatment for their daughter. After receiving a cybernetic spine and weeks of agonizing rehabilitation that resulted in a permanent agility loss, Lassaaa retired from racing and decided to turn her full attention to the family business.

Middle-aged with children of her own now, the glamorous Lassaaa enjoys telling exaggerated racing stories to anyone within her inner circle to a point where they are all practiced eye rollers. She is fond of saying with a coy smile, “You can take the racer out of the race, but you can’t take the race out of the racer.” Not long after she assumed full control of the casino from her aging parents, the Gala Forest Challenge tanked due to a series of fatalities and accusations of race fixing aimed at the Zeltros Racing Consortium. The loss of gambling revenue in the absence of the GFC was significant. Thus, Lassaaa made it her mission to create a brand-new race on Zeltros in which the Maverick Casino would figure prominently.

After working tirelessly for years, she created the Zeltros City Premium. Unfortunately, a deal had to be cut with the Hutt's to give them a percentage of the profits. Otherwise, the ZCP would not lure the top competitors and have a galactic audience. Lassaaa's point of contact with the Hutt cartel is Vemo the Hutt. Recently, Vemo has been pressuring Lassaaa to use her influence to loosen ZCP rules that would make race fixing easier. This is something that she adamantly opposes.



Skills:

Charm 3 (Yellow/Yellow/Yellow/Green Diamond), Cool 2 (Yellow/Yellow/Green Diamond), Piloting - Planetary 3 (Yellow/Yellow/Green Diamond), Piloting - Space 2 (Yellow/Yellow), Athletics 1 (Yellow/Green Diamond), Computers 2 (Yellow/Yellow/Green Diamond), Coordination 2 (Yellow/Yellow), Deception 1 (Yellow/Green Diamond), Discipline 2 (Yellow/Yellow), Education 2 (Yellow/Yellow/Green Diamond), Leadership 2 (Yellow/Yellow/Green Diamond), Negotiation 3 (Yellow/Yellow/Yellow/Green Diamond), Ranged - Light 1 (Yellow/Green Diamond), Underworld 1 (Yellow/Green Diamond), Core Worlds 2 (Yellow/Yellow/Green Diamond)

Talents:

Nobody's Fool 1 - May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

Abilities:

Empathy - Add ■ to all incoming Charm or Deception rolls that target the Zeltron.
Pheromones - Zeltrons add 1 Advantage to all Charm, Deception, and Negotiation skill checks.

Armor:

Revealing Resplendent Robes - Soak: 1, Features: If wearer draws attention to himself, allies in medium range add □ to Perception, Skulduggery, and Stealth checks.

Gear:

Expensive Jewelry (Gear Features: Add automatic  to Charm and Deception checks., Others add  to checks to recall the wearer.), Comlink (handheld), Cybernetic Spine

VEMO THE HUTT

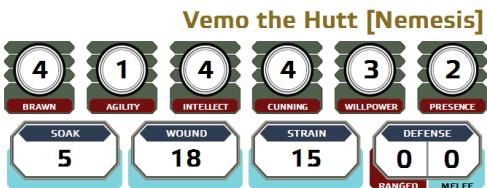
Nephew to clan leader Bossato the Hutt, Vemo the Hutt is an up-and-coming member of the Gorensla kajidic that specializes in transporting legal and illegal goods across the galaxy. Within the last two decades, Gorensla has managed to erode the rival Qunaalac kajidic's gambling hegemony by hyper-focusing on racing. Success in this slice of the gambling pie is largely due to the genius maneuverings of Vemo, much to the disgruntlement of higher status Gorensla Huttts.

Bossato recently gave her nephew five years to double the clan's racing revenue to further shoulder out their gambling rivals. Vemo assured her it will be done. If accomplished, he will be given greater authority within the clan, making him, at the relatively young age of 423, one of the clan's most powerful Huttts. Eager for this opportunity, Vemo wants race outcomes to be more predictable. Hence, he has pressured Zeltros City Premium race founder, Lassaaa Dawn, to exert her influence on changing the ZCP's rules to facilitate race fixing. He's made veiled threats that he'll embarrass her or even sabotage the race if she doesn't comply.

Vemo is a mature Hutt with a burnt orange coloration and black striations down his arms and tail. He's never seen without his state-of-the-art biometric encrypted datapad in one hand, an oversized ultra-accurate chrono band on his left wrist, and a holomonocle over his right eye that tracks Outer Rim news and supply routes. He insists that all lesser status beings be on time for any meetings with him, but he's rarely on time for those meetings himself. He's fond of saying in Huttese, "Tee-tocky sa creedas" (Time is credits). He has a ferocious pet nexu named Smeeleeya (Smile) that obeys Vemo's hand signals or voice commands.

SABOTAGE

Vemo might not be able to fix the race via the rules and official obstacles, but he can resort to acts of sabotage at the GMs discretion. This might mean influencing the outcome by alerting specific racers to "extra challenges" like malfunctioning acceleration panels or touch sensors, or the timed collapse of a section in Free Love Tunnel. Alternatively, he might put pressure on Lassaaa's reputation by replacing the medals with fakes or displaying embarrassing holograms during the race.



Skills:

Athletics 1 (Yellow Diamond), Charm 1 (Yellow Diamond), Coercion 2 (Yellow Diamond), Discipline 3 (Yellow Diamond), Cool 2 (Yellow Diamond), Deception 3 (Yellow Diamond), Outer Rim 2 (Yellow Diamond), Underworld 2 (Yellow Diamond), Melee 1 (Yellow Diamond), Ranged - Light 1 (Yellow Diamond), Resilience 5 (Yellow Diamond), Negotiation 4 (Yellow Diamond), Brawl 2 (Yellow Diamond)

Talents:

Adversary 1 - Upgrade the difficulty of any combat check targeting this character once per rank of Adversary.

Convincing Demeanor 1 - Remove a black square per rank of Convincing Demeanor from any Deception or Skulduggery checks.

Durable 2 - May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

Nobody's Fool 1 - May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

Abilities:

Awkward - The size of a Hutt's body adds 2 Setback to Brawl, Melee, and Coordination checks.

Ponderous - A Hutt can never spend more than one maneuver moving per turn.

Weapons:

Garrote - Skill: Brawl (Yellow Diamond) Range:

Engaged, Damage: 4, Critical: --,

Qualities: Stun Setting

Gear:

Encrypted Datapad, Holomonocle (Outer Rim) (Gear Features: Skill (Outer Rim as Career Skill) Mod), Garrote Chrono (Gear Features: This item provides the wearer with a retractable garrote hidden within a standard chrono., Upgrade the difficulty of checks to detect the concealed garrote twice.)