

STAR WARS[®]
EDGE[™] OF THE
EMPIRE
ROLEPLAYING GAME

See You At
The Finish Line

An Unofficial Star Wars RPG Adventure

Credits

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Episode V: See You At the Finish Line

Waking Up/Final Prep/Split Up

We do a screen wipe to Besiba's residence at about 8am. After 7 hours of sleep, you are awoken by a crash in the kitchen. D-2KN is preparing breakfast and has accidentally knocked a large metal bowl off of the counter. You are all startled by the noise as you get out of your cots and hammocks.

D2KN "My apologies."

As you gain your bearings, you see Dara Leso and Neecho sitting at the table in the middle of the room having an argument.

DARA

"No, listen Neecho. You need to pop Tettin's accelerator in Sebulba's gulch here. It's the only place on the track that dips below the view of the drone cameras."

NEECHO

"Eecha no matissa. Numa no impassa."

DARA

"You'll have a shot, just make sure you pull up on his right as you head into the first decline."

They continue their argument and you see that Rizz and Vuzu are also there, but are sitting quietly eating breakfast and not engaged in the planning. Then you notice another individual sitting at the table. It is another dug who was not with you last night. He introduces himself as you walk towards the table. [Raz].

[D-2KN brings Hosnian Toast at some point]

As you continue your conversation, Dara invites you all to take a look at the map of the track which she and Neecho are examining on the table [\[SHOW MAP\]](#).

DARA

“Alright so this is the track for the race. Its 16 miles long and there will be six laps. There are four main sections of the track. This is the 5 mile turn where the start and finish line is. This is Crag’s point, a flat area covered with protruding dagger shaped rocks. Then you have Sebulba’s Gulch, which is a large depression in the landscape. Finally, you have the windiest and most dangerous part of the track, the spined cliffs. Once we make it out of there, it’s full speed for 5 miles until we hit the second turn at imersoff towers. As I said, Neecho will shoot out Tettin’s prototype accelerator here in sebulba’s gulch. The race is broadcasted on a large jumbo screen, and there is a ravine here that the cameras cannot see, so the broadcast will just barely miss it when he shoots the bike with his ion blaster. With Tettin out, I should be in a good spot to win if all goes well. Any questions?

The day continues for another 12 hours or so. You and the group pass the time with more preparations and some games of sabaac. Is there anything you would like to do during the day?

Once 8pm comes around, you see Besiba walk in the front door. She stands at the entrance of the room and addresses you.

Alright everyone, I think we’re ready to go. I’m gonna have Raz tag along with the Jakku Crew to help you set up those climbing cables and harnesses. Rizz you go with Dara and Neecho to the race track and keep an eye on them. Vuzu and I will be sitting several rows behind the jakku crew in the stadium as lookouts in case anything fishy happens. If you need to speak on comms, please do it discreetly. We don’t want any nosy slimos catching on to us. When the sixth lap starts, you’ll sneak out the back stairway and scale the tower. Imersoff will have other guests up there as well as several CSA guards. By the time you make it to the top, the race should be almost over. Imersoff will be leaving the terrace just before the race ends so he can go greet the winner at the infield to congratulate them. I expect Yavo will stay on the terrace until the after party begins in the banquet hall on the first floor. This will be your perfect

window to strike. He will surely have some CSA guards that stay behind with him along with the guests, so be ready to take them on as well. Once the deed is done, make your escape quickly down the building and we will rendezvous at my house. Sound good? **[Conversation]**. Alright, lets do this thing.

Rizz, Neecho, and Dara pack their supplies and exit Besiba's house. Dara wishes you good luck before she leaves.

“Alright Jakku crew, show us what you got. I’m happy to have you with us. See you at the finish line.”

She gives you a small smirk before she puts her backpack on and goes through the front door.

Besiba and Vuzu follow after them. Is there anything you would like to do before you head to the track? What is everyone taking with them?

Into the Stadium

As you exit Besiba’s residence, you begin walking towards Gate C. It’s no more than a five minute walk, and as you get close to the stadium, you can hear some light hearted music playing in the distance (SWITCH TO PRE-RACE SLIDE). You look up and the stadium is gigantic. It’s a full mile long and 100ft high. It can fit up to 100,000 people, and as you walk through the gate, you see that the place is almost completely full. There are species of all kinds walking around and getting their seats. Near the finish line, all of the racer’s swoops can be seen lined up on the track. The race starts in 20 minutes.

[Everyone Roll Average Perception with 2 black dice. One for how busy it is, and one due to the sheer size of the stadium you are in]

5th: You are looking around and the creatures here seem pretty despicable. They are rowdy and rude, and many are arguing with each other. Also you are hearing lots of people talking about their bets on Tettin Zyne.

4th: You look up towards the top of the stadium, and can see the announcer booth. It is a large open viewing area and there are cameras and broadcasting equipment inside, and the announcers are being shown on a huge screen facing the stadium from the infield.

3rd: You can see to the right of the announcer booth is a VIP suite area that continues downwards a few hundred yards. All of the suites you see are filled with well dressed high rollers. They seem to be having a great time.

2nd: You look even farther down about 500 yards away and can see Imerstoff towers standing tall at the end of the stadium seating. You notice the two towers and the one closest to you has a terrace with spotlights at the top and you can even see some individuals standing up there.

1st: You look towards the bottom of the towers at the patio section near the side of the building and see several CSA agents guarding the doors. You also do a quick scan of the surveillance in the area. You do a spot count of every camera you see as well as a satellite dish on the top of the hotel tower. You gain a blue dice on any computers or perception checks related to surveillance until the end of the session.

As I said there's 20 min before the race, you can do whatever you'd like until then. You can scope people out, you can get some refreshments if you'd like, walk around a bit or just take your seats. It's up to you.

Refreshments

You see a male teenage dug working at a refreshment stand inside the stadium. "Yeah what do you want?" [Show menu] you notice that this place is gouging prices really badly.

Getting Your Seats

As you can see, the stadium is pretty crowded. Where would you all like to sit?

When they sit, act out any NPC's near them and what they're doing.

NPC's In the Crowd

Rowdy Dowutin group: there is a group of large dowutins who are clearly wasted and are hollering loudly. The race hasn't even started and their voices are already starting to crack. They are HUGE Quadranaros fans.

Dug Vendor: A few aisles over you see a dug selling some kind of meat on a stick. He is yelling in his native language. **Moocha insectomorpha neeg! Eeyana chooso! (Delicious insectomorph legs. 8 credits).**

Dug Gamblers: You can see a circle of dugs who have surrounded an open area and appear to be gambling with chance cubes. One of them is cheering and dancing. Another one grabs the dug next to him by the neck and yells at him. **Nee oona mabinga, slimo!** He throws him to the ground and credits fly into the air and fall down into the rows below them. One of the dugs cackles at his friends dismay.

Rich Gran: Down in the front row is a well dressed gran with a very tall female mirialan on his arm. He meets with a devaronian in a suit before heading over to Imersoff towers. He greets many people on the way and seems quite well known, especially among the rich types. When he gets to the door of the building, the guards let him in immediately.

Rodian/Man Fight: You see a rodian standing up to a man and pushing his fingers into his chest. They seem to be arguing about a bet they made. (If they listen, the rodian will say that he put 2,000 on Tettin not Roryc. He's furious that the man is saying otherwise).

Pickpocket: Please roll for a hard skullduggery check. **PASS:** You feel something touch your pants as you walk by. It feels like a hand. You see a young gran shuffle from behind you. **FAIL:** Just thank the player and reveal that they lost 50 credits at the end of the session.

Announcers

Suddenly, you hear the loud voices of two announcers. One speaks in the dug language and the other translates into english.

Ladies and gentleman, welcome to the 21st annual Pixelito Grand Prix! Our thanks to Imersoff industries for sponsoring this race for the second year in a row!

The announcers continue by introducing each racer. Tettin Zyne is the first racer announced and gets the loudest applause by far. The stadium rumbles with applause as they enter the track from the infield. Some of the racers wave to the crowd, while others mount their bikes with no acknowledgement. They fasten their helmets and start their engines. A few minutes pass before the announcers start pumping up the crowd. It looks like the racers are ready to go. Let the race begin!!! A light on the side of the track flashes red three times. Beep. beep. Beep. BEEP. It turns to a solid green and the roar of the engines erupt as the racers zoom out from the starting line.

The Race

For this part, we are going to step out of our first person characters, and into a third person role where we will be using a system to run the race together. Keep in mind that you can also give updates on your characters in the stands during this [Show Map]

Neecho's Shot (sebulba's gulch)

As the racers enter Sebulba's gulch, Neecho weaves in and out between several swoops and meets Tettin on his right side. Keeping his eyes on the track in front of him, he pulls out his ion blaster and points it towards Tettins prototype accelerator (Roll RG:LT YGRPS)

(If this somehow succeeds, use disadvantage or destiny pt to say cameras caught him on the jumbotron).

Success: Neecho fires the blaster and hits the accelerator straight on. An electric current can be seen moving through the engine, and it sputters as Tettin's bike slows down. Tettin moves back two bands and has three black dice on all remaining rolls.

Optional: Despite landing the shot, you and everyone else in the stadium catches the act on the jumbo screen. There's a huge gasp among the people. They start booing viciously.

Failure: Neecho fires the blaster and misses the accelerator as the bolt hits the ground. The blaster falls from his hand and bounces on the track as he races forward. "Bhadja!" he screams and continues on with the race.

Leaving at the start of the sixth lap