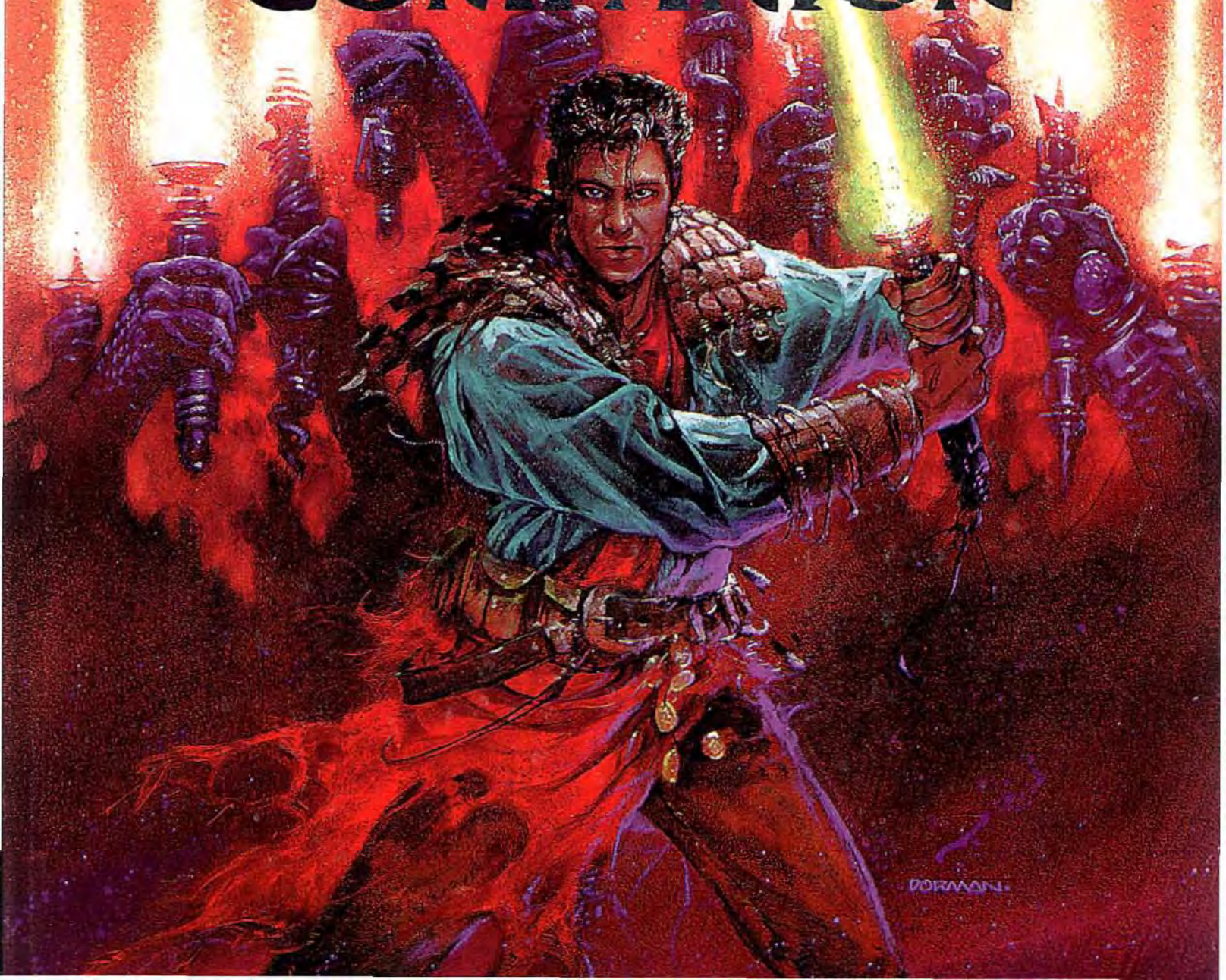


STAR WARS®

**TALES OF THE
JEDI
COMPANION**



DORMANI

Millennia ago, the discovery of hyperspace travel brought the galaxy together, giving birth to a democratic union of star systems known as the Galactic Republic. From the time of its inception, the Republic grew, over thousands of years, to encompass vast numbers of inhabited worlds.

The survival of the Republic depended on two factors: the wise governing of selfless administrators and lawmakers... and the preservation of harmony and justice by a heroic warrior fraternity—the Jedi Knights.

In those glorious ancient days, a great many Force-sensitive individuals willingly entered arduous training under accomplished Jedi Masters, taking up the weapons, the knowledge, and the powers of the Jedi Way.

Join us now as we explore the secret histories recorded in the Jedi Holocron—tales of an age when the Jedi Knights were numerous and strong!

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STAR WARS

TALES OF THE JEDI COMPANION

BY GEORGE R. STRAYTON

The official companion to the *Tales of the Jedi* and *Fredon Nadd Uprising* series by Dark Horse Comics.

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INTRODUCTION

THE GALAXY'S PAST REVEALED

The Galaxy extends for unthinkable distances in every direction, encompassing millions of stars, worlds, and celestial formations, and the billions of cultures that call this part of the universe home. Within those cultures exists an uncountable number of beings with tales of courage, hope, and wonder to tell, each story serving in its own way to force the universe ever forward.

Throughout the history of the Galaxy there are some whose lives have shone more brilliantly than others, whose words and actions have in some way had a major impact on the future. Luke Skywalker, Princess Leia Organa, and Han Solo played that role during one of the most troubled eras of the Galaxy, but many other such heroes have come before, during times just as dark, to struggle against forces just as evil.

Four thousand years before the rise of the Empire, the Jedi Knights served as the protectors of the Galactic Republic, a federation of worlds bound together by a belief in peace and cooperation. Though legend speaks of the Jedi's defense of the Republic, the means of that protection took many forms. The Jedi assumed the roles of diplomat, scholar, teacher, and — when the need was great — warrior.

Much of the history of the Jedi Knights has been lost over the centuries, and valid information about the era of the Great Sith War comes only from a single known source: the Jedi Holocron. It is upon these tales of the Jedi and their Sith enemies that this book finds its basis.



Welcome, student. I am Ood Bnar, gatekeeper of the Jedi Holocron. It is both my duty and my honor to instruct you in the ways of the Jedi, and to present to you the true accounts of those brave Jedi Knights who have gone before you.

I warn you now to proceed at a cautious pace, for the lure of the dark side is all that more powerful when you rush to embrace and control the Force. Seek the light, always. Shun the dark, always. These words I hope will stay with you forever.

Now come, your training begins ...

PRELUDE TO WAR

A new threat hovers on the horizon, gathering power as it readies a strike at the heart of the Galactic Republic. Only a thin shield of light, the Jedi Knights, can deflect the coming darkness and force it back. The Jedi's strength in the Force is the last remaining hope for the survival of the Republic.

A thousand years ago (5,000 years before *A New Hope*), powerful Jedi Knights who had fallen to the dark side overran the Sith people and forced from them secrets of dark side "magic." Throughout the ensuing period, the Lords of the Sith delved ever further into the dark side of the Force, creating vast storeholds to house their research, and great palaces

to house themselves. Evil had come upon the galaxy, casting the worlds it ensnared into darkness.

The Jedi Knights, beacons of light in a galaxy of fading luminescence, united into a single, powerful force and drove the Sith to near extinction. The great libraries and palaces of the Dark Lords fell, their talismans destroyed, their strongholds toppled. Only a select few were left intact, and the Jedi planned to study them in an effort to learn how to defeat the Sith should the Dark Lords ever return.

And now the worst fears of those Jedi of old have come to pass. The Sith teachings have returned, slowly propagating across the galaxy, calling the wicked and evil, the weak-willed and power-hungry. It is a troubling time for the galaxy, a time when the Jedi Knights must once again gather together to thwart the spreading darkness.

THE TALES OF THE JEDI CAMPAIGN

This sourcebook covers the time period just prior to the Great Sith War. In addition to describing the people, places, technology, and events of the comic book series, this book also shows you how to create and run adventures (or even full-fledged campaigns) in the *Tales of the Jedi* era, 4,000 years before *Star Wars: A New Hope*. A solitaire adventure is included to quickly introduce you to running *Tales of the Jedi* scenarios and to provide a basis upon which to devise your own adventures.

As you proceed through this book, heed the words of Ood Bnar, gatekeeper of the Jedi Holocron. His wisdom is worth perhaps more than that of any other, for he has watched the Jedi grow in the Force, he has watched them struggle against the dark side, and he has watched many fall from the light. Commit his warnings to memory, for the dark path is all too easy to stumble onto and all too difficult to leave ...

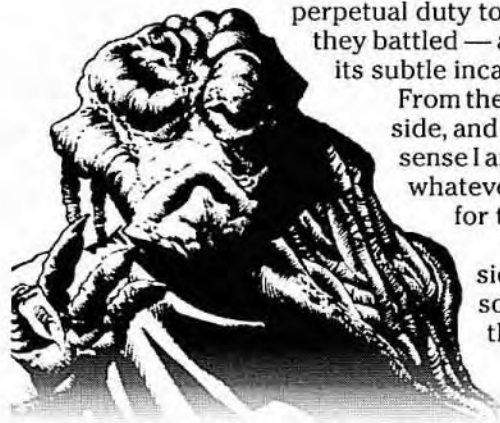
CHAPTER ONE

AN ERA OF CONFLICT



Christina Wald

In this dangerous era, a Jedi Knight must always be prepared for conflict...



Welcome, Jedi student. I am Ood Bnar, gatekeeper of the Jedi Holocron. It is my perpetual duty to speak of the deeds of the Jedi, of their trials and successes as they battled — and continue to battle — against the dark side of the Force in all its subtle incarnations.

From these tales you will learn what it means to become one with the light side, and what dangers and pitfalls lie in wait on the journey ahead. In this sense I am a teacher as well as a historian, and I beseech you now to heed whatever warnings I offer, for the Way of the Force does not come easily for the weak-willed or for the arrogant.

Study well, practice always, and find your strength in the light side of the Force. These things you must never abandon, for to do so would cast you closer to the thin division between the dark and the light.

And now your initiation must begin. To understand the Jedi you must also understand the galaxy, and to do that we must begin at the beginning ...

Out of the Great Void came the universe, its galaxies, star systems, and suns. Everything that exists, and will ever exist, was spawned from the primordial plasma of time's beginning. Over billions of years planets formed and life arose through a steady progression of increasingly complex organisms. Woven into and intertwined with all of this — from the smallest molecule to the largest star — was the Force. As civilizations grew upon these newly formed planets — newly formed on a celestial time scale, that is — they began to sense, if only subconsciously at first, this mystical energy. Over the millennia the Force has been called by an uncountable number of names: the Unity, the Way, the Power, Magic. All hint at one aspect or another of the Force's all-encompassing presence, but none completely reflect its true nature.

And perhaps none shall, for the Force defies explanation. At times it seems dualistic, yet it has no separate components. Most prominent among the contradictions is the fact that the Force has two aspects, the light and the dark, yet without one the other would cease to exist. For most beings these concepts hang well out of reach, celestial nonsense better left unconsidered. But for a select few, the Force is everything.

THE ADVENT OF HYPERSPACE TRAVEL

The discovery of hyperspace travel more than 20,000 years ago changed the Galaxy forever. As beings began to journey to other worlds, a system of barter and trade arose, solidifying over the centuries into established spacial lanes marked by hyperspace jump beacons.

Soon these worlds grew to rely on one another, forming a vast symbiotic relationship. As new star systems at the fringes of the informal trade network decided to join in galactic exchange, the fledgling community of worlds continued to expand.

But shortly after the establishment of standard spacial lanes, unscrupulous beings, lured by the promise of quick wealth, started preying on the laden cargo ships that plied the trade routes. The most common tactic was to set up a false jump beacon (or to alter the programming of an existing beacon) with jump coordinates that would send unwary trade ships into the empty reaches of deep space.

For common defense and the establishment of more formal trade agreements (and enforcement, as the need arose), a democratic union of star systems formed shortly thereafter: the Republic. The galactic government has had a long and complex history — a tale best left for another (larger) compendium. Suffice it to say that the forces of the light and the dark have waged a relentless war, each constantly seeking to topple the other. There have been times of peace and times of strife, times of expansion and times of seclusion. But through it all, a single light has shone across the galaxy: the Jedi Knights.

The Jedi have fought many battles over the millennia. Here we recount only one of those conflicts, an era where the long-extinct Sith rose again and the fate of the Galaxy rested in the hands of a few Jedi apprentices ...

"Tell it to us again," said Roop, the youngest — and most excitable — of the three.

Bedran Veb struggled to lift himself out of the padded chair next to the hearth. "No, no," he said, the words stretching out as he forced himself to his feet. "It's well past your sleep-time as it is. I don't think your parents would appreciate my keeping you up any later."

Roop huffed and thrust out his lower lip, crossing his arms in disgust. But after only a moment, as if suddenly inspired, he turned to his older brother and sister and gave them his best look of pleading. Bedran suppressed a chuckle at the sudden change in tactic.

Nara, the eldest, knelt on one knee to bring her eyes even with Roop's. "Mother and father are coming home tomorrow. You don't want to be tired when they get here, do you?"

Roop shrugged with his whole body. "But I want to hear the story again," he said in a sing-song whine.

Good try, Nara, Bedran thought, glancing at the large oval chronometer set above the hearth. Perhaps it would be faster just to tell the story again than to argue with the boy for the next hour. Children. They seemed to possess an innate power that could rival a Jedi's.

"Because this is your last night staying with me, I'll tell you the story once more. But as soon as I'm done, it's off to sleep. Does everyone agree to these terms?"

Nara and Frim nodded to convey their agreement, while Roop bounded forward and hugged Bedran's legs. Struggling to keep upright, Bedran patted the boy on the head and then eased himself back into his cushioned chair. Nara and Frim had already taken their normal positions on the couch facing the hearth as Roop climbed into Bedran's lap, twisted into what was a comfortable position for him (unfortunately for Bedran), and snuggled his head into the crook of Bedran's arm.

"Are we all settled?" Bedran said. "Good. Now, let's see, how does this story begin —"

"A long time ago, before there was a Galactic Republic ..." Roop prompted.

Bedran glanced down at the lad. "Are you sure you need me to tell this story?"

Roop nodded enthusiastically.

"Then you'll let me tell it." He paused a moment to give Roop enough time to say something, but the boy remained silent. As it should be.

"Now, a long time ago, before there was a Galactic Republic ..."

A DARK TIME DRAWS NEAR

Much of what occurred just prior to and during the Sith War remains shrouded in historical inaccuracies, hidden by the losers of the conflict, or justifiably forgotten by all involved. The following summary relies heavily on the oral tradition of the Jedi minstrels, a group known for its epic storytelling. But the truth or falsity of any individual event will forever remain a mystery.

The minstrels prefer to weave their tales as if the occurrences were happening at the moment of the recounting, and therefore the text below reflects that style (using the present rather than the past tense). Read carefully, for the story is long and intricate, and this is only the beginning ...

THE BEAST WARS OF ONDERON

On the tundra world of Arkania, adventurers and profiteers mine iridescent gems the size of melons from the world's core. Far from the miners, deep in the wilderness, Master Arca tutors his would-be Jedi Knights, instructing them in the ways of the Force. Ulic Qel-Droma battles an old training droid in an effort to test his skill in lightsaber combat. Ulic defeats the droid, but fails to make certain it has ceased functioning. When Ulic turns away, the droid unleashes another bolt of energy, striking Ulic square in the back. Master Arca voices his

concern over Ulic's overconfidence.

Master Arca calls his Jedi students — Ulic, his brother Cay, and the Twi'lek Tott Doneeta — to assemble around him as he begins the tale of the planet Onderon. Arca describes the physical attributes of the Onderon system and its planets, and continues with the history of the world of Onderon. Once per year, the atmosphere of Dxun, one of Onderon's four moons, touches the planet's atmosphere, allowing the bestial creatures of the moon to cross over and prey on the peaceful inhabitants of Onderon. In reaction to this annual scourge, the Onderonians constructed the massive, walled city of Iziz.

Everything outside Iziz's walls remained a savage wilderness. As punishment, criminals were released into the outlands, and quickly fell prey to the beasts of Dxun. In time, however, the outcasts learned to capture and control the creatures, using them as flying mounts. Over the years, the outcasts formed huge armies of beast-riders, and began to attack the city. To this day Onderon has remained a divided planet, the fierce war between the beast-riders and Iziz continually escalating as technology advances.

Master Arca has accepted the role of watchman over the Onderon worlds, and charges his students with helping the citizens end the centuries-long war. He re-

minds them that the Jedi stand for peace; they must use their weapons only as a last resort.

The Jedi travel across the galaxy in their ship, the *Nebulon Ranger*, to Onderon. As the *Ranger* streaks through the atmosphere toward the sprawling city of Iziz, Cay picks up a flight of giant birds vectoring for the ship. After a moment, Cay realizes that they are instead beast-riders. Deciding not to fire upon the incoming swarm of beasts, the Jedi hail the city and request landing instructions. As the city's forces launch an assault against the beast-riders, the *Ranger* sets down at the Royal Space Dock.

After brief introductions, the Onderonian Minister of State, Novar, orders the Royal Protectors to bring Tott (the single non-human of the trio) to the immigration area for interrogation. It seems that the Onderonians have much to learn about becoming a Republic member world. Just before an altercation develops between the Jedi and the Royal Protectors, Queen Amanoa orders the three Jedi to the throne room immediately.

The Queen is surprised to find three Jedi students rather than the great Jedi Master she'd expected. She quickly introduces her daughter, Galia, and informs the



new arrivals of the city's troubles. Suddenly, beast-riders burst through the translucent dome that houses the throne room, spraying shards of glass everywhere as the great beasts descend. The Jedi and the Royal Protectors battle the intruders as the Queen and her daughter retreat into the heart of the palace. Several beast-warrior commandos break away from the main attack group and head after the Queen. Cay and Tott pursue the commandos as Ulic fends off the remaining beast-riders.

The commandos kill two guards and subdue Galia, escaping as the Queen attempts to call down the power of Freedon Nadd upon them. When Cay and Tott arrive, they find Galia missing and the Queen slumped on the floor. Ulic, ignoring the protests of his fellow Jedi, vows to rescue Galia from the beast-riders.

The three Jedi set to the skies in the *Nebulon Ranger*, training their sensors on the escaping beast-riders while the Onderonians muster their own rescue mission. Suddenly, Cay realizes that the beast-riders have launched a seeker-torpedo at the *Ranger*. But before the Jedi can bring up the ship's shields, the torpedo slams into the hull, exploding in a fiery torrent. The ship spirals across the sky trailing a column of smoke behind it. Luckily, the Jedi manage to use the vessel's deflectors to cushion the crash landing.

After assessing the ship's damage, they exit the ship to find themselves deep in the wild jungles of Onderon, just outside the domes and towers of an immense stronghold. But before they can even comment on the strange site, two boma beasts — gargantuan predators armed with wicked claws, horns, and fangs — rise up to confront Tott. Using his unusual Jedi ability to understand beast-languages, Tott manages to befriend the creatures. He, Cay, and Ulic then mount the boma beasts and charge toward the stronghold.

The Jedi storm into the middle of a marriage ceremony between Oron Kira and Princess Galia. While Cay and Tott deflect anyone trying to stop them, Ulic grabs Galia and attempts to escape. Galia, however, does not wish to be "rescued." Apparently, she and the beast-riders devised the abduction plan to extract her from Iziz for the wedding ceremony. Oron, his father Modon, and Galia go on to explain that Iziz has fallen under the pall of the dark side, ever since Freedon Nadd brought it to Onderon over four centuries ago. Anyone who dared challenge the dark side was cast out of the city as a criminal.

Modon warns the Jedi that all of the beast-lords of the wilderness have begun preparing for a final battle to overthrow the city. He asks the Jedi to help rid Onderon of the darkness. Ulic, however, sees another way. He wants to reveal the marriage of Oron and Galia to the Queen and try to work out a peaceful solution. The beast-riders agree to make the attempt, but only if the Jedi promise to help in the war against the dark side if their plan fails. Ulic agrees.

The Jedi, Oron, and Galia board the *Nebulon Ranger* and head for Iziz as Modon readies his forces for battle.



As the *Ranger* and its beast-rider escort near the city, the defensive guns lash out at them. The Jedi quickly inform the city of the passengers in the *Ranger*, and they are immediately allowed to land.

Queen Amanoa, outraged at the marriage between her daughter and the outcast Oron Kira, does not heed Ulic's and Oron's warnings to give up her hatred. She calls upon the power of Freedon Nadd to destroy her enemies.

The Jedi, Galia, and Oron find themselves immersed in waves of darkness. The dark side immediately claws at the minds of the Jedi, sowing fear and confusion, feelings the novices struggle to push away.

Galia leads the group to a secret passage. When they regain their wits, however, they realize that Cay did not escape the throne room. Oron contacts his father and tells him of Ulic's failure. The Beast Wars of Onderon begin.

Hundreds of beast-lords have pooled their resources, massing their armies for a single onslaught. For the first time, the forces of both sides seem evenly matched. Apparently, since the Onderonians made contact with the rest of galactic civilization two years ago, off-world traders have been selling the beast-warriors advanced weaponry.

Meanwhile, Cay confronts Queen Amanoa. He demands that she squelch the darkness she has unleashed, but the Queen refuses. Several Royal Protectors suddenly attack, slicing off his arm at the shoulder. Queen Amanoa flees to the mausoleum of Freedon Nadd, knowing that military strength will not bring them victory. She calls upon the dark side to sap the will from her enemies. Suddenly, the tide of the battle changes, and the beast-riders' onslaught falters.

Ulic rescues Cay, who finds an old droid from which he plans to scavenge a prosthetic arm for himself. The dark Sith magic weighs heavily upon the beast-riders and their mounts, sickening and confusing them.

Another Jedi ship suddenly descends toward the battle site. Master Arca uses his battle meditation ability to dismiss the darkness, and the tide of confrontation turns again in favor of the beast-riders. The city falls.

Arca is not pleased with his students. He admonishes them for not informing him the moment they learned of the presence of the dark side.

By instinct alone, Master Arca leads the Jedi and Galia to Freedon Nadd's tomb in the deepest sub-levels of the palace. Arca disrupts the darkness, breaking its hold on Queen Amanoa, who dies as a result. Arca then tells his students that Freedon Nadd embraced the dark side and apprenticed himself to a Dark Lord of the Sith. Since there could never be more than one Dark Lord, Nadd murdered his teacher and assumed the title. Upon his death, his tomb became a focus of dark side energy, which Galia's ancestors used through the centuries.

In a formal ceremony, the marriage of Oron Kira and Galia is recognized by the Galactic Republic, and the world of Onderon becomes unified for the first time in centuries. Master Arca warns his Jedi students that Freedon Nadd still has followers in the city. The struggle against the dark side on Onderon has not yet come to an end.

Ulic wonders how a great Jedi like Freedon Nadd could have fallen from the light. Arca says that it has happened more than once, and warns Ulic to pray that it doesn't happen to him.

THE SAGA OF NOMI SUNRIDER

The Jedi Knight Andur Sunrider prepares to journey to the home of Jedi Master Thon in the Stenness system with his wife Nomi, his daughter Vima, and a present of Adegan crystals. They board the *Light Side Explorer*, head toward a jump beacon, and then leap into hyperspace.

The *Explorer* arrives at a spaceport (many spaceports have been constructed around jump beacons in this era) just outside the Stenness system on the rim of the Galaxy. A small group of criminals led by Bogga the Hutt discover that Andur carries Adegan crystals. Bogga orders his minions to retrieve the precious stones.

During the ambush, Andur is killed by a poisonous, lizard-like creature. His spirit tells Nomi to take up the lightsaber and defend herself and their daughter. With two quick slashes, Nomi dispatches two of the Hutt's

lackeys. The third escapes, returning to his master.

Andur reappears as a translucent spirit, telling Nomi to go to Master Thon, for she is destined to become a great Jedi. Quickly Nomi, Vima, and the droid ThreeDee board the *Explorer* and leave the spaceport. Nomi attunes herself to the Force, concentrating on Master Thon's presence, which seems to stand out like a beacon against the rest of the Galaxy.

The *Explorer* arrives at a ringed world in the Stenness system, and sets down. ThreeDee remains behind with the ship as Nomi and Vima head off to find Master Thon. The world itself is bleak and dismal, but there seems to be an undertone of hope.

Nomi eventually arrives at the home of Master Thon. She meets a strange man (Oss Wilum) riding a beast of burden (Master Thon). Meanwhile, Bogga the Hutt has managed to follow the *Explorer*, and he orders his henchmen to rip the ship apart to find the Adegan crystals.

Nomi tells her tale to Oss, and wonders why the Force did not protect her husband. Oss warns that a Jedi may falter if his attention is drawn away from his attacker. As Nomi finishes her story, commotion from outside warns them that someone is attacking Master Thon's herd.

Oss Wilum charges out to confront the Hutt and his minions. Unfortunately, he is defeated, and Bogga orders one of his lackeys to finish the Jedi. Suddenly, Oss's bestial companion rushes out and quickly ends the confrontation by throwing off a force

field that knocks the attackers back. The Hutt and his minions leave, afraid of the power this creature commands.



Nomi learns that this creature is the "very advanced Jedi" Master Thon. He will instruct her in the ways of the Force.

Months pass, and Nomi has yet to hear a word from Master Thon. She begins to wonder why she has come. Her daughter Vima rushes off, chasing a small group of "neeks" (small, lizard-like creatures) toward a nearby body of water: Lake Natth. Nomi follows, and arrives at the lake — a place tainted by evil — and finds two dark-side creatures emerging from the water and heading toward Vima. Nomi envisions the two dragon-creatures attacking each other rather than her daughter, and suddenly the thought becomes a reality.

Nomi wishes that her husband were present to teach her the Jedi Way. She reminisces about her life with him, noting his dedication both to his family and to his duty as a Jedi Knight.

Master Thon is well aware of the pain Nomi has been struggling with, and that is why he has left her to herself for these months. But he also knows that she will become a great Jedi, and decides to begin her training.

Meanwhile, pirates attack an ore cargo ship in the Stenness system. The Hutt protection sold to the miners is ineffective, and the pirates steal the precious mutonium ore in a quick strike.

Suddenly, a dreadnaught appears and grapples the pirates' marauder ships with a tractor beam. The pirates are immediately taken to Bogga for punishment.

Months later, on Ambria, Oss Wilum completes the repairs on ThreeDee. Nomi inquires about Master Thon's decision to remain on such a bleak world. Oss replies that the master

wanted to test himself against the dark side energies that exist on the planet.

Tott Doneeta arrives on Ambria, requesting help in the struggle against the dark side on Onderon. Tott refers to it as the Freedom Nadd Uprising. Oss leaves to help in the confrontation.

The dreadnaught *Enforcer One* brings the pirates to Bogga the Hutt's private moon. Bogga admonishes his servant Gubb for not retrieving the Adegan crystals from the Jedi on Ambria. The pirates will suffer Bogga's wrath unless they can perform a service for the Hutt.

Master Thon wants Nomi to build her first lightsaber using the Adegan crystals she brought as a gift. Nomi refuses, saying that she will never again touch a lightsaber, the weapon with which she struck out in vengeance.



Master Thon, Nomi, and Vima set off for a tour of Ambria.

Bogga wants Finhead Stonebone and his crew to kill Master Thon and steal the crystals. Finhead reluctantly agrees after Bogga demonstrates what happens to those who refuse his wishes.

On Ambria, Master Thon begins Nomi's training, starting with the Jedi's ability to sense the tension between the light and dark sides of the Force. Thon tells her that the lightsaber helps a Jedi focus her thoughts on the Force, and asks her once again to build a lightsaber from the Adegan crystals.

Nomi refuses. Thon produces a Jedi Holocron given to him by Master Arca. The gatekeeper of the Holocron, Ood Bnar, appears in a swirl of Force energy and offers his services. Thon asks to hear of the ancient struggle between the Jedi and the dark side. Ood tells of the long-fought war, and of the Jedi lost to the dark ways of the Force. He confirms Thon's belief that a great war between the light and the dark will erupt during his lifetime, and concludes by saying that Nomi will play an important role in the conflict.

Master Thon offers Nomi his own lightsaber, but she turns her back on him. Thon senses her thoughts, and tells her that she cannot return to her former life; if she fails to move forward she will fall into the darkness.

The pirates arrive at Ambria, leaving their marauders in low orbit and shuttling to the surface in armored skiffs. Nomi and Vima climb onto Thon's back, and they charge back toward his hut. Thon deflects the laser cannon blasts of the pirates with the Force as he tries to get Nomi to take up the lightsaber. Again, Nomi refuses. Thon then rushes toward the attackers in an attempt to force Nomi to use her battle meditation to end the conflict. Nomi instead flees with her daughter, leaving Thon to confront the pirates on his own.

Upon seeing Master Thon surrender to the pirates,

Nomi uses her battle meditation to cause the attackers to turn on each other in a struggle over the Adegan crystals. Amidst the confusion, Nomi frees Master Thon, and the two confront the villains, who flee after several of their number fall beneath the Jedi onslaught.

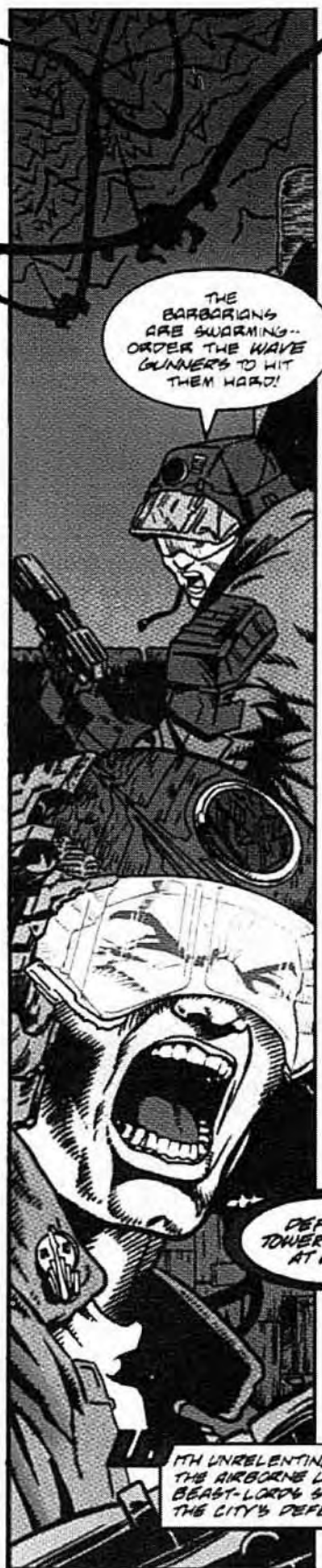
THE FREEDON NADD UPRISING

On Onderon, Galia and Oron Kira lead a funeral procession for Queen Amanoa and Freedom Nadd. Master Arca, Tott Doneeta, Oss Wilum, and Cay and Ulic Qel-Droma follow as the procession heads to the royal spaceport. Arca has ordered the remains of the two dark side worshippers removed from the planet to one of Onderon's four moons. The presence of the dark side seems to have taken its toll on the Jedi, and they believe Nadd still has a following among the populace, some of whom may be Sith magicians.

Suddenly, a massive machine erupts through the surface of the spaceport. Former members of the royal armed forces have allied themselves with the Naddists. Their leader — Warb Null — strides forward, clad in black armor and wielding a lightsaber. During the confrontation, Master Arca suffers an invisible blow from the dark side. The dissidents steal the sarcophagi of Queen Amanoa and Freedom Nadd and escape in their mining vehicle, heading deep into the sub-levels of the city.

Arca realizes that they need help to defeat the Naddists. Galia mentions that her father, King Ommin, knows more about the dark side than her mother. The king has been confined for years to a life-support facility.

As Master Arca begins to speak with King Ommin, the spirit of Freedom Nadd appears, saying that the king called him back from the chaos. Nadd imparted his knowledge to the old man, who has been practicing Sith magic ever since.



THE BARBARIANS ARE SWARMING-- ORDER THE WAVE GUNNERS TO HIT THEM HARD!

DEFENSE TOWERS FIRE AT WILL!

WITH UNRELENTING VIOLENCE THE AIRBORNE LEGIONS OF THE BEAST-LORDS SWEEP DOWN ON THE CITY'S DEFENDERS--

Suddenly, Ommin leaps up, striking out at Master Arca. It appears that, although Ommin must rely on a mechanical apparatus to support his physical form, his power in the Force remains. Arca falls, enveloped by dark side energy.

Warb Null appears, and Ulic strikes out against Ommin's minions. In the meantime, King Ommin steals Arca's body and escapes. Fighting past a wall of dark force, Ulic manages to destroy Warb Null.

Galia and Ulic return to the upper levels of the city to find that the Naddists have taken the palace. The Jedi decide that they cannot fight this darkness alone. They must call on the Jedi Knights and the forces of the Republic. A base of operations is set up in Modon Kira's forest stronghold.

On Ossus, the third planet of the Adegan system, Master Thon and his apprentice Nomi Sunrider arrive to an ancient Jedi stronghold that is now a thriving Jedi training center.

Thon and Nomi visit Master Vodo-Siosk Baas, the great Jedi who will train Nomi in the art of lightsaber construction.

Within a week Nomi has built her lightsaber using the Adegan crystals her husband had intended as gift for Master Thon. She quickly advances in her skills over the ensuing weeks.

A Jedi assembly is called and it is announced that volunteers are needed to rescue Master Arca from the forces of the dark side on the planet Onderon. The entire assembly volunteers, but only five are chosen: Dace Diath, Shoaneb Culu, Qrrri Toq, Kith Kark, and Nomi Sunrider.

Meanwhile, in Republic City on the planet Coruscant, the senators continue to debate over Ulic's call for assistance.

Satal Keto and his cousin Aleema, heirs to the throne of the Empress-Teta system, enter the Galactic Museum on Coruscant, seeking the Sith artifacts supposedly preserved there. They have formed a secret society of magicians called the Krath, named for an evil magician-god from the fables of their world. Eventually, Satal and Aleema find the museum's "Sith Hall" and steal one of the Sith books.

Satal believes the book contains magical formulas, but he cannot read the language in which they were written. After seeing a Galactic News Report about the dispatching of a Republic fleet to Onderon to help fight against the forces of Freedon Nadd, Aleema and Satal decide to journey to the planet in hopes of finding someone who can translate the book for them.

Satal and Aleema exit hyperspace near Onderon right in the middle of the Republic fleet. Satal plunges through the fleet, heading to the planet.

The Republic's rocket-jumpers rain from the skies over Iziz. The *Krath Enchanter* plunges into the atmosphere, straight into the line of fire. The ship is hit, its repulsors destroyed, and Satal fights to control the crash-landing. The *Enchanter* smashes into the cobblestone streets of Iziz, but Aleema and Satal manage to escape as its fuel tanks explode in a fiery torrent.

Meanwhile, Jedi cruisers probe the wilderness of Onderon, homing in on Ulic's radio beacon. Using the Force as a war-shield, the arriving Jedi charge toward the citadel where Ulic and his comrades are defending against a Naddist siege.

As the Jedi plow through the ranks of the Naddists, Nomi finds that an energy field is blocking her battle meditation ability. Dace confronts a Sith war droid, which radiates the dark side. Kith Kark is killed.

Cay, Ulic, Tott, Oss, and a ragtag group of beast-riders emerge from Modon's stronghold, weak and haggard. Dace asks why they do not fight, and Ulic replies that the Sith magic has sapped their strength over the past few months. But as the two forces of Jedi join, Ulic feels himself growing stronger.

The combined force of Jedi takes the upper hand in the battle, but Nomi finds herself under focused attack



from the same dark presence that has sapped Ulic's strength. Nomi crumples under a powerful Force-blow. Ulic helps Nomi, who had a vision of the person who attacked her — an emaciated old man on a metal armature.

In the meantime, Satal and Aleema have been showing their Sith book around Iziz. A man approaches them and says that his master can decipher the strange language. The Naddist leads the two aristocrats into the deep sub-levels of the city to see King Ommin. Ommin gives Satal a Sith amulet which concentrates the power of the dark side. When Satal dons the amulet, he can suddenly read the Sith book. Ommin agrees to give Satal the amulet if Satal allows him to make a copy of the Sith tome.

Ommin shows the two heirs his prized possession — Master Arca, writhing under the power of the dark side. Ommin's goal is to extinguish the light from Arca and to then raise him up as a dark Jedi.

The seven apprentice Jedi sense Master Arca's torment, and charge past the dark-side protectors and the Sith war droids, descending into the depths of the undercity, where they come face to face with King Ommin.

Ommin throws a wave of dark side hatred at the Jedi, battering them back. Ulic, bathed in the light side, fights off the darkness and rushes forward, slashing with his lightsaber at the metal armature that holds Ommin erect. Without support, Ommin collapses.

Satal and Aleema retreat into the recesses of the sub-levels as Ulic demands to know what has happened to Master Arca. Ommin tells them that Arca has gone to the dark side, as will they. In a deep access corridor, the spirit of Freedon Nadd appears to Satal and Aleema, giving them the book, the amulet, and a pair of Sith swords.

Nadd appears near the body of Ommin, saying that, unlike the brave Jedi arrayed before him, the old man belongs to the dark side. As Ommin passes into the Force, Arca is freed and Nadd's spirit fades, saying the Jedi have lost, though they do not yet know it.

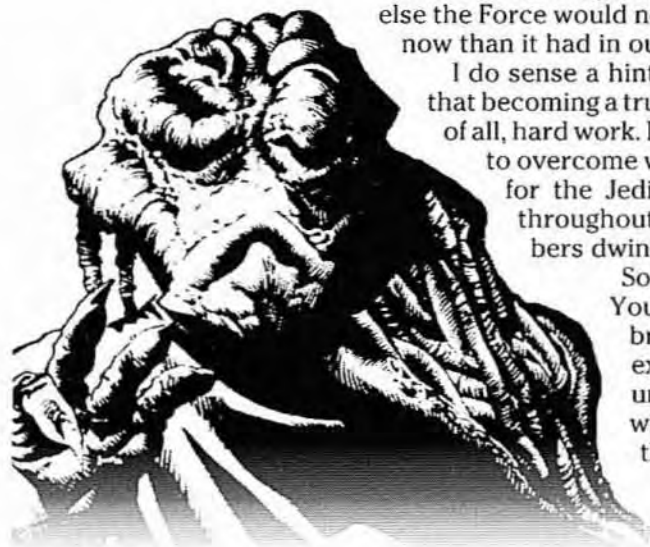
With Ommin dead and the Naddists squelched, the Republic institutes martial law and quickly restores order to Iziz. Meanwhile, Satal and Aleema escape with their Sith treasures.

Freedon Nadd's and Queen Amanoa's sarcophagi are finally brought to Dxun where they are placed in a tomb constructed to withstand the ravages of time. Ulic wonders aloud what Nadd meant when he said the Jedi had lost. Recalling words from millennia ago, Master Arca replies that the ancient Sith prophecies foretell a time when the Dark Lords will return ...

CHAPTER TWO THE JEDI



A Jedi apprentice walks a long, difficult road to skill and knowledge of the Force...



Greetings once again, my young Jedi. I trust your training goes well, else the Force would not be flowing through you so much more easily now than it had in our previous meetings.

I do sense a hint of frustration, however. You must remember that becoming a true Jedi requires persistence, patience, and most of all, hard work. It is your duty, both to yourself and to the Force, to overcome whatever difficulties the galaxy sets before you, for the Jedi Knights are the bastion of peace and light throughout the Republic. We cannot afford to let our numbers dwindle.

So you must remain strong in your commitment. You must persevere, and you must always embrace the light side. Do not believe that you can experiment with the darkness and come away unscathed. The taint of the dark side will remain with you forever after, and the temptations to use that evil power will come all that more often and all that more strongly.

I say these things not to scare you, nor to dissuade you from continuing your training. On the contrary, I wish only to make you stronger in the light by offering you

the knowledge that so many Jedi before you spent their lives discovering. Remember, knowledge and the Force will always be your shield against the minions of the dark side.

Perhaps it would help if I told you of other Jedi, of their struggles against the Sith — and against the temptations of the dark side ...

ANDUR SUNRIDER

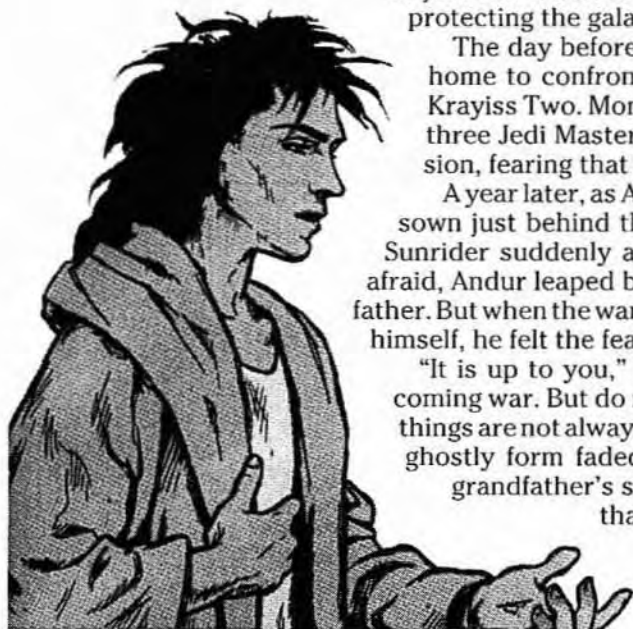
Since he was a child, Andur Sunrider dreamed of becoming a Jedi Knight. Two generations before him, his grandfather, Jev Sunrider, had served the Jedi as watchman of the Darada system on the edge of the Core Worlds. From him, Andur learned much about the Jedi Knights, of their history and lore, and especially of their war against the dark side.

Andur spent every waking moment studying the texts his grandfather gave him — plus a few he acquired without consent — knowing in his heart that he was meant to join the ranks of the brave warriors who dedicated their lives to protecting the galaxy.

The day before Andur turned 12, his grandfather left their family home to confront a force of evil growing in the nearby system of Krayiss Two. Months passed with no word from Jev Sunrider and his three Jedi Master companions, and Andur sank into a deep depression, fearing that he would never lay eyes on his grandfather again.

A year later, as Andur was tending to the small garden his father had sown just behind their home, the glowing, translucent image of Jev Sunrider suddenly appeared to him. Shocked, and more than a little afraid, Andur leaped backward, stumbling a few steps and calling for his father. But when the warm, familiar voice of his grandfather told him to calm himself, he felt the fear slip away.

"It is up to you," his grandfather said. "You will play a part in the coming war. But do not resist the role the Force wishes you to play, for things are not always what they seem." Before Andur could respond, the ghostly form faded, leaving the boy to ponder the meaning of his grandfather's strange words. The one thing he knew for sure was that Jev Sunrider had passed into the Force, and would never return home.



Six years later, after increasing his dedication to the understanding of the Jedi Way, Andur received an invitation from Jedi Master Chamma — an old acquaintance of Jev Sunrider — to join him on H'ratth as his apprentice. Andur and his wife Nomi traveled to H'ratth aboard the *Lightside Explorer*, bringing with them only a few possessions, including the droid Threedee.

Master Chamma instructed his new student in the nature of the Force, for he believed that Andur had ignored that aspect of study. Though Andur had already learned much about the training techniques, Force concentration methods, and the history of the Jedi, he lacked a basic understanding of the power he wished to tap.

Andur worked hard to absorb and comprehend all that Master Chamma taught, and succeeded more quickly than his teacher had expected. Within two years, shortly after the birth of Andur's and Nomi's daughter Vima, Master Chamma decided that he could instruct the young Jedi no longer. He gave Andur several Adegan crystals — the best gems for constructing lightsabers — to present as a gift to his new Master, Thon, who lived on the planet Ambria in the Stenness system.

Andur at first resisted Master Chamma's decision, saying that he thought he had learned enough and was now ready to join the Jedi Knights. Though the young student did not voice his true ambitions, Chamma knew that Andur held an undying obsession for defeating the darkness that had killed his grandfather on Krayiss Two. And this selfish desire confirmed Chamma's belief that Andur needed more training.

On the evening before Andur was to leave, Master Chamma called him out to The Crag, a jagged pinnacle of rock overlooking the vast lush landscape of H'ratth. As the two stood silently watching the sun melt into the horizon, Andur had a vision.

He was walking through a great expanse of shadow and was holding aloft a globe of swirling white energy to light the way. Nomi and Vima huddled at his side as he slowly ventured toward an unseen destination. All about the trio specks of light flitted about in the darkness, at times creating intricate patterns whose meaning eluded Andur's grasp. Suddenly, a lance of shadow struck from out of the surrounding darkness, embedding itself in Andur's chest and knocking him to the mist-enshrouded ground. One by one the pinpoints of light around them shrank and died, strengthening the blackness. Andur's own sphere of illumination began to sputter, growing more dim with each flash. He felt himself slipping away, and strained to look up to see his wife and daughter. He saw the fear in their faces as they clung to one another in the fading light of Andur's sphere. He realized then that he was about to leave them behind alone to fight whatever evil had come upon them all. He wished he could do something, anything, to strengthen them, to save them from the darkness, but he had nothing, except —

He raised his dying globe of light toward Nomi, and told her to take it. She hesitated at first, but then seized

it and held it above her head. At that moment the sphere burst into brilliant illumination, casting back the shadows and highlighting Nomi and Vima in shimmering silhouettes.

And then Andur was staring at the horizon as the sun crept into the sky. Master Chamma was nowhere in sight. The words of Andur's grandfather suddenly returned to him: "Do not resist the role the Force wishes you to play, for things are not always what they seem."

Placing his trust fully in the Force, he gathered Nomi, Vima, Threedee, and his few possessions, and left H'ratth in the *Lightside Explorer*. They arrived in the Stenness system and docked at the spaceport for customs inspection. Shortly after arriving, thugs serving Bogga the Hutt killed Andur in an attempt to steal his Adegan crystals.

Moments later, Andur's shimmering image appeared, beckoning Nomi to take up his lightsaber and defend herself and their daughter. Nomi reluctantly followed her husband's plea, and destroyed her attackers.

As Andur's image faded, he told Nomi to take the crystals to Ambria, where Jedi Master Thon would show her the direction her life would now take. At the moment Nomi agreed, Andur passed into the Force forever.

ANDUR SUNRIDER

Type: Jedi Apprentice

DEXTERITY 4D

Dodge 5D+1, lightsaber 6D, melee combat 4D+2, melee parry 4D+1, pulse-wave weapons 5D, vehicle blasters 4D+2

KNOWLEDGE 2D+2

Alien species 3D+1, business 3D, cultures 3D+2, planetary systems 3D+1

MECHANICAL 2D+1

Astrogation 3D+2, repulsorlift operation 2D+2, space transports 3D

PERCEPTION 3D+1

Persuasion 3D+2, search 4D

STRENGTH 2D+2

Brawling 3D, swimming 3D+2

TECHNICAL 3D

Armor repair 3D+2, droid repair 3D+1, repulsorlift repair 3D+1

Special Abilities:

Force Skills: Control 2D, sense 1D+1, alter 1D+1

Control: Concentration, emptiness, resist stun

Sense: Combat sense, danger sense, instinctive astrogation, life detection, magnify senses

Control and Sense: Lightsaber combat

Control and Alter: Remove another's fatigue

This character is Force-sensitive

Force Points: 2

Character Points: 7

Move: 10

Equipment: Lightsaber (5D), Pulse-wave blaster (4D), Adegan crystals

ARCA JETH

Jedi Master Arca Jeth first earned his legendary status as an expert swordsman in the Hyabb-Twith Campaigns, a series of bloody confrontations between the Jedi Knights and the Nelori Marauders of Dachat. The battles all took place in the Hyabb-Twith Corridor, a disputed parsec on the spinward arc of the Core that had been embroiled in conflict since the birth of the Republic.

After a succession of defeats, the Nelori Marauders

fled their homeworld of Dachat to take up residence in the Corridor, realizing that neither the Hyabb nor the Twi'lek government would risk the other's wrath by sending patrol ships into the disputed territory. From such a base, the Marauders could strike out against neighboring systems and then retreat into the virtually empty no man's land without fear of retribution, for no other worlds wished to anger the heavily armed Hyabb and Twi'lek by venturing "where they didn't belong."

Over the years, the Nelori grew more bold, attacking Republic-aligned trade ships and raiding Republic member worlds deeper and deeper in the Core, like a lance of blaster fire streaking straight for Coruscant. Each conquest fueled the next, expanding the Marauders' sphere of control ever farther.

As the number of dead Republic citizens continued to rise, the Jedi called for an emergency meeting at the Jedi stronghold and training center on Ossus, the third planet of the Adegan system. There, the assembled Jedi Masters created and launched a task force to intercept the encroaching Marauders and destroy the murderous band of outlaws once and for all.

Two dozen Jedi warriors pursued several Nelori ships into the Hyabb-Twi'lek Corridor and attacked the Marauder's main base on the planet Voon. The Jedi managed to obliterate or otherwise damage a majority of the Marauders' ships before reinforcements from nearby bases arrived and drove the Jedi back in a vicious counter-assault. Only five of the twelve Jedi survived the encounter, but the bulk of the Nelori fleet was destroyed, relegating further confrontations to ground-based battles.

Less than two days later, 30 more Jedi Knights arrived to join their brethren for an all-out planet-side attack. To gain the element of surprise, the Jedi silently sliced through the world's atmosphere in sleek, weaponless transports, each specially rigged with counter-sensor arrays and low-output power compensators for maximum stealth. In the near-dawn of a brisk Voon day, the Jedi warriors dropped onto the broad, stepped roof of the Nelori stronghold, where the Marauders had gathered the remainder of their forces from throughout the Corridor.

Within moments the Jedi had infiltrated the stronghold and searched the topmost levels — to find nothing. No Marauders. No clothing bins or half-eaten meals. No signs of life whatsoever. As the cool, blue-white glare of the Voon sun pierced the slitted windows of the fortress, the Jedi stared at each other in wonderment. Where had the Nelori gone? And how could they have slipped off-planet through the constant sensor sweep of the two Jedi vessels that had survived the first battle?

At that moment one of the Jedi, Arca Jeth, had a sudden inspiration. He reached outward with the Force, searching the lowest levels of the stronghold for signs of life. To his dismay, he found nothing. But he retained the strong feeling that the Nelori had not abandoned their fortress, and he probed deeper, pushing past the Voon

surface into the empty subterranean pockets that littered the world's crust. And he encountered ... something — a morass of life tangled and intertwined in a way Arca had never seen before.

Following his Force sense, he led his Jedi companions downward through hollow hallways and wide spiral staircases, eventually arriving at a rough-hewn, sloped passageway that descended into darkness. Arca assigned two Jedi to remain on the ground level of the fortress while the rest ventured into the subterranean levels.

The tunnel curved into a spiral 100 meters down, taking the Jedi into the depths of Voon. When an hour had passed with no hint of the Nelori, some of the Jedi warriors began to question Arca's feeling — more to verify its source than to insinuate a lack of competence on Arca's part, although Arca felt a twinge of self-consciousness at the inquiry.

"I assure you, I can sense it," he said. "And, actually, I'm surprised that you cannot." With that, the accusations began to come seemingly without effort — statements of blame that forced everyone into positions of defense.

And then, in the midst of the sudden confrontation, the Jedi all fell silent as a tendril of darkness slithered past their hearts. They quickly turned outward, scanning the rocky walls and ceiling of the cavernous chamber they had entered, searching for whatever force had just passed through them.

And without warning, the walls came alive. The rock crumbled, falling in huge chunks and smashing on the floor, throwing slivers of stone shrapnel in every direction. Four Jedi fell immediately; the rest scattered, taking their downed companions out of danger. After thirty seconds of confusion, the deafening noise of the cave-in subsided — and the Nelori attacked in full force.

The Marauders lashed out with every



weapon they had in their possession: blaster carbines, pulse-wave rifles, vibro-knives, electro-staves, even make-shift swords and clubs. More than two hundred Nelori descended upon the Jedi in the monstrous, debris-ridden cavern.

Arca leaped forward immediately to confront the onrushing murderers, disarming three and killing one in the first few seconds of the furious assault. His companions were less than a heartbeat behind, forming a ring of defenders around their fallen friends.

The battle did not go well for the Jedi. Slowly their numbers dwindled — though they overcame five foes for every one of their own fallen companions. Arca realized then that they had no hope for survival. And as that eventuality settled in his mind, he became aware of the ferocity of his attacks — something had caused him to abandon his training, to shun the Force and rely on his own emotion.

Even as he continued to counter his enemies' attacks, he changed his focus, forming an image of victory in his mind and offering it to the Force. And with a swift suddenness, the tide of the battle changed as the light side swept across the battlefield, strengthening the remaining Jedi and weakening the Marauders.

The Jedi Knights were victorious, but their success was tempered by the loss of half of their force.

Over the ensuing weeks, the Jedi, led by Arca Jeth, chased down the remainder of the Marauder forces — who were scattered throughout the Corridor — destroying the Nelori sphere of control forever.

Decades later, Arca became a Jedi Master, specializing in the power of Jedi battle meditation. He set up a training compound on the planet Arkania, a tundra world once immersed in dark-side energy. At any given time he had twenty Jedi apprentices in attendance, all potential masters of lightsaber combat, a skill in which Arca himself had a natural affinity.

Arca eventually became the watchman of the Onderon system, and sent three of his students — Ulic and Cay Qel-Droma, and Tott Doneeta — to travel to Onderon and bring peace to the war-ravaged world.

ARCA JETH

Type: Jedi Master
DEXTERITY 2D+1

Bows 3D, dodge 6D, lightsaber 10D, melee combat 7D+2, melee parry 7D+1, pulse-wave weapons 6D, vehicle blasters 5D+2

KNOWLEDGE 4D

Alien species 9D, bureaucracy 8D+1, cultures 7D+2, languages 8D+2, planetary systems 10D+1, willpower 9D

MECHANICAL 3D+1

Astrogation 8D+2, beast riding 5D+1, communications 5D+2, ground vehicle operation 5D+1, repulsorlift operation 6D+2, sensors 7D+2, space transports 8D, starship gunnery 8D+1, starship shields 6D

PERCEPTION 3D+2

Command 8D+2, investigation 6D, persuasion 6D+1, search 5D, sneak 6D+1

STRENGTH 2D

Stamina 5D

TECHNICAL 2D+2

First aid 4D+2, security 5D+1

Special Abilities:

Force Skills: Control 12D+1, sense 14D+2, alter 14D

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, emptiness, force of will, hibernation trance, reduce injury, remain conscious, resist stun

Sense: Beast languages, combat sense, danger sense, life detection, life sense, receptive telepathy, sense Force, sense Force potential

Alter: Injure/kill, telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control, Sense, and Alter: Affect mind, battle meditation, control mind, enhanced coordination, Force harmony

Sense and Alter: Lesser Force shield

This character is Force-sensitive

Force Points: 37

Dark Side Points: 1

Character Points: 52

Move: 10

Equipment: Lightsaber (5D), Jedi holocron

CAY QEL-DROMA

Cay Qel-Droma and his elder brother Ulic grew up on Alderaan under the shadow of their Jedi mother, a strict parent and teacher who instructed her children well in all matters of the universe — except the Force. She believed that she could not maintain the proper distance required between student and master when it came to her sons. Though she sensed great potential in the two of them, she refused to begin their training too early. Only when they had reached the proper age did she agree to send them to Master Arca Jeth, a skilled Jedi teacher who maintained a training compound on Arkania.

Cay had always had a “mechanical mind,” as his mother called it. He would busy himself for hours constructing droids, repairing speeders, and watching transports arrive to and disembark from Alderaan’s heavily trafficked spaceports. Unlike his brother, he maintained a positive attitude at all times, always seeking the best in any situation, and doing everything in his power to reset anything that had gone wrong.

When their mother sent the two boys to Arkania, she worried that one son might outshine the other and create a deep rivalry between brothers who had always held great love for one another. She voiced her fear to Cay, who dismissed such a preposterous proposition with a laugh. He *knew* nothing could sever the close relationship he and his brother shared.

Cay’s fascination with mechanics did not subside once his Jedi training began. He constantly assisted Master Arca around the compound, repairing glow lamps, personal speeders, and most often, training droids. He never had lack of a project to tackle, especially with Ulic’s skill against droids in lightsaber combat.

As their Jedi training continued, Cay sensed a slight change in his brother’s attitude — an overconfidence, a frustration with the slow pace of Master Arca’s instruction. At first Cay dismissed the turn Ulic’s mood had taken, attributing it to his brother’s natural ability in the Force and his strong hunger to learn more. But as time passed, he took the problem more seriously and began commenting on his brother’s obsession, masking his true feelings in humor.

After several years under Master Arca's tutelage, Cay, Ulic, and Tott Doneeta journeyed to Onderon to quell the civil war that had been raging for 35 decades. There they encountered the dark side for the first time — a confrontation that would leave none of the Jedi apprentices unchanged.

CAY QEL-DROMA

Type: Jedi Knight

DEXTERITY 3D

Brawling parry 4D, dodge 5D, lightsaber 4D+1, pulse-wave weapons 4D+1, vehicle blasters 3D+2

KNOWLEDGE 2D+2

Survival 3D+2

MECHANICAL 4D

Astrogation 5D+1, beast riding 4D+2, repulsorlift operation 4D+1, sensors 5D

PERCEPTION 2D+1

Con 3D, hide 2D+2, sneak 2D+2

STRENGTH 3D

Climbing/jumping 3D+2

TECHNICAL 3D

Droid programming 3D+2, droid repair 4D+2, first aid 3D+1, pulse-wave weapons repair 3D+2, repulsorlift repair 4D, space transports repair 4D+1, starship weapon repair 3D+2

Special Abilities:

Force Skills: Control 2D, sense 1D+2, alter 1D

Control: Concentration, control pain, emptiness, remain conscious

Sense: Combat sense, danger sense, life detection

Control and Sense: Lightsaber combat

Control and Alter: Control breathing

This character is Force-sensitive

Force Points: 2

Character Points: 8

Move: 10

Equipment: Droid repair kit, lightsaber (5D)

CHAMMA

Over the millennia many Jedi have fallen, either to the dark side or to their own fears, losing themselves in corruption or paralyzing suspicion. Only a few of these lost Jedi ever returned to the light.

Four hundred years before the Freedon Nadd Uprising, a young, eager Jedi named Chamma undertook his first mission as a full-fledged member of the Jedi Knights. He and two companions journeyed to Loro Babis, an uninhabited binary star system consisting of three planets. A distress beacon from a trade ship aligned with the Republic had emitted an emergency message asking for assistance on Athiss, the second planet of the Loro Babis system, and the Jedi had accepted the charge of providing help to the endangered vessel.

Chamma and his task force arrived in-system to find no ship, just a scattering of ionized debris orbiting the planet in an amorphous cloud. Scanners detected signs of life on the world below, and the Jedi decided to touch down on the surface and investigate.

Under the star-spangled deep-violet of an Athiss night, Chamma set down the *Bastion* in an open field of green rough-grass. The three Jedi emerged from the ship and used the Force to locate the life-forms they had detected from orbit. At the edge of the field stood a forest of broad deciduous trees, and they all concurred that the sensa-

tions of life emanated from somewhere within that wood.

As they progressed through the forest, the life signs they were pursuing suddenly split into three distinct entities, each moving off in a different direction. After a brief discussion, the Jedi decided to each follow one of the life-forms.

Just short of an hour later, Chamma found himself deep in the wood, surrounded by thick vegetation and stagnant, saturated air. As he began to wonder whether he should head back — since he felt he was getting no closer to his quarry — he slipped in muck and barely saved himself from sprawling headlong into a dark pond. Splatters of mud hit the water's placid surface, sending concentric ripples of dissonance in all directions.

And then Chamma's internal alarms panged wildly, warning him of a danger his other senses could not yet detect. He spun around and ignited his lightsaber, bringing the brilliant violet blade into a defensive position in front of him just as its attacking counterpart swung downward. The beams of light collided in a loud crackle-hiss, neither yielding to the strength of the other.

Chamma squinted against the harsh glare of the frenzied energy emanating from the blades' contact point. He strained to see past the pressing lightsaber, but the dark of the night sky shrouded his enemy. Even the meager illumination shed by the lightsabers seemed to be repelled from this shadowed stalker, leaving Chamma with no conception of the being's nature other than his impressive stature and strength. With the initial shock of the sudden attack now subsiding, Chamma regained enough of his composure to turn to the Force. But as he focused on his enemy, a backlash of darkness swept over him, knocking him backward.

The sharp splash of water sliced through the thick humidity as Chamma landed in the shallow edge of the pond, suddenly bereft of the wind in his lungs. As he struggled for air, a shadowy form — visible only because it was twice as black as the surrounding darkness — appeared at his feet. Wispy tendrils of whatever shadow-matter the creature was composed of danced as if possessed, making Chamma wonder whether the being was corporeal at all.

The spawn of the dark side — because it could not be called anything else — towered over Chamma for the briefest of moments, although to Chamma it seemed like an expanse of time longer than his entire life. Suddenly, the — *thing* — raised its orange-white lightsaber with two hands and held it above and to the right of its head.

Still lying in the muck, afraid for his life, Chamma shakily brought his lightsaber up. He was confused. Why had the Force not protected him? Did it pick and choose its allies and then turn on them in their moment of need? Was that the true nature of this energy field to which the Jedi Masters had offered up their lives? His anger swelled, attempting to replace his fear.

With his adversary's blade swooping down upon him, the answers to those questions did not matter. If he was going to save himself, he had to do it on his own — without the Force.

Summoning all his energy, Chamma rolled sideways, splashing water and muck everywhere. The creature's blade struck the pond where Chamma had been, sending up a spray of steam that dissipated slowly into the already saturated air. Chamma leaped to his feet and slashed at his enemy in a wide arc, focusing his gathered energy on the attack.

His adversary countered easily, as if he had anticipated the strike moments before. Chamma felt his grasp on hope start to slip. This dark-side being held more power than Chamma could even conceive of, and it was well aware of that fact. If the Force had not betrayed him, Chamma thought as he readied his lightsaber for another attack, he would have at least have had a chance. He had spent so much of his life trying to understand the Jedi Way, trying to become one with the Force, to consider it his ally. And after all that, after all the trials he had overcome ...

The creature returned his blade to a ready position — neither defensive nor offensive — as if taunting Chamma, telling him without words that the young Jedi's efforts would prove fruitless.

At that moment Chamma felt his entire body tighten and release, forcing adrenaline into his limbs, augmenting them with a strength he did not know he possessed. With a guttural growl of escaping rage, Chamma rushed forward a full step and swung his lightsaber horizontally toward the left side of his enemy's torso. As before, the creature moved to deflect the blow. But this time Chamma turned off his lightsaber, and the creature's own blade swept by with a warped hum.

Chamma reignited his lightsaber with the hilt no more than a half-meter from the dark side creature's chest. The lance of violet light extended forward with its tell-tale thrum of energy, piercing the shadow-thing's black heart.

The creature wailed, a horrible, grating cry that echoed through the forest. And then —

It was gone. All that remained to convince Chamma it had existed at all was the dormant hilt of its lightsaber lying on the muddy shore.

Chamma did not return with his Jedi companions. He believed the Force had failed him, had turned him away in his first true test. Something else — his own rage, he decided — had saved him. Did it not make sense to ally with that which would come to your aid when you called?

Slowly, over a hundred years, Chamma turned his thoughts completely inward, expecting nothing from and offering nothing to anything outside of himself. He maintained a residence on the barren world of H'ratth, and never ventured farther than the nearest space station.

One morning, Chamma awoke to find a stranger standing in the middle of the living area of his squat adobe residence.

"I have come to return you to the light," the unexpected near-human said. His eyes were pools of cloudy

white, pupil-less, and he seemed to stare off as if he could not see.

Chamma gathered his robes around him, fighting the chill of the morning air, and maneuvered toward the table where his lightsaber lay.

"You do not need that, Chamma; we have no dispute. You need only listen, and then I will take my leave."

Chamma scooped the lightsaber from the table, saying, "Do not tell me what I do or do not need, *stranger*. Now leave before I am forced to remove you."

The stranger — a Miralukan Jedi — obeyed Chamma's wishes. But he returned the next day, and the day after, and the day after that, until Chamma gave in and allowed him to speak.

The Jedi — who gave his name as Noab Hulis — told a story of a young Jedi Knight who had encountered a Sith devotee, a fallen Jedi who had mastered the ways of the Sith and the dark side. This Sith creature, along with two others who had escaped during the fall of the Sith Empire, lured three Jedi to a remote world, hoping to begin a new sect of Sith fanatics. The three Jedi Knights were young and eager, but they lacked the experience necessary to survive an encounter with such beings.

Delving into his century-old, suppressed memories, Chamma realized then that Hulis spoke of him and his Jedi companions, and the events of the night on H'ratth a hundred years ago that he longed — had tried all his life — to forget.

Noab Hulis continued his tale. The Sith separated the trio and assaulted each with waves of dark-side energy, momentarily disconnecting them from the Force, allowing fear, anger, and hatred to overcome them. Miraculously, the youngest of the three Jedi defeated one of the Sith beings, and the two other dark siders fled, fearing that these guardians of the light were more powerful than they had expected.

When Chamma realized that the Force had not betrayed him, that the power of the dark side — of his own fears and hatred — had cut him off from the light, he broke into tears. It was he who had done the betraying. It was he who had abandoned the Force.

Eventually, Chamma returned to the Jedi training center on Ossus, and studied the Jedi Way for several more decades. He became a Jedi Master and relocated to H'ratth, where he could be reminded of his own failings while training young Jedi apprentices and teaching them of the trials they would have to overcome. One of his students was Andur Sunrider, whom he eventually sent to Master Thon for further instruction.

CHAMMA

Type: Jedi Master

DEXTERITY 2D+2

Dodge 6D+2, lightsaber 9D+2, pulse-wave weapons 5D, running 4D+1

KNOWLEDGE 3D+1

Alien species 7D, bureaucracy 8D+1, cultures 5D, languages 4D+2, planetary systems 5D+1, willpower 6D

MECHANICAL 2D+1

Astrogation 5D, ground vehicle operation 4D+1, repulsorlift opera-

tion 4D+2, starfighter piloting 5D, starship gunnery 4D+2, starship shields 5D+2

PERCEPTION 3D+2

Command 5D+2, investigation 5D+1, persuasion 6D, search 5D

STRENGTH 2D+2

Brawling 5D, stamina 5D+2

TECHNICAL 3D+1

Computer programming/repair 5D+1, first aid 6D+2, starfighter repair 6D, starship weapon repair 5D+2

Special Abilities:

Force Skills: Control 7D, sense 10D, alter 8D

Control: Absorb/dissipate energy, concentration, control pain, emptiness, hibernation trance, rage, reduce injury, remain conscious, resist stun

Sense: Combat sense, danger sense, life detection, life sense, sense Force, weather sense

Alter: Injure/kill

Control and Sense: Farsensing, lightsaber combat

Control and Alter: Feed on dark side, inflict pain

Control, Sense, and Alter: Affect mind, telekinetic kill

Sense and Alter: Dim other's senses, lesser Force shield

This character is Force-sensitive

Force Points: 24

Dark Side Points:

Character Points: 28

Move: 10

Equipment: Lightsaber (5D)

DACE DIATH

The son of Jedi Master Sidrona Diath of Tatooine, Dace spent his entire life under the tutelage of his father.

Only recently did he come to Ossus to begin training under Master Vodo.



The seclusion of his remote homeworld allowed Dace to concentrate on understanding the Force and allowing it to flow through him unhindered. He studied hard, but learned only at a slow rate, often prompting him to wonder whether he should continue his training, not because he abhorred the level of discipline he had to maintain, but because he didn't want to disappoint his father by failing. If he did not try, he reasoned, then he could not fail.

Usually, his father noticed these times of doubt and did all he could to renew Dace's faith in himself and in the Force. Though Sidrona had not had such a difficult time mastering the Jedi Way, he had discovered over the years that those Jedi who had worked hardest to attain their connection to the Force often became the most proficient teachers, for they could better understand the trials their students had to overcome. By reminding Dace of that discovery, Sidrona could convince his son that he was not alone in his difficulty, and that he might one day assume the of a Jedi Master.

After one particularly trying day of training in the oppressive heat of the Jundland Wastes, Dace lost all hope in his ability. He went to his father for consolation, but this time Sidrona would not offer words of comfort, saying that Dace would have to rely on introspection to

discover his destiny rather than on outside intervention.

Surprised and somewhat upset at his father's advice, Dace wandered out into the waning light of dusk, focusing his thoughts on his difficulty. The hours slipped by unnoticed as he worked through the confusion and inner conflict that had finally overtaken his mind, until he found himself on the edge of the Dune Sea, half-frozen in the pre-dawn darkness.

As he slid his gaze across the sandy, moonlit landscape, visual and vocal remembrances cycled up from the depths of his mind, as if his hours-long probe of himself had shaken them loose. One memory in particular stood out above the rest, calling Dace's complete attention. While visiting Ossus as a child, he had had the opportunity to inspect a Jedi Holocron. The gatekeeper of the holocron had appeared in a swirl of translucent mist to stand before him. Dace clearly recalled the words the gatekeeper had spoken so long ago:

"A Jedi who tries with all of his being never fails. It is the Jedi who gives up that fails — fails not only himself, but the Force as well."

Dace stood alone in the frigid night winds that scoured the Wastes, reciting the gatekeeper's words over and over. He realized then that his own thoughts had caused him all his difficulty. If he could just practice, train, and learn without these negative feelings about his progress, he would not be hampered, and eventually he would succeed. And he now understood why his father had declined to help him through this dark time. Sidrona knew that Dace would not accept such a philosophy if it came from someone else. Dace had to discover his own path for himself, and must believe in it without question. Otherwise, he would never quell his self-doubt.

After two more years under his father's tutelage, Dace felt he was ready to travel to Ossus to continue his studies at the Jedi training center. There he became the student of Master Vodo-Siosk Baas and eventually, along with Jedi apprentices Nomi Sunrider, Shoaneb Culu, and Qrrl Toq, took part in a mission to overcome the dark forces that had festered over the centuries on the planet Onderon.

DACE DIATH

Type: Jedi Knight

DEXTERITY 2D+2

Dodge 3D+1, firearms 3D, lightsaber 4D+1, pulse-wave weapons 3D+2

KNOWLEDGE 3D

Alien species 3D+2, planetary systems 3D+2, survival: desert 4D+1

MECHANICAL 3D+1

Beast riding 4D, repulsorlift operation 3D+2, swoop operation 4D

PERCEPTION 3D+2

Bargain 4D+1, con 4D+2, gambling 4D+1, search 4D

STRENGTH 3D+1

Brawling 3D+2

TECHNICAL 2D

Droid programming 2D+1, droid repair 3D, pulse-wave weapons repair 2D+2,

Special Abilities:

Force Skills: Control 2D+1, sense 2D, alter 1D+2

Control: Concentration, control pain, emptiness

Sense: Danger sense, life detection, sense Force

Control and Sense: Farseeing, lightsaber combat

This character is Force-sensitive

Force Points: 3

Character Points: 5

Move: 10

Equipment: Pulse-wave blaster (4D), lightsaber (5D)

KITH KARK

Kith Kark never liked technology. Even though some Gotal had become accustomed to constant electromagnetic emissions, Kith's acute sensitivity to such radiation prevented him from getting within a dozen meters of electronic devices, especially droids and computers. His family was forced to move into the wilderness of Antar 4 to avoid the technology that continually interfered with Kith's sense cones.



In the remote wilds, Kith learned to ride the half-dozen beasts that were used for short-distance transportation millennia ago. Whenever he was forced to travel to one of the

Gotal cities on Antar 4 or to another system entirely, Kith climbed aboard his small *Varda*-class starship, a vessel abandoned long before for newer technology, and programmed every jump by hand — he took every opportunity to eliminate the need for computers or droids, even if it meant an increase in the danger level of his journeys.

On one sightseeing excursion — a quick jaunt to the Truuline system — Kith suddenly realized that he had no vocation in life. He spent the majority of his time caring for the animals his family bred for sustenance, but otherwise he felt he had no identity. Something was missing from his life. It was as if he had not yet even stepped onto the path that would lead him to his destiny.

On Truuline, the single planet in the system, Kith encountered a group of Jedi apprentices who had just arrived. They said that they had come to Truuline to learn from one of the greatest Jedi instructors, Master Mroon Jassa, who had maintained a small training compound here for several decades. Kith immediately sensed the would-be Jedi's anticipation, but recognized that beneath that surface layer was an underlying calm, a peace-bond between the Jedi and the universe unlike anything Kith had ever witnessed. Something inside him, a part of his being he had never explored, welled up, whispering that these Jedi held the key to Kith's own destiny.

Kith decided to accompany the Jedi to Master Jassa's compound near Truuline's northern pole. Upon arriving, the Jedi were welcomed by Master Jassa, but Kith received no salutation. Shocked and slightly offended, Kith presented himself and boldly stated that he wanted to become a Jedi. But Master Jassa continued to ignore him, occupying himself instead with his new apprentices.

Now more than a little annoyed, Kith demanded Master Jassa's attention, declaring again that he wanted to become a Jedi. Master Jassa turned slowly to regard Kith, and said, "By your own actions, you have proven that you are not ready to commune with the Force. Now I suggest you leave. Perhaps the next time you return you will be ready to make a commitment."

Kith came away feeling angry and dejected, unsure of what Jassa meant, and equally unsure of what his next step should be. He knew he would become a Jedi; he *was* ready to become a Jedi. How dare Master Jassa refuse him? Who did he think he was?

Kith returned to Antar 4 and spent every spare moment learning of the Jedi from any source he could get his hands on, from ancient historical texts to questionable documents supposedly detailing the meaning of the Jedi Way. When he had exhausted every possible avenue of knowledge, he returned to Truuline, confident that Master Jassa would admit him to the Jedi training compound immediately.

But when he arrived, Master Jassa treated him exactly as he had done during their first encounter. Kith saw the apprentices he had met a year before practicing with lightsabers, cycling through several series of preordained movements. He should be out there with them. Why did Master Jassa abhor him so much that he would prevent Kith from fulfilling his destiny? For the second time, Kith left Truuline filled with anger.

After a few months, Kith came to the conclusion that he must have missed something in his studies. He spent the next year going over every bit of information he had accumulated, searching for that one line he had missed that would allow him to finally become a Jedi. But when he was done he had found nothing he had not known before. Despair replaced his anger and ambition, and he sank into depression, for he was forbidden the single thing that would make him happy.

As the months passed, he began to wonder why he had become obsessed with being a Jedi in the first place. To feel the calmness the apprentices seemed to possess? Yes, that seemed at least partially correct. But what made his desire different from the students whom Master Jassa had accepted without hesitation? The answer to that question was the key, he knew it.

Again he reviewed all the material he had gathered, this time combining it with Master Jassa's refusals and the apprentices' attitude. And then one day, everything slipped into place. He understood.

He carefully packed some of his belongings in his starship, programmed the jump coordinates with due care, and traveled to Truuline. Upon landing he set out for Master Jassa's compound, arriving there just before sunset.

"Master," Kith said, "I am here."

Master Jassa surveyed the Gotal and said, "I see that you are. Why have you come?"

"I have come because the Force has called me, and I wish only to serve it."

Master Jassa nodded. "Would it please you to become a Jedi Knight?"

"It does not matter what pleases me. I will surrender myself to the Force and allow it to decide my destiny."

Again Master Jassa nodded. "Your answers suggest that you have come to understand what it means to be a Jedi. But comprehension does not necessarily equate with being." He circled Kith slowly, inspecting him from every angle. "Do you think the difficulty is passed? Do you realize that it has only just begun? What have you to say about that?"

Kith remained motionless for a moment, and then locked gazes with the Jedi Master. "There is no difficulty. There is only effort."

Jassa stared back for a pair of heartbeats and then said, "Welcome to my humble compound, apprentice."

Over the ensuing year Kith learned much and his training proceeded quickly. When Master Jassa was called away unexpectedly and for an indefinite period of time, Kith and the rest of the apprentices from the compound journeyed to Ossus to complete their instruction.

Kith eventually joined the task force sent to Onderon to fight the followers of Freedon Nadd and King Ommin. During the battle a dark side energy field drained away Kith's Force shield, allowing a wave-pulse from a nearby cannon to strike Kith a mortal blow.

KITH KARK

Type: Gotal Jedi Apprentice

DEXTERITY 4D

Brawling parry 4D+2, dodge 5D, lightsaber 5D+1, thrown weapons 4D+2

KNOWLEDGE 2D

Willpower 2D+2

MECHANICAL 3D+1

Archaic starship piloting 4D+2, beast riding 4D, ground vehicle operation 3D+2

PERCEPTION 3D

Command 3D+1, hide 3D+2, persuasion 4D

STRENGTH 3D+2

Climbing/jumping 4D, stamina 4D+1

TECHNICAL 2D

Armor repair 2D+1, first aid 2D+2, ground vehicle repair 3D, lightsaber repair 3D

Special Abilities:

Energy Sensitivity: Because Gotals are unusually sensitive to radiation emissions, they receive a +3D modifier to their *search* skill when hunting targets that are within 10 kilometers in open areas (such as deserts and open plains). When in crowded areas (such as cities and dense jungles) the bonus drops to +1D and the range drops to less than one kilometer. However, in areas with intense radiation, Gotals suffer a -1D penalty to *search* because their senses are overwhelmed by radiation static.

Mood Detection: Because of their skills at reading the electromagnetic auras of others, Gotals receive bonuses (or penalties) when engaging in interactive skills with other characters. The Gotal makes a Moderate *Perception* roll and adds the following bonus to all *Perception* skills when making opposed rolls for the rest of that encounter.

Roll Misses Difficulty By

6 or more

2-5

1

Roll Beats Difficulty By

0-7

8-14

15 or more

Penalty

-3D

-2D

-1D

Bonus

1D

2D

3D

Fast Initiative: Gotals who are not suffering from radiation static receive a +1D bonus when rolling initiative against non-Gotal opponents because of their ability to read the emotions of others.

Force Skills: Control 1D+1, sense 2D, alter 1D+1

Control: Concentration, detoxify poison, emptiness

Sense: Danger sense, life detection

Control and Sense: Farsensing, lightsaber combat

Control, Sense, and Alter: Affect mind

Sense and Alter: Lesser Force shield

This character is Force-sensitive

Force Points: 1

Character Points: 2

Move: 10

Equipment: Lightsaber (5D)

NOMI SUNRIDER

Nomi Sunrider had always marveled at her husband's affinity with the Force, yet she could not even entertain the possibility that she too possessed the same gift, no matter how many times Andur tried to convince her.

When the minions of Bogga the Hutt killed Andur by distracting him and allowing a gorm-worm to inject its lethal poison into Andur's neck at the Stenness Hyper-space Terminal, Nomi felt suddenly helpless. Andur's spirit-form appeared to her then and told her to take up his lightsaber and defend herself and their daughter Vima. Nomi was reluctant to take up arms, for she believed that killing could never constitute a good act. But as Bogga's thugs descended upon her and her child, and as Andur pleaded with her, telling her that the Force was truly with her, Nomi brought the lightsaber to bear, destroying two of the murdering thieves before they followed through on their villainous intentions.

Honoring Andur's pleas, Nomi boarded the *Lightside Explorer* and took Vima and the droid A-3DO to Ambria to offer Master Thon the Adegan crystals her husband had been taking there as a gift from his former Master, Chamma.

On the ringed world of Ambria, Nomi encountered Oss Wilum and Master Thon, a being of an armor-plated species known as the Wharl — although Master Thon has hinted that that name hides the former name of his species, for reasons he does not wish to discuss. Unfortunately, Bogga the Hutt, still obsessed with the possibility of getting his fat hands on some Adegan crystals, ordered his underlings to track the *Lightside Explorer* as it jumped into hyperspace.

Bogga arrived on Ambria soon after Nomi, setting down next to the *Lightside Explorer* where the droid Threedee waited patiently for Nomi's return. After destroying the droid and following Nomi's trail to Master



Thon's homestead, Bogga's minions engaged Oss and Thon in a fierce battle for the crystals. When Oss fell beneath the onslaught, Thon charged forward, throwing off a powerful field of Force energy that knocked the attackers back. Suddenly afraid of the ability possessed by this unexpected combatant, Bogga and his lackeys retreated and escaped on the Hutt's sail barge back to the Dreadnaught *Enforcer One*, which remained in orbit during the confrontation.

For the next several months, Master Thon ignored Nomi, leaving her to work through her grief over her husband's untimely death, and to ponder what form her new life would take. One day, Nomi discovered that Vima had wandered off toward Lake Natth, which Master Thon had told her was tainted by the dark side. Nomi arrived at the shore to find a pair of hideous creatures called hssiss crawling from the lake toward her daughter. The feeling of darkness shed by the creatures struck Nomi like a physical blow, and she instinctively called upon her Jedi power of battle meditation to save her daughter. As Nomi's power took effect, the hssiss suddenly turned on one another, allowing Nomi enough time to rescue Vima from the water's edge.

When Thon believed Nomi was finally ready, he began to instruct her in the ways of the Force, and although she was receptive and willing, she refused to construct or even wield a lightsaber. It only reminded her of her husband's death and of the terrible vengeance she had wreaked upon his attackers. Master Thon challenged her feelings, saying that the Jedi used the lightsaber not only for defense, but also as a focus for the mind that strengthened the Jedi's connection with the Force. When Nomi's resolve did not falter, Thon allowed her to view the Jedi Holocron given to him by Master Arca of Arkania.

"The Force is our power and our ally," began Ood Bnar, gatekeeper of the Holocron. "The Force has always been with us. That is its nature. It surrounds us and penetrates us. It binds the universe together. Those who become sensitive to its presence can learn how to use it ... for good or for evil."

Bnar went on to speak of the dark side and of the warlords and fallen Jedi who have used its power to dominate the galaxy in times past. Before parting, Bnar foretold Nomi's role in the darkness now spreading across the Republic: "This Jedi will play an important part in the battles to come. Truly, she will be strong — a luminous being she is."

But Nomi found it difficult to accept Ood Bnar's words. In her mind, the lightsaber remained a symbol of death — a symbol she was trying desperately to separate herself from.

Shortly thereafter, space pirates and Hutt enforcers under the auspices of Bogga arrived to Ambria to retrieve the Adegan crystals the Hutt coveted. Master Thon commanded Nomi to pick up the lightsaber and join him in battle against the attackers. Nomi refused.

Seeing no other way to convince his student of her Jedi abilities, Thon surrendered to the Hutt's band, telling Nomi to use her power of battle meditation to save him and Vima. In a moment of inspiration and clarity, Nomi understood, and focused her Force power on the pirates and enforcers, who immediately turned on one another. During the ensuing confusion Nomi charged into the fray wielding her master's lightsaber, freeing Thon from his Mandalorian manacles and striking down the would-be murderers. Seeing the ferocity of the Jedi's attack, the remainder of the bandits retreated to their skiffs and headed back to the marauder ships in orbit. They then jumped to lightspeed on a course for Bogga's stronghold, all the while dreading the punishment the Hutt would inflict on them for their failure.

In time, Thon brought Nomi and Vima to Ossus where she could train at the Jedi center under the tutelage of the one of the greatest Jedi Masters — Vodo-Siosk Baas. Several months after arriving, Nomi joined the task force that was sent to Onderon to quell the Sith forces that had recently stirred unrest across the planet, especially in the walled city of Iziz.

NOMI SUNRIDER

Type: Jedi Apprentice

DEXTERITY 3D+2

Dodge 4D, lightsaber 4D+2, melee parry 4D, vehicle blasters 4D+1

KNOWLEDGE 2D+1

Streetwise 2D+2, willpower 3D+2

MECHANICAL 2D+1

Astrogation 3D+1, communications 3D, repulsorlift operation 3D,

space transports 2D+2

PERCEPTION 4D

Hide 4D+2, investigation 5D, persuasion 5D, sneak 5D+1

STRENGTH 3D

Stamina 3D+2

TECHNICAL 2D+2

Computer programming/repair 3D+1, first aid 3D+2, lightsaber repair 3D

Special Abilities:

Force Skills: Control 1D+1, sense 2D+1, alter 1D

Control: Accelerate healing, concentration, resist stun

Sense: Danger sense, life detection, instinctive astrogation, magnify senses

Control and Sense: Farseeing, lightsaber combat

Control, Sense, and Alter: Battle meditation

This character is Force-sensitive

Force Points: 2

Character Points: 4

Move: 10

Equipment: Lightsaber (5D)

OOD BNAR

Ood Bnar, a Ryyk — orphaned and marooned on the planet Myrkr — became the gatekeeper of a Jedi Holocron millennia ago, before even the fall of the Sith Empire and the flight of its leader Naga Sadow. A Jedi scholar for hundreds of years, Bnar possessed the ability to completely sever himself from the subject of his study, whether it was the subtle manipulations of the light side of the Force or the raging, infested darkness of Sith magic. This strange capability allowed him to become one of the few Force-users to learn the workings of the dark side and the Sith without falling under its sway.

The Jedi Knights came to rely on Bnar for his knowledge of their enemies as well as their own history and lore. Time and again, Ood Bnar, though not a great tactician, enabled the Jedi to turn back the darkness by providing his allies with information of the dark side's weaknesses and the best methods to exploit those liabilities.

When it came time for Ood Bnar to pass into the Force, the Jedi Knights decided to create a Jedi Holocron that would hold Bnar's knowledge for all time, dispensing it as necessary to future Jedi. And so it was done, and the Holocron passed down through the generations, most recently to Master Arca Jeth of Arkania. The Jedi often consult Bnar's extensive knowledge of the Sith and of the coming conflict between the dark and the light.

Master Arca has recently lent the Holocron to Master Thon of Ambria in an effort to help Thon's newest apprentice, Nomi Sunrider, understand and accept her role in the coming war.

OOD BNAR

Type: Ryyk Jedi Holocron Gatekeeper

KNOWLEDGE 4D

Alien species 9D, cultures 10D+2, languages 12D+1, planetary systems 11D+2, scholar: Jedi lore 17D+1, scholar: Sith lore 13D

Special Abilities:

Ood Bnar possesses only knowledge of the following powers. He cannot manipulate the Force.

Control: Absorb/dissipate energy, accelerate healing, concentration, contort/escape, control pain, detoxify poison, emptiness, force of will, instinctive astrogation, reduce injury, remove fatigue, resist stun, short-term memory enhancement

Sense: Beast languages, combat sense, danger sense, instinctive astrogation, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense Force potential, sense path, translation

Alter: Injure/kill, telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control and Alter: Control another's pain

Control, Sense, and Alter: Affect mind, battle meditation, enhanced coordination, Force harmony, telekinetic kill

Sense and Alter: Lesser Force shield

OSS WILUM

Oss Wilum, a Vultan from the planet Vulta, spent much of his life as a trader, constantly moving from one planet to the next, worrying little about his role in the galaxy. To him, nothing he did or could possibly do would ever matter at all to the events occurring throughout the Republic. The grand forces shaping the galaxy were well outside of his reach. He was but an individual, a small-time trader scraping a life from the spacelanes, with no home other than his starship. He never remained in one location for very long, preferring to travel almost continuously. The potential gains from and the thrill of trading, especially in the more dangerous, and therefore more exciting, sectors continually lured him away from every place he made an attempt to settle down in.

While making a cargo run from the diamond mines of Arkania to the world of Alderaan, Oss's ship suffered an engine ion leak, forcing him to drop out of hyperspace in the middle of nowhere. After making repairs — which he knew were only temporary — he scanned the surrounding space for a jump beacon from which he could chart another hyperspace jump. Unfortunately, the nearest beacon was two days away at sublight speeds, and Oss did not want to risk a "free jump" — a lightspeed journey made without the use of the jump beacons that delineated the safe hyperspace routes throughout the galaxy. His decision made, he set his ship on autopilot and headed for the beacon.

A day and a half later, just a few hours short of his destination, Oss encountered a stranded vessel drifting slowly spinward. The ship's communications systems appeared to be non-operational — either that or no crew remained to answer Oss's hails. He scanned the ship and detected signs of life, but he had no way of reaching whoever or whatever was still alive on the ship, which he now recognized as a Republic courier vessel. It seemed fair to assume that some important information might still be



onboard, without communications, Oss had no way of downloading it and delivering it to its intended recipient.

With no other recourse, Oss maneuvered his own vessel as close to the courier ship as possible and then latched onto it with the weak tractor beam he had recently installed. He accelerated at an extremely slow rate so as not to lose his tow, eventually reaching half of his ship's top speed after almost an hour. Upon reaching the jump beacon, Oss sent a subspace communication addressed to any Republic vessel in the area, giving his current location, the courier's transponder codes, and the apparent state of the damaged vessel and its occupants. Though he was already a day late on his own delivery, Oss did not want to leave the courier ship, for he feared that pirates might show up and do who knew what to the helpless craft and its equally helpless crew.

To his surprise, Oss detected another vessel drop out of hyperspace near the beacon only a few hours later. The Republic prowler ship designated the *Starspin* immediately contacted Oss's vessel and commanded him to leave the area. After verifying the *Starspin*'s transponder code format as Republic registry standard, Oss followed the order, leaping into hyperspace on a course for Alderaan.

Oss didn't waste a thought on his encounter with the Republic vessels for more than two weeks, until he read in the newsgrids that an important communiqué from a Fleet expedition into unexplored space had just recently been delivered to Republic City. It would have

arrived earlier, but the courier ship carrying it suffered debilitating damage when several of its instruments had malfunctioned and sent it off course into the highly ionized remnants of a supernova. The ship had limped along for days before the rest of its systems failed and it sat stranded in deep space for days. After receiving a distress call, a Republic prowler located the vessel mere hours before its systems had completely shut down and lost all of its data.

Oss marveled at the news story in disbelief. Somehow he had affected events that he had always thought were beyond him, activities better left to diplomats and war ministers who, he reasoned, had the right to alter the progress of the galaxy. But now he realized that every action, every seemingly insignificant effort — no matter the source — influenced the future, intertwining and building upon one other to create a new state of the universe, which lasted in such equilibrium for less than a moment, when it was shattered by the next series of actions.

With this revelation, however, came the sudden realization that Oss had neglected his duties as a member of the galactic continuum. He had squandered his life thus far on what he could now think of only as trivialities — excitement, pleasure, success. It had never occurred to him to look deeper, to examine his life, to seek ways in which he could better the galaxy — whatever that might mean. But now he saw the truth. The time for reevaluation had come, and he would not allow himself to ignore his duties any longer.

After more than a year of introspection and of observation of the galaxy around him, Oss decided to join the Jedi Knights. Master Thon immediately recognized Oss's aptitude for connecting with the Force, and the Jedi brought his new apprentice to the remote world of Ambria to begin his training.

After five years, Oss had exceeded Thon's expectations, especially since the Vultan had begun his apprenticeship so late in life. When Tott Doneeta arrived to Ambria to ask assistance in the fight against the dark siders on Onderon, Oss — with the approval of Master Thon — accepted the invitation.

OSS WILUM

Type: Vultan Jedi Knight

DEXTERITY 3D+2

Brawling parry 4D+1, dodge 4D, lightsaber 5D, melee parry 4D+2, pulse-wave weapons 4D+1, running 4D

KNOWLEDGE 2D+2

Alien species 3D+2, languages 5D, planetary systems: Stenness system 4D+2, willpower 3D+1

MECHANICAL 3D+1

Astrogation 4D, beast riding: Wharl 4D+1, sensors 3D+2, space transports 4D

PERCEPTION 3D

Command 3D+2, persuasion 3D+2, serch 3D+1

STRENGTH 3D+1

Climbing/jumping 4D

TECHNICAL 2D

First aid 3D, pulse-wave weapons repair 2D+2

Special Abilities:

Force Skills: Control 2D+2, sense 2D+1, alter 2D

Control: Absorb/dissipate energy, concentration, control pain, detoxify poison, hibernation trance, resist stun

Sense: Combat sense, danger sense, life detection, magnify senses, sense Force

Control and Sense: Lightsaber combat

Control and Alter: Accelerate another's healing, control another's pain

Sense and Alter: Lesser Force shield

This character is Force-sensitive

Force Points: 2

Character Points: 11

Move: 10

Equipment: Lightsaber (5D)

QRRL TOQ

As a child, Qrrl Toq had forced everyone — save his father — to address him as Crown Prince Qrrl Toq. It seemed only right that a person of his station be called by his full title by those of lesser status, which in his case included the entire population of Nazzri.

Though the Nazzar government had originally formed as a monarchy, over the millennia it grew into an oligarchical theocracy led by a king and 14 praefects, the heads of the 14 sects of the *Ulizra*, the state-enforced religion of Nazzri. The king presided over the council of fifteen lawgivers and commanded the military forces as well as all of Nazzri's planetary security agencies, but only the praefects could introduce and vote on potential laws, changes and amendments to the state-given rights of individuals, and the use of the military in offensive actions. Most Nazzar could predict the outcome of any vote, for the praefects always adhered to the tenets of *Ulizra*, which included the preservation of the group over the individual, the maintaining of seclusion from the rest of the galaxy, and the eradication of any philosophical or religious cult that sought to undermine the beliefs of the *Ulizran* congregation.

Qrrl Toq learned the 14 vens of the Great Structure, studying each for a period of exactly one Nazzri year before moving up to the next ven in the hierarchy. Without fail, he impressed his teachers at every level, and whippers throughout the palace and the praefectory said that Qrrl might become the first king-praefect since the institution of the theocracy — and Qrrl did not attempt to hide his pleasure at such a possibility.

His mentor, Vrrk Jikat, abandoned his own life to assist Qrrl in his studies — although Qrrl never recognized Jikat's sacrifice. To Qrrl, such servitude was required of all his subjects; in fact, it was an honor for those fortunate enough to be chosen.

As time passed and Qrrl saw himself rising ever closer toward a role as king-praefect, he intensified his study, delving deeper into the ancient mysteries of the Great Structure. He believed that the populace had grown away from the initial objectives of the theocracy, and he wished to discover the intentions of his founding fore-



bears. He saw it as his destiny to reestablish the original beliefs and philosophy of the religion, and thereby bring his world to a state of peace unheard of since the evolution of the theocracy from the failing remains of the ancient monarchy.

On one of his nightly excursions into the Hall of Edification — he chose to conduct his research in the early hours of the morning so as not be disturbed by the regular rabble — he came upon a dust-caked tome that had fallen behind one of the massive shelving cases. The text contained poems, journal entries, and historical data, all scribed from various sources and compiled into a single document that focused on the last of the monarchs, an ancestor of Qrrl named Prrit Qabaq.

Qrrl read through the thousand-page book in two and a half days, stopping only briefly for sustenance. What the text conveyed offended him — yet lured him closer, laying before him secrets unshared for a millennia. According to the words of Nazzar long dead, Emperor-King Prrit Qabaq — Qrrl's own flesh and blood — had singlehandedly destroyed the monarchy.

At the heart of the scandal lay teachings of a dark nature, ancient rites spawned and bred out of pure evil that promised untold power to those who succumbed to their lure. Commanding these infernal magicks — for they could be described as nothing else — Qrrl's ancestors had corrupted the government with an obsessive desire for such black powers. The state became merely an extension of the king's dark spirit, ruling with a steel gauntlet that allowed no one to escape its life-taking grasp. Any person who spoke against the king or his government could expect never to see another dawn.

After a decade of strife, economic decline, and widespread starvation, one voice dared to speak out against the government's actions. Though a native of Nazzri, this individual had just returned after a dozen years of *boqeri*, a form of self-imposed exile. Qabaq ordered the rebel to be arrested and brought before him immediately. But when the guards entered the throne chamber with the prisoner, the king's mouth fell open, for kneeling before him was his daughter Ikree.

Over the ensuing months, Qabaq and Ikree sparred verbally on a continual basis, each condemning the other for his or her words and actions. Unrest throughout Nazzri blossomed, forcing the king to enforce martial law everywhere, and thereby pushing more and more citizens toward the rebels' banner. Finally, the tension broke in a massive battle between the military and the rebels, during which Ikree slew her father — to her utter sorrow.

In the aftermath of the civil war, Ikree spoke of what she had discovered during her *boqeri* — the Great Structure of the *Ulizra*. She proposed a government based on its tenets, which she believed would prevent the atrocities committed by her father and his court and would infuse a system of ethics and morals to which the Nazzri could look for guidance. As her first act as queen-

praefect she ordered all records of Pririt Qabaq destroyed for fear that knowledge of his activities might cause another to fall to the dark ways he had discovered.

The new government worked well as people learned the vens of the Great Structure. Every member of society enjoyed complete freedom. But only half a year after Ikree assumed the throne, one of Qabaq's fanatical courtiers stole into the palace and murdered her. From then on, the government grew more and more strict, limiting the rights of individuals and ascribing to the laws of the Ulizra above all, no matter the circumstances.

Qrrl at first could not believe what he was reading. But as the saga unfolded, he found it easier to accept what his ancestors had done. He realized now that he could never rival the greatest of the monarch-praefects, for he merely followed in their footsteps. He needed to break new ground, to mar the surface of an unspoiled path. And to do that he would have to enter into boqeri so that he might — like Ikree — come to understand the nature of being better than any who preceded him.

To that end Qrrl struck out into the galaxy, leaving his homeworld for the first time — and secretly wondering whether he would return. Three years into his exploratory journey, he encountered several Jedi who were arbitrating a treaty on the tropical planet of Ulda Frav. When he approached the Jedi, they cut short his questions, telling him that he possessed the potential to become one of their number. They were taken aback when he announced that he had never heard of the Jedi Knights.

At their request, Qrrl joined them on their return to Ossus. During the journey they informed him of the Jedi Way and the role of the Jedi Knights in the galaxy. Though he did not know why, Qrrl found himself drawn to this Force that they spoke of, and he expressed his interest in learning to become a Jedi.

Once on Ossus, Qrrl became the apprentice of Master Vodo-Siosk Baas, who instructed the Nazzar prince in every aspect of the Jedi Way, from the basic understanding of the Force to the construction of lightsabers. Not long after his arrival — and because he had progressed more quickly than anyone had expected — Qrrl joined the force of Jedi sent to destroy the dark side's grasp on the people of Onderon.

QRRRL TOQ

Type: Nazzar Jedi Knight

DEXTERITY 2D+2

Dodge 3D+1, lightsaber 3D+2, melee parry 3D+1, pulse-wave weapons 3D+2, running 3D

KNOWLEDGE 2D+1

Alien species 2D+2, bureaucracy: Nazzar 5D, cultures: Nazzar 5D, languages 4D+1

MECHANICAL 3D

Astrogation 3D+1, repulsorlift operation 4D

PERCEPTION 4D

Command 5D, investigation 4D+2, persuasion 4D+2, search 4D+1

STRENGTH 3D+2

Brawling 4D

TECHNICAL 2D+1

Lightsaber repair 3D+1

Special Abilities:

Force Skills: Control 2D, sense 1D+2, alter 1D+2

Control: Accelerate healing, concentration, emptiness, resist stun

Sense: Danger sense, life detection, magnify senses, sense Force

Alter: Telekinesis

Control and Sense: Lightsaber combat

This character is Force-sensitive

Force Points: 1

Character Points: 5

Move: 10

Equipment: Lightsaber (5D)

SHOANEB CULU

Few have ever visited the Miraluka's home planet of Alpheridies in the Abron system, which lies at the edge of a giant molecular cloud known as The Veil several parsecs coreward of the Expansion Region/Mid Rim border. The system is not adjacent to any standard hyperspace route and offers little in terms of tradable goods, and therefore there is no enticement for merchants to blaze a trade run to Abron.

The red dwarf star which Alpheridies orbits emits most of its radiation in the infrared spectrum, providing the planet with little visible light. As a result, the Miraluka, who had migrated to the world millennia ago, gradually lost the need for light-sensitive organs. But as their eyes became useless, another sense grew in strength — the ability to see through the Force. This natural affinity allows the Miraluka to perceive the world around them by sensing the slight Force vibrations emitted by every element in the universe. And as a result of this inherent ability, many Miraluka possess a natural potential for the use of the Force, and those who leave Alpheridies typically do so to join the Jedi Knights.

Against her parents' wishes, Shoaneb Culu left her homeworld behind to seek membership in the Jedi Knights. She vowed to return one day to establish a Jedi training compound on Alpheridies so that others would not have to leave the planet to learn about the Jedi Way, which she hoped would increase the number of Miraluka who wished to become Jedi.

But Shoaneb found her journey to be more difficult than she had expected. As she traveled from one world to the next, the Force vibrations given off by the animate and inanimate objects around her gradually shifted from the frequencies she had become used to on her home planet, and at times she became disoriented by the strangeness of her surroundings. At first it took her many hours or even an entire day before she could reestablish her bearings, but eventually the adjustment time shortened — although it never fully disappeared.

After nearly a year of searching, Shoaneb's travels brought her to the Jedi training center on Ossus, where she became the student of Master Vodo-Siosk Baas.



Master Vodo found Shoaneb's relentless questioning disturbing at first, for he mistook her inquisitiveness for a thirst for quick power. When Shoaneb told Vodo of her desire to learn as much as possible from the Jedi Masters so that she could become a teacher herself, his troubled mind eased, and he found himself spending many hours each day with her.

Unfortunately, Shoaneb possessed a level of Force ability that fell below her peers, and she continually lagged behind in technique, although she excelled in the knowledge-related areas of understanding the Force and assimilating Jedi lore. Over the next several months, Shoaneb became increasingly frustrated, mostly because she feared that her plan to bring Jedi training to Alpheridies was slowly slipping from her grasp. Master Vodo recognized her gradual loss of hope, and dedicated himself to showing her that she had to trust in the Force. It was not for her to worry about the future. If she would only realize that her expectations were just that, and that the Force might produce a different outcome regardless of her actions, she would have no need to agonize over her potential future.

After several sessions of discussion with Master Vodo, Shoaneb began to understand his words, and her depression ended more quickly than it had grown. She continued to have difficulty with Jedi techniques, especially lightsaber construction, but she did not become anxious over it. She instead realized that she had not reached her full potential in that area and worked hard on succeeding — without any expectation of how slowly or quickly she would improve.

When the need arose for a force of Jedi to travel to *Onderon* to destroy the darkness that had arisen there, Shoaneb — along with every other Jedi present — volunteered. Master Vodo, however, called her aside to counsel her on her offer. He felt that she did not yet have enough confidence in her abilities, and that that failing might endanger the entire task force. Shoaneb did not become agitated or in any way affected by Vodo's concerns about her. In reply she said only, "I understand your reluctance, Master, but I have placed my trust completely in the Force and I feel it calling me to this task."

Vodo listened to her, assimilating both her words and her subtle movements as she spoke. Her tranquility surprised him, for he believed that she still felt as if she had something to prove — to herself as well as to her peers and teachers. But her steady voice and her calm exterior told him she was ready for her first true test. He placed a hand on her shoulder and said, "Go with the Force."

Shoaneb accompanied Jedi apprentices Kith Kark, Dace Diath, and Nomi Sunrider on the expedition to *Onderon*. The quartet left at sunrise the morning following the assembly.

SHOANEB CULU

Type: Miraluka Jedi Knight

DEXTERITY 3D+2

Brawling parry 4D, lightsaber 4D+2, melee parry 4D, pulse-wave weapons 4D+1

KNOWLEDGE 2D+1

Alien species: Miraluka 4D, cultures 4D, scholar: Jedi lore 3D+2, willpower 3D+2

MECHANICAL 2D+1

Archaic ship piloting 3D, astrogation 3D+2, beast riding 3D

PERCEPTION 3D+2

Con 4D, persuasion 4D+1

STRENGTH 2D+1

Brawling 2D+2

TECHNICAL 3D+2

First aid 4D, lightsaber repair 4D+1, pulse-wave weapons repair 4D

Special Abilities:

Force Skills: Control 2D+1, sense 1D+2

Control: Emptiness, resist stun

Sense: Sense Force

Control and Sense: Lightsaber combat

Force sight: Though born without non-functioning visual sense organs, the Miraluka have the ability to "see" through the Force.

This character is Force-sensitive

Force Points: 2

Character Points: 6

Move: 10

Equipment: Lightsaber (5D)

THON

The mysterious Jedi Master Thon hails from a system deep in the Unknown Regions. Information about his planet of origin and his species as a whole remains sparse and unreliable, and Thon himself prefers to live in relative seclusion on Ambria in the Stenness system, so little light had been shed on his people.

The Republic's Bureau of Xenology has arbitrarily chosen to name Thon's species *Wharl* for lack of any other meaningful designation. Thon has not commented on this decision or on any of the other data contained in the archive, and scientists have therefore given up sending inquiries to the reclusive Jedi.

Interviews with other Jedi Masters have uncovered additional information that has further deepened the mystery surrounding this all-too-silent being. Apparently, Thon arrived on Ossus already possessing great skill as a Jedi. He even taught the assembled Masters several unknown powers, increasing their desire to know more about Thon's origins. Thon responded to their questions by saying in his deep, guttural voice, "It is better that you do not know — at least, not yet."

The Jedi accepted Thon's response — although it further piqued their interest. After several years on Ossus, Thon decided to relocate to a more remote world where he could teach his apprentices "in peace." Taking only a single item — an ancient lightsaber — he vaulted across the galaxy guided by nothing other than the Force. Somewhere beyond the range of his ship's sensors, a point of utter blackness called his attention, and for several weeks he meditated on its presence as his ship slowly made its way toward the Force-stain.



WITH THE UNSTOPPABLE POWER OF A STORM, THE GREAT CREATURE BRINGS A QUICK END TO THE CONFLICT--

He arrived to the Stenness systems and headed immediately for the planet called Ambria by the Republic's stargates. The entire world radiated the dark side, for it had become one of the focal points for the gathering of Sith who had survived the fall of the Sith Empire a millennia ago. Though the beings who had fled to this remote planet had passed into the Force centuries ago, their spirits remained, imbedded in the very land itself. The dark side energy suffused into the soil had killed all living things, turning the world into a rugged, desolate place covered only by rock and water.

Thon set down on the surface and was immediately

attacked by the spirits of the Sith. At first he easily repelled the assaults, but as time passed he grew weary, until at last he thought he could not sustain his defense. In a final desperate strategy, Thon swam out into the middle of Lake Natth and surrendered himself to the dark side. But as the Sith spirits converged on his limp form, Thon lashed out with the Force, ensnaring his enemies in a lattice-work of light-side energy. The spirits screamed against Thon's cunning tactic as the Jedi escaped onto the land, leaving the Sith trapped in Lake Natth forever.

Master Thon set up a small training compound not far from the lake, bringing several species of animals from neighboring planets to begin the rebirth of Ambria. More than a decade after his defeat of the Sith spirits, Thon brought his first apprentice, Oss Wilum, to the com-

pound. Several other students followed over the ensuing years, the most recent of whom, Nomi Sunrider, eventually traveled to Onderon to help quell the Freedon Nadd uprising.

THON

Type: Wharl Jedi Master

DEXTERITY 2D

Brawling parry 9D, dodge 7D+1, melee combat 10D+2, running 8D

KNOWLEDGE 3D+2

Alien species 5D+2, intimidation 7D, planetary systems: Steness system 9D+1, scholar: Jedi lore 10D, survival 6D, willpower 11D+1

MECHANICAL 2D

PERCEPTION 3D+1

Command 8D+1, con 7D, persuasion 9D+2, search 6D+1

STRENGTH 5D

Brawling 11D, stamina 9D+1

TECHNICAL 2D

First aid 4D+2

Special Abilities:

Force Skills: Control 10D+2, sense 12D+1, alter 11D+2

Thon has access to all Jedi powers listed in this book, plus many others as yet undiscovered.

This character is Force-sensitive

Force Points: 18

Dark Side Points: 2

Character Points: 29

Move: 14

Equipment: Lightsaber (5D)



TOTT DONEETA

From birth, Tott Doneeta seemed somehow different from the rest of his species, for he did not possess the sly, cunning nature so praised among his people. Whereas most Twi'leks chose to avoid conflict, scampering into the shadows until the current inflammation subsided, Tott more often than not stepped to the forefront, full of exuberance and seemingly endless vigor.

When slavers captured Tott and his family, the young Twi'lek fought with all his strength, while his relatives cowered behind him. The slavers beat Tott until he fell unconscious.

Before the slavers' ship reached its destination at the slave markets of the space city of Ereesus, a group of Jedi led by Master Arca disabled the vessel and liberated the captives. Tott was enthralled by the Jedi's strength and ethical stance, and he humbly asked whether Master

Arca would take him on as an apprentice. Arca agreed, and, since Tott's family was glad to be rid of the "trouble-maker," the Twi'lek traveled back to Arkania with his new master to begin his training immediately. There he met Ulic and Cay Qel-Droma, and the three became fast friends.

Master Arca found Tott to be an excellent student, diligent yet disciplined, a mind ready for knowledge yet free of ambitions that might twist that knowledge to ill purpose. When Tott approached him with concerns about Ulic's strange behavior, Master Arca was surprised by his ability to perceive such potential for difficulties in his fellow student. At that moment he knew Tott would become a great Jedi.

Though Tott did not surpass his peers in the area of lightsaber combat (in which Ulic especially displayed awesome proficiency), he had a natural ability for communicating with beasts through the Force. Master Arca encouraged him to practice this power by venturing out into the wilds of Arkania and establishing rapport with the various species of animals living on the tundra. Tott did so each night after Arca completed his teaching, and as a result his expertise grew steadily over the years.

Tott's and his fellow students' first test of skill came when Master Arca sent them to settle the civil war on Onderon. The three journeyed to the outlying world full of confidence in themselves and in the Force, but the dark side forces that awaited them would prove more powerful than anyone had expected.

TOTT DONEETA

Type: Twi'lek Jedi Knight

DEXTERITY 3D

Archaic guns 5D+1, dodge 4D, lightsaber 5D, melee parry 4D+2, pulse-wave weapons 4D, thrown weapons 3D+2, vehicle blasters 3D+1

KNOWLEDGE 3D

Business 4D+2, planetary systems 4D, streetwise 3D+2, value 3D+2, willpower 3D+1

MECHANICAL 2D

Archaic starship piloting 3D, astrogation 2D+2, repulsorlift operation 3D, sensors 3D+1

PERCEPTION 4D

Bargain 4D+2, con 4D+1, gambling 4D+1, sneak 4D+2

STRENGTH 3D

Climbing/jumping 3D+2

TECHNICAL 2D

First aid 2D+2, lightsaber repair 3D

Special Abilities:

Tentacles: Twi'leks can use their tentacles to communicate in secret with each other, even in a room full of individuals. The complex movement of the tentacles is, in a sense, a secret language that all Twi'leks "speak" and understand fluently.

Force Skills: Control 1D+2, sense 2D+2, alter 2D

Control: Concentration, emptiness, hibernation trance, remain conscious

Sense: Beast languages, danger sense, life detection, sense path

Control and Sense: Lightsaber combat

Control and Alter: Return another to consciousness

This character is Force-sensitive

Force Points: 2

Character Points: 6

Move: 10

Equipment: Lightsaber (5D)

ULIC QEL-DROMA

The Alderaanian courtiers had never liked him. It was as simple as that. No matter what Ulic did they looked upon him with disdain, and sometimes pity, which angered him far more than the former. His mother, a great Jedi, had warned him to ignore such feelings. It didn't matter what the courtiers thought, she would say; Ulic's destiny with the Force transcended such idle chatter. He should not let himself become distracted.

But Ulic could not brush off the constant derisive looks and the whispers that seemed to follow him. He needed to prove his worth and to show them all that he could rise to their level, and surpass them.

Throughout his education, Ulic tested the waters of various academic and extracurricular areas, seeking



one in which he could excel. He threw himself into each project with such vigor that anyone who had to coordinate with him on the effort would surrender their portion of the work to Ulic, who didn't mind since he thought he could do a better job of it anyway. To his credit, Ulic usually succeeded in his goal, drawing the respect and attention of his superiors. Unfortunately, he would also inevitably become bored with each area, feeling that he had met and overcome the challenge presented. And in the meantime, he would have already become enraptured with some other knowledge, art, or pastime, pushing his prior focus further from his mind.

The one area he had neglected was the Force, mostly because he didn't want to feel — or lead others to believe — that he had to ride his mother's coattails to succeed. But when he had exhausted all of his other options, he reluctantly turned toward the Jedi Way — and to his utter delight he found that he possessed a natural talent with the Force. Unlike his previous endeavors, he did not need to expend all of his energy at every step of the way. He felt more relaxed and more confident than ever before.

His dedication to the Jedi Way did not subside as his skills improved. Instead it seemed to increase, eventually usurping almost every hour outside of the time he spent on classwork and family duties. To Ulic's surprise, his mother told him that she was concerned with the intensity of his study. She worried that he had missed the underlying message of the Way, and that he would get himself into trouble if he continued on such a course. Ulic dismissed her fears, quoting from the Jedi code to

prove that he did understand what the Jedi stood for, but his mother remained unsatisfied. Soon, however, she told Cay and Ulic that she had arranged for them to become apprentices of Master Arca Jeth on the remote world of Arkania, for she believed that their close relationship with her, coupled with the distractions of Alderaan, prevented the two of them from growing stronger in the Force. Her misgivings about Ulic remained (though, to her credit, she refrained from voicing them).

Cay and Ulic traveled to Arkania within the week. There they continued their study of the Force, concentrating on lightsaber combat. As he had always done, Ulic excelled, learning and mastering the techniques presented by Arca more quickly than any of his fellow apprentices. But his relentless efforts and his sometimes reckless attempts to prove his ability brought concerned words from Cay, Tott, and Arca.

Master Arca cautioned Ulic against leaping headlong into action without thought, and therefore, without the Force as an ally. Ulic listened to Arca's words, trying to understand what had so disturbed the Jedi Master that he felt the need to come to Ulic with it. Perhaps Ulic was moving too quickly — both Arca and his mother, renowned Jedi warriors, had voiced similar concerns. He vowed to rein in his natural urgings, to make sure he was always in control, so as not to cross what Arca had described as "the boundary between peace and chaos."

After several years of apprenticeship, Ulic, Cay, and Tott journeyed to Onderon at Arca's order. It was their duty to put an end to the civil war that had raged across the planet for centuries.

ULIC QEL-DROMA

Type: Jedi Knight

DEXTERITY 3D+1

Brawling parry 4D, dodge 4D+2, lightsaber 5D+2, melee parry 5D+1, pulse-wave weapons 4D+1, vehicle blasters 3D+2

KNOWLEDGE 3D

Planetary systems: Arkania 4D, planetary systems: Onderon 4D+1, willpower 3D+1

MECHANICAL 2D+1

Astrogation 3D+2, beast riding 3D+1, repulsorlift operation 3D+2, space transports 4D, starship gunnery 3D+2, starship shields 3D

PERCEPTION 2D+2

Command 3D+1, con 3D+2, hide 3D, investigation 3D+1, persuasion 3D+2, search 3D+1, sneak 3D+2

STRENGTH 3D+2

Brawling 4D, climbing/jumping 4D+1, stamina 4D+2

TECHNICAL 3D

Lightsaber repair 5D, pulse-wave weapons repair 3D+1, space transports repair 3D+2, starship weapon repair 3D+1

Special Abilities:

Force Skills: Control 3D+1, sense 2D+2, alter 3D

Control: Concentration, contort/escape, emptiness, rage, reduce injury

Sense: Combat sense, danger sense, life detection, magnify senses, sense Force

Control and Sense: Lightsaber combat

This character is Force-sensitive

Force Points: 7

Dark Side Points: 2

Character Points: 11

Move: 10

Equipment: Lightsaber (5D)

CHAPTER THREE

JEDI POWERS



Brian Ewing

The Jedi are often regarded as “wizards” or “mystics” by those who do not possess their fantastic powers...



The Jedi have the ability to wield many powers. Take advantage of these abilities, but use them carefully. It is far too easy to invoke the Force in a way not consistent with the Jedi code. Be warned: some powers are considered the purview of the dark side. Use those only at the risk of falling into the darkness...

THE FORCE SKILLS

CONTROL

This skill represents the ability to control one's own inner Force. A Jedi with this skill learns mastery over the functions of his body and harmony with nature. A character who learns *control* automatically learns three *control* Force powers.

SENSE

This skill teaches a Jedi to sense the Force in other things beyond her own body. The Jedi learns to feel the bonds that connect all living things, and gives her the ability to understand how all things are interconnected. A Jedi who learns *sense* automatically learns three *sense* Force powers.

ALTER

A Jedi with *alter* learns how to change the distribution and nature of the Force. A Jedi with *alter* can move things with his mind, help others control their own Force, or change the Force in his own body. This power can be used to change the perceptions of others and make them come to incorrect conclusions. A Jedi who learns *alter* automatically learns three *alter* Force powers.

OTHER SKILLS

It is believed that the Jedi Knights have more skills and abilities than what is currently known. It was whispered that the Jedi could alter the structure of the universe, live beyond even death, and accomplish other miraculous feats. Now, however, these secrets, if they exist at all, await rediscovery ...

FORCE POWERS

Each Force skill governs a multitude of powers. Some powers are very easy, while others are exceptionally hard, and some even require the character to know certain other powers to learn the ability (listed under "Required Abilities").

Many of these powers use a combination of the three Jedi skills. When such a power is used, calling upon each Force skill is a separate action. The Jedi may roll each skill in consecutive rounds at no penalty, or may attempt to fully activate the power in one round, incurring normal multiple action penalties.

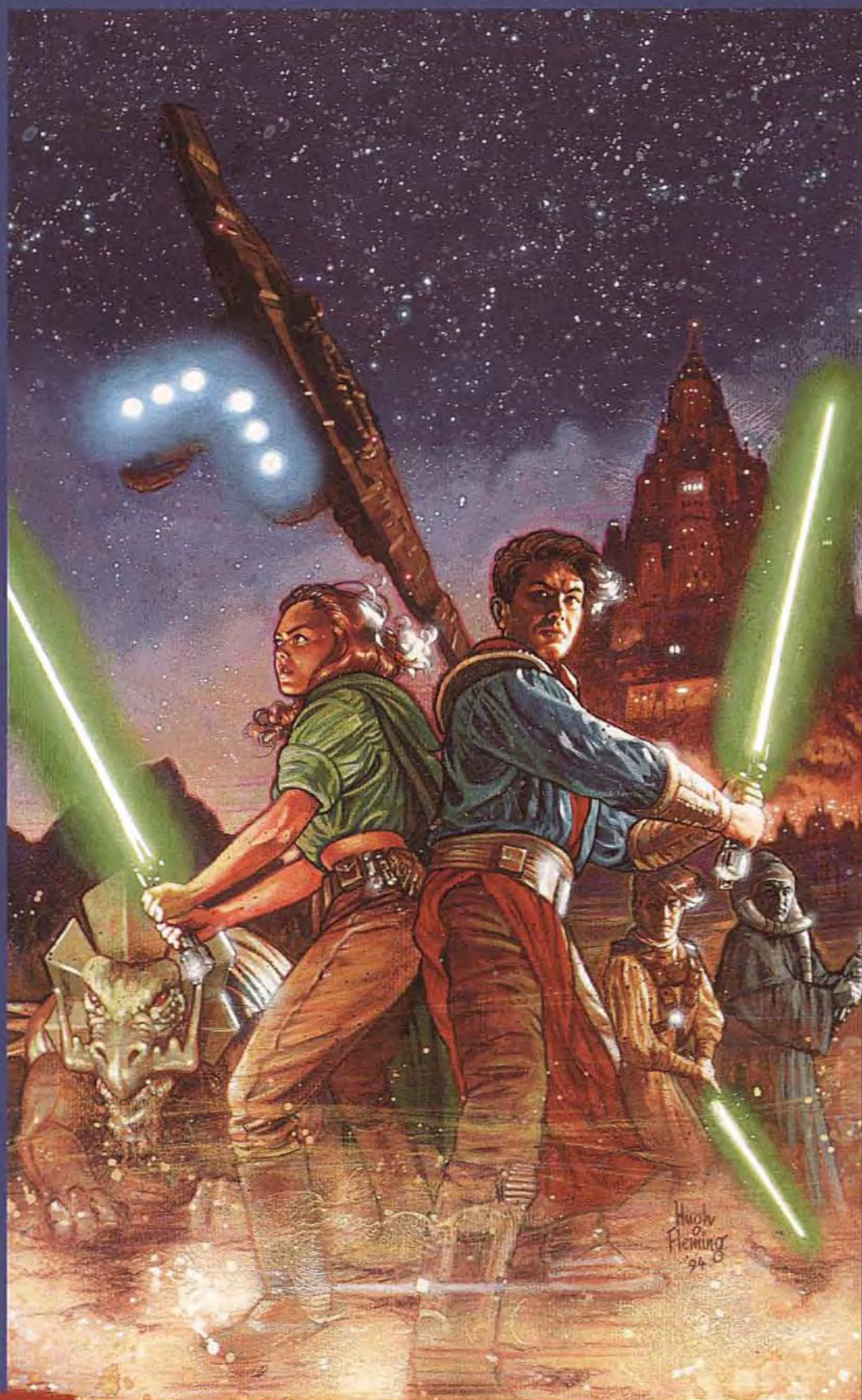
For example, a Jedi wants to activate *projective telepathy*, which requires both a *control* and *sense* roll. The Jedi may decide to use one skill per round, making the *control* roll in the first round and the *sense* roll in the second, rolling his full dice for both actions. However, if the situation is urgent, the Jedi may want to activate the power in one round — the character would suffer a -1D action to both rolls for doing more than one action in a round.

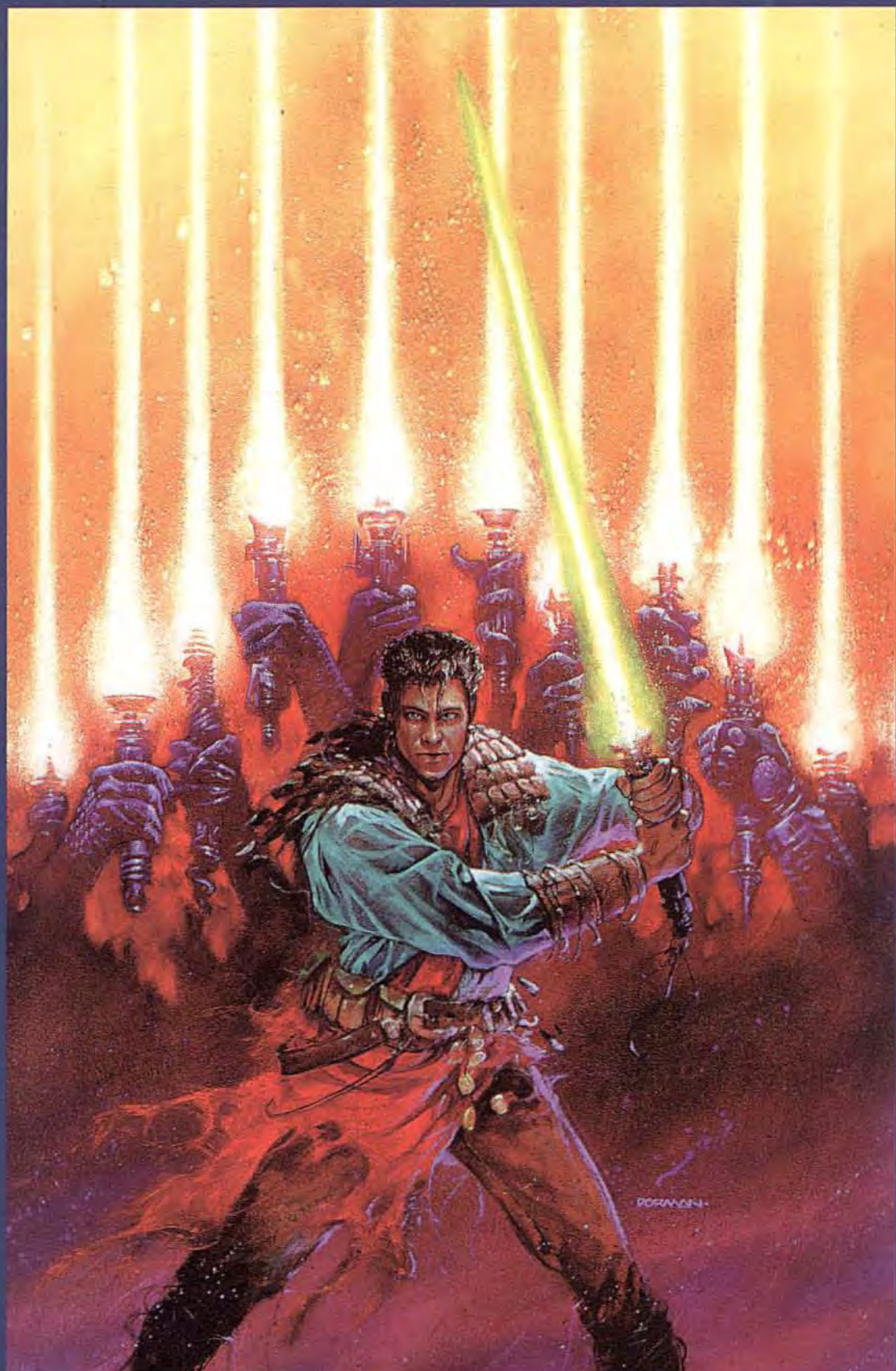
SUSTAINING POWERS

A Jedi may keep some powers "up" — that is, operating constantly without having to make a new power roll every round. If the power can be kept up, the power description will state this; otherwise the power can only be activated for the round in which it is used.

If a player wishes to keep a power up, it must be announced when the power is activated. If the power roll is successful, the power operates continuously until the player's character either decides to drop the power or suffers damage. If a character is stunned or worse, all up powers are automatically dropped.

A character who is keeping a power up is using the skills the power requires as long as the power is operating, and thus loses die codes even if he doesn't have to roll every round. For example, if a character is keeping the *receptive telepathy* power up, which is a *sense* skill, the character loses -1D to all die rolls whenever he does anything else.





DORMANI

LEEWHERE AMONG THE
STENNESS WORLD.

THE HUTT'S MIGHTY DREADNOUGHT
ENFORCER ONE BRINGS FINE-LEAD
STONEBONE AND HIS PIRATE
CREW TO GREAT BOBBA ON THE
HUTT'S PRIVATE MOON--

DIE
WANNA
WANGAT?

OPEN
UP-- I GOT
PRISONERS FOR
BOBBA'S
PLEASURE!



RELATIONSHIP

Some powers are affected by the Jedi's relationship to the target of the power.

User and target are:	Add to difficulty:
Close relatives (married, siblings, parent and child, etc.)	—
Close friends	+2
Friends	+5
User and target are:	Add to difficulty:
Acquaintances	+7
Slight acquaintances	+10
Met once	+12
Never met, but know each other by reputation	+15
Complete strangers	+20
Complete strangers and not of the same species	+30

PROXIMITY

Some powers are affected by proximity — the farther away a target is, the harder it is for him to be affected by a Force power.

User and target are:	Add to difficulty:
Touching	—
In line of sight but not touching	+2
Not in line of sight, but 1–100 meters away	+5
101 meters to 10 km away	+7
11 to 1,000 km away	+10
Same planet but more than 1,000 km away	+15
Same star system but not on the same planet	+20
Not in the same star system	+30

CONTROL POWERS

ABSORB/DISSIPATE ENERGY

Control Difficulty: Sunburn — Very Easy; intense sun — Easy; solar wind — Moderate; radiation storm — Difficult. Characters may use this power for energy attacks, such as blaster bolts and *Force lightning* — the difficulty is Moderate plus the damage roll of the attack.

The power can be kept up as long as the source of energy is constant — it may not be kept up for blaster bolts or Force lightning.

Effect: This power allows the Jedi to absorb or dissipate energy, including light, heat, radiation and blaster bolts. A successful *control* roll means that the energy is dissipated. If the user fails the roll, he takes full damage from the energy.

The character must activate the power in the same round to absorb the blaster bolt or Force lightning — the

character must be able to roll the power before the attack lands. He can't use this power after the attack has hit.

ACCELERATE HEALING

Control Difficulty: Easy for wounded characters, Moderate for incapacitated characters, Difficult for mortally wounded characters.

Time To Use: One minute

Effect: If a Jedi uses this power successfully, he may make two natural healing rolls for the current day regardless of his injury. He gets a +2 modifier to his roll for both rolls.

CONCENTRATION

Control Difficulty: Easy if the Jedi is relaxed and at peace; Difficult if the Jedi is filled with aggression, fear, or other negative emotions; Very Difficult if the Jedi is acting on those negative emotions.

Effect: When using this power, Jedi clear all negative thoughts from their minds, feeling the Force flowing through the universe and their own being.

The individual Jedi concentrates on one specific task at hand. If the skill roll is successful, the Jedi may add +4D to any one action in that round. The Jedi may do nothing other than using the *concentration* power and using that one skill for a single action. The Jedi receives no bonus if anything else is done in that round, including duplicate uses of the same skill or dodges or parries.

This power may be used in conjunction with Force Points and Character Points. This power is only in effect for one round and may not be kept up.

CONTORT/ESCAPE

Control Difficulty: Very Easy for loose bonds; Easy for hand binders; Moderate for serious restraints; Difficult to Heroic for maximum security (varies at gamemaster's discretion, depending on security measures)

Required Powers: *Concentration, control pain, enhance attribute*

Effect: The character escapes bonds by contorting in painful and difficult (but physically *possible*) ways. By dislocating joints, softening bones, and the like, a Jedi can escape almost any physical restraining device. While this is indeed a painful procedure, Jedi are trained to block out the pain and focus on the task at hand.

CONTROL PAIN

Control Difficulty: Very Easy for wounded or stunned characters, Easy for incapacitated characters, Difficult for mortally wounded characters.

The power can be kept "up," so the character can ignore the pain of injuries for a long period of time. However, whenever the character is injured again, the Jedi must make a new control pain roll, with the difficulty being the new level of injury.

The "Jedi Powers Summary" sidebar contains a complete list of the Jedi Force powers published so far in the *Star Wars* game line. The difficulties for powers requiring more than one Force skill are separated by slashes. For example, the *lightsaber combat's* Moderate/Easy difficulty designation means that the Jedi must make a Moderate *control* and an Easy *sense*

roll to activate the power. Difficulties that change depending upon special circumstances are listed as Special. See the full text entry for details. The "Up" column represents the ability to sustain the power, i.e., to keep the power operating without having to make additional skill rolls.

POWER

DIFFICULTY

UP

CONTROL

Absorb/Dissipate Energy

Special

Yes†

Accelerate Healing

Special

No

Concentration

Special

No

Contort/Escape

Special

No

Control Disease

Special

No

Control Pain

Special

Yes

Detoxify Poison

Special

No

Emptiness

Moderate

No

Enhance Attribute

Moderate

No

Force of Will

Easy

Yes

Hibernation Trance

Difficult

Yes

Instinctive Astrogation, Control

Very Difficult†

No

Rage

Difficult

No

Reduce Injury

Special

No

Remain Conscious

Special

No

Remove Fatigue

Moderate

Yes

Resist Stun

Moderate

Yes

Short-Term Memory Enhancement

Difficult

No

SENSE

Beast Languages

Special

Yes

Combat Sense

Moderate†

No

Danger Sense

Moderate†

Yes

Instinctive Astrogation, Sense

Moderate†

No

Life Detection

Special*

Yes

Life Sense

Very Easy*, **

Yes

Life Web

Special**

No

Magnify Senses

Very Easy**

No

Postcognition

Special

No

Predict Natural Disaster

Special

No

Receptive Telepathy

Very Easy*, **, †

Yes†

Sense Force

Special

No

Sense Force Potential

Moderate†

No

Sense Path

Moderate

Yes

Shift Sense

Special

Yes

Translation

Special

Yes

Weather Sense

Special

Yes

ALTER

Injure/Kill	Target's <i>control</i> or <i>Perception</i>	No
Telekinesis	Special**	Yes

CONTROL AND SENSE

Farseeing	Very Easy**†/Very Easy*†	
Life Bond	Moderate/Special**	Yes
Lightsaber Combat	Moderate/Easy	Yes
Projective Telepathy	Very Easy**, †/Very Easy*, †	No

CONTROL AND ALTER

Accelerate Another's Healing	Very Easy*/Very Easy	No
Control Another's Disease	Very Easy*/Special	No
Control Another's Pain	Very Easy*/Special	No
Control Breathing	Moderate/Very Difficult	No
Detoxify Poison in Another	Very Easy*/Special	No
Feed on Dark Side	Moderate†/Moderate†	Yes
Force Lightning	Difficult**/Target's <i>control</i> or <i>Perception</i>	No
Inflict Pain	Very Easy**/Target's <i>control</i> or <i>Perception</i> **	No
Place Another in Hibernation Trance	Very Easy*/Very Easy**	No
Remove Another's Fatigue	Easy/Moderate*, **	No
Return Another to Consciousness	Easy*, **/Special	No
Transfer Force	Easy*/Moderate	No

CONTROL, SENSE, AND ALTER

Affect Mind	Special/Target's <i>control</i> or <i>Perception</i> /Special	No
Battle Meditation	Special/Special/Special	Yes
Control Mind	Moderate†/Target's <i>control</i> or <i>Perception</i> */Special**	No
Create Force Storms	Heroic/Heroic/Heroic**†	No
Doppelganger	Very Difficult/Very Difficult/Heroic	Yes
Drain Life Essence	Very Difficult†/Special/Special	Yes
Enhanced Coordination	Moderate/Difficult/Special**	No
Force Harmony	Difficult**/Difficult*/Moderate	Yes
Projected Fighting	Difficult/Difficult/Moderate**	No
Telekinetic Kill	Easy**/Easy**/Target's <i>control</i> or <i>Perception</i>	No
Transfer Life	Heroic*†/Heroic**†/Special	No

SENSE AND ALTER

Dim Other's Senses	Easy**/Target's <i>control</i> or <i>Perception</i>	Yes†
Lesser Force Shield	Easy/Moderate	Yes

* Modified by relationship

** Modified by proximity

† See full text entry for special rules.



Effect: A wounded Jedi who *controls pain* can act as if he has not been wounded starting with the round after the power roll has been made. The wound is not healed, but the character doesn't suffer the penalties of being wounded: a wounded Jedi doesn't lose 1D from all actions; an incapacitated character can still act normally, as can a mortally wounded character. This power can also be used to shrug off any *stun* results.

However, the character is still injured, and thus is prone to getting worse, even if the Jedi doesn't feel the pain. For example, a wounded character who is wounded again would still become incapacitated. Mortally wounded Jedi still have to make the same rolls as other mortally wounded characters.

DETOXIFY POISON

Control Difficulty: Very Easy for a very mild poison (alcohol); Easy for a mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to Heroic for a neurotoxin.

Time To Use: Five minutes

Effect: This power allows a Jedi to detoxify or eject poisons that have entered his body. If the Jedi makes the power roll, the poison has no affect on him.

EMPTINESS

Control Difficulty: Moderate

Note: Characters who are consumed by the dark side of the Force may not use this power.

Required Powers: *Hibernation trance*

Effect: The user empties his mind and allows the Force to flow through him. The character seems to be in deep meditation, and a character experiencing *emptiness* is oblivious to his surroundings. A character in *emptiness* may not move or take any action except to try to disengage from the emptiness.

While in *emptiness*, a character is difficult to sense or

affect with the Force. When another character attempts to use a Force power on the character in *emptiness*, add the meditating character's *emptiness* roll to the difficulty for the other character's *sense* or *control* rolls (this affects only the *sense* roll; if the power doesn't use the *sense* skill, then add the difficulty to the *control* roll). This difficulty is added regardless of whether or not the *empty* character would willingly receive the power's effect.

Once the character comes out of *emptiness*, the character gets a +6 bonus modifier to all Force skill rolls for a period of time equal to the amount of time the character spent in *emptiness*. This bonus is reduced by 1 for each Dark Side Point that the character has.

When in *emptiness*, characters dehydrate and hunger normally—some initiates have died because they lacked enough *control* to bring themselves out of *emptiness*.

When the character enters into *emptiness*, the player must state for how long the character will be in meditation. A character must make a Difficult *control* skill roll to bring himself out of *emptiness*; the character may attempt to come out of meditation under the following circumstances:

- When the stated time has passed.
- Once each hour beyond the original time limit.
- The character's body takes any damage more serious than *stun* damage.

ENHANCE ATTRIBUTE

Control Difficulty: Moderate

Effect: A Jedi uses this power to increase a single attribute for a limited period. An increased attribute can help a Jedi jump higher, see better, and run faster. All skills governed by the enhanced attribute increase by the same amount for as long as the power remains in effect.

An attribute increased by this power remains enhanced for the duration listed below. Duration and attribute increase are determined by how much a character's control skill roll exceeds the difficulty number. Duration can be extended through the use of character points—for every character point a Jedi spends, the duration is increased by one combat round. The points can be spent at any time before the power fades.

A Jedi can only increase one attribute at a time. If a character invokes the power to enhance a second attribute while the first attribute is still enhanced, then the first enhancement fades and the second attribute receives the increase.

Skill Roll > Difficulty By	Attribute Increase	Duration
0-13	+1D	3 rounds
14-25	+2D	2 Rounds
26+	+3D	1 Round

FORCE OF WILL

Control Difficulty: Easy

This power can be kept up.

Effect: By using *force of will*, the character uses his or her own *willpower* skill to fight the effects of hostile Force powers. If faced with a telekinetic- or mind-based power, the Jedi's *willpower* skill roll may be added to either the *control* or *Perception* code.

The *control* (or *Perception*) plus *willpower* total is referred to as the "protection number." If the attack roll is less than the target's *control* (or *Perception*) roll, the character suffers no ill effects. If the attack roll is greater than the protection number, the Jedi suffers the full effects of the attacking power. If the attack roll is greater than the *control* roll, but less than the protection number, the Jedi is protected from the power, but his *willpower* is considered to be "battered." Subtract -1D from the character's *willpower* skill. The Jedi can still continue to defend, but must do so with decreased *willpower*. Reroll for a new protection number in this case. In the event a Jedi's *willpower* skill ever reaches 0D, the *force of will* power is automatically dropped, and the Jedi is can only resist with *control* or *Perception*.

It takes one day to recover 1D of damage from "battering of the will," or one hour in *emptiness* (or *rage*) for each 1D recovered.

Note: *Force of will* does not protect against *Force lightning* or *Force storms* or objects hurled by *telekinesis*, since in each case the power creates a distinct physical manifestation. These are external rather than internal powers, in which case *willpower* would have no bearing on resistance. *Force of will* works on *injure/kill*, *teleki-*

netic kill, *inflict pain* and other powers which directly use the Force to affect the target.

Example: Nomi is attacked by an alien being whose skills reach into the dark side. With an Easy *control* roll, Nomi initiates the *force of will* power. The alien decides to use the *telekinetic kill* power on Nomi. The alien's *control* and *sense* rolls are successful, and he now rolls his *alter* skill against Nomi's *control* skill of 6D. Because Nomi is using the *force of will* power, she adds her *willpower* skill of 7D+2 to her *control* code for a protection number of 13D+2.

If the alien rolls less than Nomi's *control* skill, she would remain unaffected.

If the alien rolls greater than the protection number, Nomi would be struck by the full force of her opponent's attack. The alien would make an additional *alter* roll against Nomi's unaided *control* roll to determine damage.

If the alien rolls greater than Nomi's *control* skill, but less than her protection number, she would be fully protected from the hostile Force power. However, her will is considered to be battered, and her *willpower* skill drops -1D to 6D+2. She must roll the 6D+2 to get a new (and presumably lower) protection number. It will take her either a full day of meditating, or one hour in *emptiness* to bring her *willpower* die code back up to 7D+2.

HIBERNATION TRANCE

Control Difficulty: Difficult.

This power can be kept up.

Effect: This power allows a Jedi to place himself into a deep trance, remarkably slowing all body functions. The Jedi's heartbeat slows, his breathing drops to barely perceivable levels, and he falls unconscious.

When a Jedi enters a *hibernation trance*, the character must declare under what circumstances the character will awaken: after a specific amount of time, or what stimuli needs to be present (noise, someone touching them). A Jedi can heal while in a *hibernation trance*, but the character may not use skills or Jedi powers while in a trance.

Hibernation trance serves two purposes. It allows a Jedi to "play dead." It can be used to survive when food or air supplies are low. A character in hibernation uses only about a tenth as much air as someone who is sleeping—he can hibernate for a week in a dry climate or for up to a month in a wet climate before dying from lack of water.

Anyone who comes across a Jedi in *hibernation trance* assumes that the Jedi is dead unless he makes a point of testing him. Another Jedi with the *sense* skill or the *life detection* power will be able to detect the Force within the hibernating character and realize that he is alive.

INSTINCTIVE ASTROGATION CONTROL

Control Difficulty: Very Difficult. Modified by astrogation difficulty.

Time To Use: One minute

Effect: *Instinctive astrogation control* is far more difficult than the standard *sense-based instinctive astrogation* power because rather than trying to feel the correct solutions to the hyperspace equations, the Jedi calculates them in his head. This is quite possible, and is often done as a training exercise, but the figures generated are rarely utilized because it is so easy even for a Jedi to make a mistake.

The difficulty is modified by how hard the task is with a nav computer.

Task is:	Modifier (add to difficulty)
Very Easy	0
Easy	+5
Moderate	+10
Difficult	+15
Very Difficult	+20
Heroic	+30

If the *control* roll is successful, a Very Easy *astrogation* roll is necessary to enter the correct routes into the nav computer. If the Jedi fails the attempt, he overlooks an obstacle, and sends the ship down an inherently dangerous path, thereby automatically making *astrogation* difficulty Very Difficult. If the *control* roll is missed by five or more points, the *astrogation* difficulty increases to Heroic.

This is a largely unknown application of the *control* power that allows Jedi to plot *astrogation* paths, instead of using the more well-known *sense-based instinctive astrogation* power. *Instinctive astrogation control* is little more than a curiosity, studied only by a few Jedi theoreticians.

RAGE

Control Difficulty: Difficult

Required Power: *Hibernation trance*

Warning: A Jedi who uses this power gains a Dark Side Point.

Note: This power can only be used by characters who have been consumed by the dark side of the Force.

Effect: *Rage* allows a character to feel the great influence of the dark side. It functions as a counterpart to *emptiness*.

The character must tense herself completely, and allow the mindless rage of the dark side to possess her. When using this power, a character will appear lifeless. The Force-user is amplifying the negative aspects of her personality, leaving her face clenched in a rictus of horror and fear.

A character must determine how long she wishes to be in *rage* when she enters the trance. Barring an attack

or the arrival of a specific person (as explained below), the Jedi stays in the trance for the chosen duration. The Jedi must make a Difficult *control* roll for every four hours in the trance or she suddenly awakens.

When the Jedi leaves this state, she receives a +10 modifier to all Force skill rolls for a period equal to the time spent in *rage*. After the bonus has subsided the character takes one die of damage for every two hours she was in the trance.

Like *emptiness*, *rage* makes characters oblivious to their surroundings; they are rendered immobile. Unlike *emptiness*, however, characters in this state strongly exude the dark side. This internal focusing even provides some protection against others using the Force to manipulate them in some way. Add the *rage control* roll to the difficulty of the Force power employed by the "attacking" character.

Characters dehydrate and hunger twice as quickly when using *rage*, and are even more susceptible to damage (-1D to *Strength* when resisting damage from physical and energy attacks while in this state). Characters who plan an extended trance require intravenous nourishment.

In *rage*, the character is less oblivious to her surroundings than a Jedi in *emptiness*. For example, any physical contact by a living being may revive them (the Jedi must make a Moderate *control* roll) and provoke an instant berserker-like attack, regardless of who the person is. The character must then make a Difficult *control* roll to cease the attack before the "offending" character is killed.

A character using *rage* can choose to anticipate the arrival of a foe. She must make a Difficult *sense* roll (modified by relationship) with the *life sense* power at the time he enters *rage*. This allows her to instantly awaken (Easy *control* roll) if the expected person comes within five meters of the person in *rage*.

This power may be used in a preparation ritual for the *transfer life* power. When a *raged* person uses *transfer life*, her original body is instantly and completely consumed by the dark side, often bursting into blue flames. For every three points by which the *control* roll exceeded the *rage* difficulty, the body does 1D damage upon explosion (three-meter blast radius).

REDUCE INJURY

Control Difficulty: Moderate for incapacitated characters, Difficult for mortally wounded characters, Very Difficult for dead characters.

Required Powers: *Control pain*

Effect: By using this power, a Jedi may call upon the Force to reduce the amount of injury he suffers; this power is normally only used in desperation because of its long-term repercussions.



When the power is successfully used, the Jedi loses a Force Point. Any injury that is suffered is reduced to *wounded*. If the original injury would have killed the character, he must choose to suffer a permanent injury of some kind.

Note: Spending Force points in this manner — not at the beginning of the round — is allowed. Also, it is not always a “selfish” act to save one’s life, so the character *might* be able to get the Force point back. If the character was fighting to save his friends from certain doom — and if he falls, they *certainly* die — then this could even be considered an heroic action. It still involves great sacrifice.

REMAIN CONSCIOUS

Control Difficulty: Easy for stunned characters, Moderate for incapacitated characters, Difficult for mortally wounded characters.

Required Powers: *Control pain*

Effect: *Remain conscious* allows a Jedi to remain conscious even when he has suffered injuries which would knock him unconscious. In game terms, when a character with this power suffers this kind of injury, they lose all of their actions for the rest of the round, but they are still conscious (normal characters automatically pass out). On the next round, the character may attempt to activate the power — this must be the first action of that round; the Jedi cannot even *dodge* or *parry*.

If the roll is unsuccessful, the character passes out immediately. If the roll is successful, the Jedi can do any one other action that he has declared for that round — often the character will attempt to *control pain* so that he will be able to remain conscious. After that other action has been completed, the Jedi will lapse into unconsciousness, unless he has activated *control pain* or done something else that will keep the character conscious.

REMOVE FATIGUE

Control Difficulty: Moderate

This power can be kept up.

Required Powers: *Accelerate healing, control pain*

Effect: The character uses this power to combat the effects of strenuous work. The Jedi manipulates the

Force, causing bodily toxins to be ejected much more efficiently, thus allowing for greater stamina. While kept up, the Jedi must make a *stamina* check once per day. While using this power, a Jedi must fail two *stamina* checks before he or she is fatigued. The character still has to eat and drink normally. If the Jedi does fail two stamina checks and becomes fatigued, a -1D penalty is applied to all attributes and skills for 1D hours.

RESIST STUN

Control Difficulty: Moderate.

Time To Use: One minute

This power can be kept up.

Effect: *Resist stun* allows the Jedi to prepare his body to resist the effects of stun damage. The power must be activated before the character has suffered any damage.

A successful result allows the Jedi to resist all stun results except for *unconscious* and normal injuries. An *unconscious* result forces the Jedi to drop the power, and he is considered *stunned*. Normal injuries (*wounded, incapacitated, mortally wounded* and *killed*) are treated normally.

SHORT-TERM MEMORY ENHANCEMENT

Control Difficulty: Difficult

Required Powers: *Hibernation trance*

Effect: When a Jedi uses this power, he or she can replay recent events in order to more carefully examine images and peripheral occurrences. Using the power, a Jedi can freeze images and even scan memory tracks to recall details that were seen but not consciously registered at the time of observation.

In game terms, this power can be used to alert a Jedi to information, items, other characters, or anything else that passed before his senses within a specific span of time. In addition, if a gamemaster provided clues or leads to clues that the players originally missed or ignored, this power can be used to recall them. When players get stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure.



How far back a Jedi can remember depends on the success of his *control* roll.

Skill Roll Exceeds

Difficulty By

0-8

9-20

21+

Memory Extends Back

Through current episode

Through last episode

Through last two episodes

SENSE POWERS

BEAST LANGUAGES

Sense Difficulty: Easy if the animal is domesticated/friendly (such as a bantha); Moderate to Difficult if the animal is wild, but non-predatory (such as an undomesticated tauntaun); Very Difficult to Heroic if the animal is ferocious/predatory (such as a wild vornskr or rancor).

This power can be kept up.

Required Powers: Receptive telepathy, projective telepathy, translation

Effect: This power allows the Jedi to translate a beast-language and speak it in kind. As creatures rarely have "true" languages, the Jedi is actually imparting and reading emotional differences within grunts and growls and other cues of body language. Note that the character may keep this power up if the Jedi needs to continue talking to a creature. For beasts that can be ridden, subtract -2D from their Orneriness code while this power is in effect. (Obviously, the creature's Orneriness code cannot drop below 0D.)

COMBAT SENSE

Sense Difficulty: Moderate for one opponent, modified by +3 for every additional opponent a Jedi wishes to defend against.

Required Powers: *Danger sense, life detection*

Effect: Combat sense helps a Jedi focus on the battle at hand. Everything else becomes dulled and muted as the Jedi's senses are all turned toward the combat occurring around him. All targets become mentally highlighted in the Jedi's mind, enhancing his ability to attack and defend. In game terms, by focusing his attention on his opponents, a Jedi gains certain important advantages.

First, he can decide when he wishes to act during a round—no initiative rolls are necessary while the power is in effect. If more than one Jedi is using this power, whoever rolled highest when invoking the power determines when he wishes to act.

Second, the Jedi's attack and defense rolls are increased by +2D. Combat sense lasts for ten combat rounds and doesn't count as a "skill use" for determining die code penalties.

DANGER SENSE

Sense Difficulty: Moderate or attacker's control roll

Required Power: *Life detection*

This power can be kept up.

Effect: Danger sense allows a Jedi to extend his senses around himself like protective sensors, creating an early warning system for as long as the power remains in effect.

When this power is used, the Jedi detects any attacks the round before they are made. This gives the Jedi a round to decide how to react to the danger.

In game terms, if any character plans to attack the Jedi on the next round, she must declare her action the round before. Attacking characters with Force skills may roll their *control* skill to increase the difficulty of using this power.

INSTINCTIVE ASTROGATION

Sense Difficulty: Moderate, modified by difficulty of journey.

Required Power: *Magnify senses*

Effect: This is the more well known ability of the Jedi to calculate astrogation routes without the use of a nav computer. The Jedi uses his sense skill to feel through the myriad hyperspace routes to determine the safest path.

The difficulty is modified by the treacherousness of the path:

Task is:	Modifier (add to difficulty)
Very Easy	0
Easy	0
Moderate	0
Difficult	+5
Very Difficult	+10
Heroic	+15

If the Jedi succeeds at charting the course, she need only generate an Easy astrogation total to plot a safe path. If the Jedi fails the roll, the *astrogation* difficulty is automatically Very Difficult; if the roll is missed by more than five point, increase the difficulty to Heroic.

LIFE DETECTION

Sense Difficulty: Very Easy if the subject has Force skills or is Force-sensitive; Moderate if not. Modified by relationship.

This power can be kept up.

Effect: This power allows Jedi to detect live sentient beings who might otherwise remain hidden from their normal senses. When the power is activated, the Jedi knows the location of all sentients within 10 meters — if the power is kept up, the Jedi may know whenever a sentient approaches within 10 meters of them or vice versa.

When a Jedi approaches or is approached by sentient creatures, make a *sense* roll for the Jedi and each creature makes an opposed *control* or *Perception* roll to avoid detection. Both rolls are “free” actions and don’t count as a power use. If the Jedi ties or rolls higher, he senses the creatures in question.

If the Jedi beats the target’s roll by 10 or more points, the Jedi is aware if this person has Force skills (yes or no), is Force-sensitive (yes or no) or if they have met the person before (yes or no), and if yes, what their identity is.

LIFE SENSE

Sense Difficulty: Very Easy. Modified by proximity and relationship.

Required Ability: *Life detection*

This power may be kept up to track a target.

Effect: The user can sense the presence and identity of a specific person for whom he searches. The user can sense how badly wounded, diseased or otherwise physically disturbed the target is.

A target may use the *control* skill to hide his identity from the Jedi uses *life sense*. The character’s *control* skill is added to the sener’s difficulty.

LIFE WEB

Sense Difficulty: See below; modified by proximity.

Note: The Force-user must choose one specific species as a specialization (see below).

Required Powers: *Life detection, life sense, sense Force*

Time To Use: Two days (or more)

Effect: This power is used to detect large concentrations of members of a specific species, such as humans, Rodians, or Chadra-Fan. When the power is used successfully, the users sense the general direction toward the population. If the user’s roll exceeds the difficulty by 10 or more points, the user also knows approximate distance (i.e., hundreds or thousands of kilometers, or single, tens, hundreds, or thousands of light-years).

The base difficulty to use this power depends upon the size of the nearest significant population:

Very Easy	Population in tens of billions
Easy	Population in billions
Moderate	Population in hundreds of millions
Difficult	Population in tens of millions
Very Difficult	Population in millions
Heroic	Population in hundreds of thousands

This power may not be used to detect populations smaller than 100,000 individuals.

When this power is selected, the Force-user must select a specific intelligent species to specialize in. A Force-user may select more life web species specializations at a cost of three Character Points per additional species. The Force-user must be familiar with the species — for example, Ulic Qel-Droma could specialize in *life web: Twi’lek* since he is familiar with Tott Doneeta’s unique “Force presence,” but he would not be able to select *life web: Rodian* until he spent time with a member of that species. This power may only be used to detect species that the Force-user has specialized in.

This power requires at least two days of continuous concentration. For each additional two days of concentration, the Force-user may add +1D to his or her sense roll.

MAGNIFY SENSES

Sense Difficulty: Very Easy. Modified by proximity.

Time To Use: Three rounds

Effect: This power allows a Jedi to increase the effectiveness of his *normal* senses to perceive things that otherwise would be impossible without artificial aids. He can hear noises beyond his normal hearing due to distance or softness — he can’t hear beyond normal frequencies. Likewise, he can see normally visible things over distances that would normally require the use of macrobinoculars, and identify scents and odors that are normally too faint for human olfactory senses.

RECEPTIVE TELEPATHY

Sense Difficulty: Very Easy for friendly, non-resisting targets. If target resists, he makes a *Perception* or *control* roll to determine the difficulty. Modified by proximity and relationship.

Required Power: *Life sense*

This power may be kept up if the target is willing and the proximity modifier doesn't increase.

Effect: If the Jedi makes the power roll, he can read the surface thoughts and emotions of the target. The Jedi "hears" what the target is thinking, but cannot probe for deeper information. When the Jedi uses the power on another player character, the gamemaster asks the player if he minds the power being used on his character; if the target is a gamemaster character, the gamemaster must determine for himself if the target is friendly or resistant.

If the skill roll is double the difficulty, the Jedi can sift through any memories up to 24 hours old. A Jedi cannot sift through memories in the same round that contact is made—this process takes a full round.

A Jedi can read the minds of more than one person at a time, but each additional person counts as an additional action, with separate rolls and multiple skill use penalties.

This power may be used on creatures and other sentient species, although it cannot be used on droids.

SENSE FORCE

Difficulty: Moderate for an area; Difficult for sensing details or specific objects within the area. Modified by proximity.

Effect: This power is used to sense the ambient Force within a place. It cannot be used to detect sentient beings, but there are many forms of life and many areas of the galaxy intertwined with the Force which can be sensed with this power.

Sense Force will tell a character the rough magnitude of the Force in an area or object, and whether the area or object tends toward the dark side or the light.

SENSE FORCE POTENTIAL

Sense Difficulty: Moderate for friendly, non-resisting targets. Moderate plus target's *Perception* or *control* roll (whichever is higher) to determine the difficulty of the probe on an unwilling subject.

Required Powers: *Life detection, life sense, receptive telepathy, sense Force*

Time To Use: Six rounds.

Effect: This power allows a Jedi to probe the mind of a target, and determine whether that person has the potential to be strong in the Force.

The deep subconscious of a Force-sensitive person is shielded by a protective barrier which prevents another Force wielder from penetrating his or her inner mind. This shield pushes violently back at an intruder, sending him or her stumbling back. This "shield" is an involuntary defense mechanism maintained by every Force-sensitive person. It is one reliable way to determine which people might have the potential to become Jedi.

The magnitude of the backlash generated by the shield depends on the character's strength in the Force.

A person who is merely Force-sensitive will shove the intruder back by a meter. Someone with actual Force skills will produce a more intense reaction. Those with little training will send the intruder reeling back across the room. Someone who is well-trained, or who has a great deal of raw talent in the Force, might actually hurl an intruder across the room.

SENSE PATH

Sense Difficulty: Moderate

Required Powers: *Emptiness, hibernation trance*

This power can be kept up.

Effect: This power informs a character of the "path" he travels: whether his current actions are likely to lead him to the dark side, and whether any specified future actions are likely to do so (this power may be thought of as farseeing without control). Bear in mind that without control, the Jedi does not have the ability to decide whether he sees the past, present, or a possible future. The visions he receives are more likely to be allegorical in nature; to receive specific details, the farseeing power must be used.

When giving the results of this power, be honest but obscure if the character has gained any Dark Side Points and is attempting to atone, this power will tell him how successful he has been within a game context.

The Jedi can choose to consciously use this power, or it can be a plot device. If the latter, at an appropriate point in the scenario, you may call for a roll on this power, and give the Jedi a vision if he succeeds. You may use this to tell the players how well they are doing, or to give them a premonition of doom just before a critical encounter to heighten the tension. You may use it to warn them (by showing the future of their current course), to encourage them (particularly when they have done the right thing, but have no way of knowing), to provide hints, or to foreshadow upcoming events.

A vision from the Force should never be taken lightly by the players. It should give them something to think about, along with the attendant chances for good roleplaying. Bear in mind that different Jedi will tend to receive different renditions of the same scene, and consequently you should tailor the details you give to fit the character concerned. Instead, you might consider altering the way you describe the scenery; for the dark side, you might always describe rocky and barren terrain, with a cold wind blowing, or it might always be night for the dark side and daytime or dawn for the light side. You can present these images in as contrary a manner as you wish, provided you are consistent with the descriptions.

Another thing to bear in mind is that it is never easy to tell which is the right course to take (although the path of darkness may be clear enough, the path of light is far more elusive). The Jedi must still be sure to follow the Jedi Code regardless of what his visions seem to be telling him, otherwise his own desires will encourage a less truthful vision and cause his downfall. And it is quite



possible for a skilled Dark Jedi to twist the readings of this power to suit his own ends.

Example: Another narration: "You are scrambling through a rocky landscape at night. The only light is a feeble flow ahead of you, coming from behind the next outcropping. You are hurrying, trying to arrive in time to avert ... something. When you pass the outcrop, the terrain falls away on all sides, and you find yourself on the edge of a gigantic precipice, like the inner rim of a volcano. Rock walls loom high on the opposite side of the pit. Standing, alone and vulnerable on a spike of rock scarcely half a meter wide at the tip, is your companion Tetsu. He is scared and crying. The column he is on is nowhere connected to the rim where you are standing; there is no way to reach him. A wind begins to howl up from below."

Example: Another narration: "You are walking along a path; the route is straight and wide ... and as black as coal. On your left is a second path, just as broad, just as straight, and shining brilliant

white. You become aware of a presence walking along the second pathway matching you pace for pace. Ahead your paths cross, and the path that leads away from the point of intersection is twice as wide as your own ... and of indeterminate color.

SHIFT SENSE

Sense Difficulty: Moderate for simple phenomena (such as heat or simple scents); Difficult for more uncommon phenomena (such as comm frequencies, infrared radiation); Very Difficult for specific, complex phenomena (such as setting olfactory nerves to detect the presence of Tibanna gas).

This power can be kept up.

Required Power: *Magnify senses*

Effect: The character may shift his or her senses as to detect phenomena of a different type than normal; shifting eyesight to the infrared spectrum, setting olfactory nerves to detect specific chemical combinations, or hearing frequencies above or below normal range for his or her species. This power counts as a "skill use" for determining die code penalties.

Please note that this power is exceptionally useful in some aspects, but fairly limited in others. For example, a Jedi may detect comm frequencies, but that does not mean the Jedi can listen in on the transmission. The Jedi will be able to detect that a transmission is present, but may not necessarily be able to locate the signal's source, and certainly will not be able to decode the information carried by the transmission.

TRANSLATION

Sense Difficulty: Moderate for humans or aliens, Difficult for droids. If the target is being purposely cryptic, add +5 to the difficulty, +20 if the language is written down.

This power can be kept up.

Required Powers: *Receptive telepathy, projective telepathy*

Effect: This power allows the character to translate a language and speak it in kind. The Jedi may decipher body language, explore the spoken word, or translate ancient Sith texts. In order for this power to work, the character must first hear the target speak, or see the words in written form (such as an ancient text or document). This power, though similar to telepathy, has many advantages. First, it takes only one application of this power to "understand" a language. As long as they all speak the same language and the power is kept up, the character need not roll for each individual talking. Also, because they also "speak" using beeps and whistles, droids may be communicated with using this power. Finally, the Jedi can translate ancient texts, even if the language has long since vanished from the galaxy.

Note that the character does not really *know* the language. Once this power is no longer in use, the Jedi is once again unable to decipher the target language.

WEATHER SENSE

Sense Difficulty: Easy if the Jedi has lived in the area for more than a year; Moderate if the Jedi has lived in the area between six and twelve months; Difficult if the Jedi has lived in the area between one and six months; Very Difficult if the Jedi has lived in the area less than one month. Modified for proximity and local meteorological conditions.

Required Powers: *Magnify senses*

This power can be kept up.

Effect: This power allows the Jedi to attune himself to the workings of local weather patterns. By sensing the movements of clouds, winds, tides, and solar bodies, he can discern patterns in the weather, and so make limited predictions regarding the behavior of atmospheric phenomenon.

The power does not lend itself to quick predictions,

however. It takes weeks for a Jedi to so acclimate himself to local weather patterns and become familiar with unique features of the local topography that he can obtain accurate readings.

The prediction is effective for four hours. The difficulty increases if the Jedi wishes to make more extended forecasts.

ALTER POWERS

INJURE/KILL

Alter Difficulty: Target's *control* or *Perception* roll.

Required Power: *Life sense*

Warning: A character who uses this power receives a Dark Side Point.

Effect: An attacker must be touching the target to use this power. In combat, this means making a successful *brawling* attack in the same round that the power is to be used.

When the power is activated, the user makes one roll. If he rolls higher than the character's resisting *control* or *Perception* total, figure damage as if the power roll was a damage total and the *control* or *Perception* roll was a *Strength* roll to resist damage.

TELEKINESIS

Alter Difficulty: Very Easy for objects weighing one kilogram or less; Easy for objects weighing one to ten kilograms; Moderate for objects 11 to 100 kilograms; Difficult for 101 kilograms to one metric ton; Very Difficult for 1,001 kilograms to ten metric tons; Heroic for objects weighing 10,001 kilograms to 100 metric tons.

Object may be moved at 10 meters per round; add +5 per additional 10 meters per round. The target must be in sight of the Jedi.

Increased difficulty if object isn't moving in simple, straight-line movement:

+1 to +5 for gentle turns

+6 to +10 for easy maneuvers

+11 to +25 or more for complex maneuvers, such as using a levitated lightsaber to attack

Modified by proximity.

This power can be kept up.

Effect: This power allows the Jedi to levitate and move objects with the power of his mind alone. If used successfully, the object moves as the Jedi desires.

A Jedi can levitate several objects simultaneously, but each additional object requires the Jedi to make a new power roll.

This power can be used to levitate oneself or others. It can be used as a primitive space drive in emergencies.

When used to levitate someone against their will, the target may resist by adding their *Perception* or *control* roll to the difficulty number.

Levitated objects can be used to attack other characters, but this automatically gives the Jedi a Dark Side

Point. Such objects do 1D damage if under a kilogram, 2D if one to ten kilos, 4D if 11 to 100 kilos, 3D Speeder-scale damage if 101 kilos to one metric ton, 3D Starfighter-scale damage if one to ten tons and 5D Starfighter-scale damage if 11 to 100 metric tons.

Such attacks would require an additional *control* roll by the Jedi, which would be the to hit roll against the target's *dodge*. If the character doesn't dodge the attack, the difficulty is Easy.

CONTROL AND SENSE POWERS

FARSEEING

Control Difficulty: Very Easy. Modified by proximity. Add +5 to +20 to the difficulty if the character wishes to see into the past. Add +10 to +30 or more if the character wishes to see into the future.

Sense Difficulty: Very Easy if the target is friendly and doesn't resist. If the target resists, make a *control* or *Perception* total for the difficulty. Modified by relationship.

Required Power: *Life sense*

Time To Use: At least one minute

Effect: The user sees the person or place he wishes to see in his mind as the situation currently exists. The power can also be used to see the past or the future. The Jedi also sees the immediate surroundings, and so can know, for example, when a friend is in danger, or what has happened to his home planet in his absence.

Farseeing requires calm conditions and at least one minute, but often takes a few minutes. *Farseeing* cannot be done in the face of danger. The Jedi's visions may not be entirely accurate:

Power roll ≥	Sense difficulty	Past/Present Future
0-10	50%	10%
11-20	75%	25%
21-30	90%	50%
31+	100%	75%

The past and present are set and it is merely a matter of the Jedi having correct perceptions. However, the future is always fluid, always in motion, never set until it becomes the present — therefore it is much harder to predict. The percentages on the chart are a rough measure of how much correct information the character receives in their vision.

For example, 10% means that the character will only be able to make out the most basic details of a situation, such as "My friends are in danger." 25% means that the Jedi gets a somewhat accurate vision of what will transpire, but most major details will be missing from the vision. 50% means that the character's vision was about



half right. 75% means that the character has an understanding of the critical happenings, but the character still has missed a major detail or two, which, of course, can complicate things. 90% means that the character has a very accurate and very detailed vision of what has or will transpire. 100% means that the character's vision is even more accurate and detailed, complete with minor, almost trivial details.

When a character *farsees* into the future, the gamemaster has to make an honest effort to correctly represent what will happen: if the characters get a 75% result, the gamemaster must try to predict what he thinks the characters will do and what the outcome will be. Of course, since the future is so fluid, things are always subject to change. *Farseeing* is a great mechanic for the gamemaster to reveal part of the story — enough to tantalize the players, without ruining the story.

LIFE BOND

Control Difficulty: Moderate

Sense Difficulty: See below. Modified by proximity.

Required Powers: *Life detection, life sense, magnify senses, receptive telepathy*

This power can be kept up.

Effect: A Jedi character may choose the life bond power to permanently form a mental link with one other individual, normally a mate (although sometimes siblings, parent and child, or even very close friends choose to life bond).

Detailed information can be learned by activating the power. If both characters have the life bond power, reduce all sense difficulties by one level (although both characters must still roll for life bond to achieve the benefits listed below). The following benefits are only in effect when the characters are actively using the life bond power.

On an Easy sense roll, the Force-user is aware of the other's general location and general emotional state: whether the person is frightened, in pain, injured, happy, or experiencing some other strong emotion.

On a Moderate sense roll, the Force-user experiences the other's senses: he or she sees through the other's eyes, hears what the other hears, and smells, tastes, and feels what the other person is experiencing. However, at this level, the characters are affected by each other's experiences — both characters share pain, and if one character is injured, the other character suffers an injury one level lower (i.e., if one character is mortally wounded, the life-bonded character is incapacitated).

On a Difficult sense roll, the Force-user is considered telepathically linked to the life bond partner and can read the surface thoughts of the other if the other is willing to share those thoughts (as per the receptive telepathy power, but this is not an additional skill roll).

On a Very Difficult sense roll, the Force-user can send thoughts to the life-bonded partner (as per the projective telepathy power), allowing the characters to carry on a telepathic conversation.

As an added benefit, the two characters can have premonitions about each other: for example, if one character is severely injured, his or her life bond partner will sense that something bad has happened. This aspect of the life bond power is modified by proximity only, as outline below. Sensing premonitions is automatic if within 11,000 kilometers of each other. If on the same planet but more than 1,000 kilometers from each other, a Very Easy sense roll is necessary to sense premonitions. If not on the same planet but in the same star system, an Easy sense roll is necessary to sense premonitions. If not in the same star system but within 10 light-years, a Moderate sense roll is required. If more than 10 light-years but less than 100 light-years away, a Difficult sense roll is necessary. If more than 100 light-years away from each other, a Very Difficult sense roll is necessary.

Life-bonded characters may not share skills, attributes, Force Points, or Character Points. However, since the

characters do have such a close bond, the actions of one can affect the other. If a life-bonded character commits an evil action, the Jedi partner receives a Dark Side Point even though these actions were not the Jedi's fault. Obviously, life bonding is an exceedingly serious commitment, and not to be taken lightly.

Both characters must agree to the life bond for the power to work and a character may only life bond with one other individual. Life bonding takes 1D weeks to complete (as the Jedi becomes accustomed to the background Force presence of the life bond partner). During that time, the Jedi's control is -1D. The life bond power may not be activated until the ebond is completely formed.

Death is the only means of severing the life bond. If one member of a life-bonded couple is killed, the surviving partner enters a near-catatonic state of shock of 1D days. After re-awakening, the partner grieves and readjusts to a solitary existence; all die codes are reduced by -1D for the same amount of time it took to forge the life bond.

Any attempt to forge a new life bond in the future requires a much longer period of adjustment: 2D weeks for a second bond, 3D weeks for a third bond, and so forth.

LIGHTSABER COMBAT

Control Difficulty: Moderate

Sense Difficulty: Easy

This power can be kept up.

Effect: To use a lightsaber most effectively, a Jedi learns this power. The Jedi uses this power both to wield this elegant but difficult-to-control weapon while also sensing his opponent's actions through his connection to the Force.

This power is called upon at the start of a battle and remains up until the Jedi is stunned or injured; a Jedi who has been injured or stunned may attempt to bring the power back up.

If the Jedi is successful in using this power, the Jedi adds his *sense* dice to his *lightsaber* skill roll when trying to hit a target or parry, and he adds or subtracts up to the number of his *control* dice to the lightsaber's 5D damage when it hits in combat. Players must decide how many *control* dice they are adding or subtracting before they roll damage.

If the Jedi fails the power roll, he must use the lightsaber with only his *lightsaber* skill to hit and the weapon's normal damage in combat and he cannot attempt to use the power again for the duration of the combat.

Finally, the Jedi may use *lightsaber combat* to parry blaster bolts. To do this, the character must declare that he is parrying that round, using his *lightsaber* skill as normal.

The Jedi may also attempt to control where deflected blaster bolts go, although this counts as an additional action. The Jedi must declare which specific shot he is controlling. Then, once the roll is made to see if the



blaster bolt was parried by the Jedi, the Jedi makes a control roll, with the difficulty being his new target's dodge or the range (figured from the Jedi to the target). The damage is that of the original blaster bolt.

Example: Ulic is entering lightsaber combat, and has a lightsaber skill of $5D+2$, a control of $3D+1$ and a sense of $2D+2$. If Ulic makes his Moderate control roll and his Easy sense roll, he gets to add his control to his lightsaber skill in combat, so he would fight and parry with a skill of $9D$. He would also add his sense to the lightsaber's normal damage of $5D$, for a new damage of $8D+1$. These bonuses are in effect until Ulic drops the power or is stunned or injured and forced to drop the power. However, since the power is "up," Ulic subtracts $-2D$ from all actions while using the power.

If Ulic wants to deflect blaster bolts during a round, in the declaration phase he must say that he is lightsaber parrying and that he will attempt to deflect a specific shot back at someone standing only four meters away. The attacker is 20 meters away and using a pulse-wave pistol ($4D$ damage).

First, Ulic must wait and see if his lightsaber parry was good enough to deflect the blaster bolt out of the way. If he does parry, Ulic can now attempt to deflect the bolt. He must make an additional control roll, at $-2D$ (because lightsaber combat is still up), but since his target is only four meters away, which is short range for such a weapon, his difficulty is only a 6. Ulic rolls his die — and gets a 6. He hits the target with the reflected blaster bolt, which does $4D$ damage (normal damage for the weapon).

PROJECTIVE TELEPATHY

Control Difficulty: Very Easy. Increase difficulty by $+5$ to $+10$ if the Jedi cannot verbalize the thoughts he is transmitting (he is gagged, doesn't want to make a

sound). Modified by proximity.

Sense Difficulty: Very Easy if target is friendly and doesn't resist. If target resists, roll *Perception* or *control* roll to determine the difficulty. Modified by relationship.

Required Power: Receptive telepathy

Effect: If the Jedi successfully projects his thoughts, the target "hears" his thoughts and "feels" his emotions. The target understands that the thoughts and feelings he is experiencing are not his own and that they belong to the user of the power. If the Jedi doesn't "verbally" identify himself, the target doesn't know who is projecting thoughts to him. This power can only be used to communicate with other minds, not control them.

CONTROL AND ALTER POWERS

ACCELERATE ANOTHER'S HEALING

Control Difficulty: Very Easy. Modified by relationship.

Alter Difficulty: Very Easy.

Required Power: Control another's pain

Time To Use: One minute

Effect: The target is allowed to make extra healing rolls, as outlined in *accelerate healing*. The Jedi must be touching the character whenever he attempts a healing roll.

CONTROL ANOTHER'S DISEASE

Control Difficulty: Very Easy. Modified by relationship.

Alter Difficulty: Very Easy.

Required Powers: Control another's pain, control pain.

Time To Use: One minute

Effect: The target is allowed to make extra healing

rolls as outlined in accelerate healing. The Jedi must be touching the character whenever this power is activated.

CONTROL ANOTHER'S PAIN

Control Difficulty: Very Easy. Modified by proximity and relationship.

Alter Difficulty: Easy for wounded characters; Moderate for incapacitated characters; Difficult for mortally wounded characters

Required Power: *Control pain*

Effect: This power has the same effect on the target that *control pain* does on its user.

CONTROL BREATHING

Control Difficulty: Moderate

Alter Difficulty: Very Difficult

Required Powers: *Concentration, hibernation trance, telekinesis*

Effect: This power allows a Jedi to control the amount of oxygen flowing into his or her body. The Jedi takes control of the surrounding atmosphere, pulling oxygen molecules through the skin and into the lungs. With this power the Jedi can effectively breathe underwater, and conversely, a water breather could survive on land. In game terms, this power negates the need for a breath mask, mechgill, or any rebreather gear. In the cold of space or a hard vacuum, however, this power would be of little use. Even if the Jedi could somehow survive the drastic changes in pressure or the extreme temperatures, there is not enough oxygen in these environments for the Jedi to "grab."

The power will remain up until the character either takes incapacitating damage or willfully drops it.

DETOXIFY POISON IN ANOTHER

Control Difficulty: Very Easy, modified by relationship.

Alter Difficulty: Very Easy for very mild poison (such as alcohol); Easy for a mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to Heroic for a neurotoxin.

Required Powers: *Accelerate healing, accelerate another's healing, control pain, control another's pain, detoxify poison*

Time To Use: 5 minutes

Effect: This power allows a Jedi to remove or detoxify poison from a patient's body faster than is normally possible. While using this power, the Jedi remain in physical contact with the patient. As long as the Jedi is in contact with the target, that person is considered immune to the effects of the poison. Failure to make the required *control* and *alter* difficulty checks or breaking physical contact during the use of the power causes the patient a wound.

FEED ON DARK SIDE

Control Difficulty: Moderate when activated; Very Easy for each round thereafter

Alter Difficulty: Moderate when raised; no roll for subsequent rounds.

Required Power: *Sense Force*

Warning: Any Jedi who activates this power automatically receives a Dark Side Point.

This power can be kept up.



Effect: This power allows a Jedi to feed on the fear, hatred, or other negative emotion of others to make himself more powerful. It does not matter to the dark side why the others are filled with dark emotions; the feelings alone suffice.

In game terms, in any round in which a character using this power is in the presence of a light side Force-sensitive who gains a Dark Side Point, the character gains a Dark Side Point and a Force Point. If multiple characters gain Dark Side Points in the same round, the character gains multiple Force Points. These Force Points must be spent within five minutes of being received.

This is a power that Dark Jedi use to gain power from the anger and hatred they create in their foes. For player characters who are quick to anger, it is impossible to die-roll their way out of this situation. The only way to stop a Jedi from gaining extra Force Points from this power is

to resist the dark side. This can be extremely difficult, particularly since there is nothing to prevent the Dark Jedi from doing everything in his power to provide these negative emotions. This might include deception, the butchering of innocents, taunts, insults, threats against the characters, their friends, families, home planets or bases, and anything else likely to make them call on the dark side.

Players who fail to devise a better way of defeating a Dark Jedi other than by brute force are very likely to be destroyed if faced with this power.

Warning: avoid overusing this power, since it can severely disrupt game balance if not used in moderation.

FORCE LIGHTNING

Warning: A Jedi who uses this power for any reason immediately gains a Dark Side Point.

Control Difficulty: Difficult, as modified by proximity. Limited to line of sight.

Alter Difficulty: Perception or control roll of target.

Effect: This power is a corruption of the Force. When used it produces bolts of white or blue energy that fly from the user's fingertips like sorcerous lightning. The bolts tear through their target, causing painful wounds. Since this power is Force-generated, it can be Force-repelled using dissipate energy.

Force lightning courses over and into its target, convulsing the target with pain, siphoning off his power, and eventually killing him. Armor does not protect a character from Force lightning. Force lightning causes 1D of damage for each 2D of alter the user has (round down: a character with an alter of 5D would cause 2D damage).

INFLICT PAIN

Control Difficulty: Very Easy. Modified by proximity.

Alter Difficulty: Target's *control* or Perception roll. Modified by proximity.

Required Power: *Control pain, life sense*

Warning: A character who uses this power immediately receives a dark side Point.

Effect: The target experiences great agony. The user causes damage by rolling their *alterskill*, while the target resists damage with their *control*, *Perception* or *will-power*. Damage is figured as if the attack was a *stun* attack, although if the target suffers any damage at all, they are so crippled by pain that they are incapable of acting for the rest of the round and the next round.

PLACE ANOTHER IN HIBERNATION TRANCE

Control Difficulty: Very Easy. Modified by relationship.

Alter Difficulty: Very Easy. Modified by proximity.

Required Power: Hibernation trance

Time To Use: Five minutes

Effect: This power allows a Jedi to put another character into a hibernation trance. The affected character must be in physical contact with the power's user and must agree to be "shut down" — this power cannot be used as an attack to knock others unconscious.

This power can be used to bring another character out of a hibernation trance, but the alter difficulty is increased by +10.

REMOVE ANOTHER'S FATIGUE

Control Difficulty: Easy.

Alter Difficulty: Moderate. Modified by proximity and relationship.

Required Powers: *Accelerate healing, accelerate another's healing, control pain, control another's pain, remove fatigue.*

Effect: This power allows the Jedi to remove the effects of fatigue in another. However, unlike the basic power, the Jedi must wait until the target is actually fatigued, before offering assistance. Hence the penalties for failing a *stamina* check can be counteracted, but must be addressed as they occur.

RETURN ANOTHER TO CONSCIOUSNESS

Control Difficulty: Easy. Modified by proximity. Modified by relationship.

Alter Difficulty: Easy for incapacitated characters; Difficult for mortally wounded characters.

Required Power: *Remain conscious*

Effect: The target returns to consciousness. The target has the same restrictions as imposed by the *remain conscious* power.

TRANSFER FORCE

Control Difficulty: Easy. Modified by relationship. Modified by proximity.

Alter Difficulty: Moderate.

Required Power: *Control another's pain*

Time To Use: One minute

Effect: This power will save a mortally wounded character from dying because the Jedi is transferring his life force to the target. When a character has force transferred to him, he remains mortally wounded, but he will not die provided he isn't injured again. The character is in hibernation, and will stay alive in this state for up to six weeks. The Jedi must be touching the target character when the power is activated.

When this power is used, the user must spend a Force Point (this is the life force that is transferred to the target). This use is always considered heroic, so the character will get the Force Point back at the end of the adventure.

The recipient of this power must be willing.

CONTROL, SENSE AND ALTER POWERS

AFFECT MIND

Control Difficulty: Very Easy for perceptions; Easy for memories; Moderate for conclusions. Modified by proximity.

Sense Difficulty: The target's *control* or *Perception* roll.

Alter Difficulty: Very Easy for slight, momentary misperceptions, minor changes to distant memories, or if the character doesn't care one way or another. Easy for brief, visible phenomena, for memories less than a year old, or if the character feels only minor emotion regarding the conclusion he is reaching. Moderate for short hallucinations, for memories less than a day old, or if the target has strict orders about the conclusion. Difficult for slight disguises to facial features, hallucinations which can be sensed with two senses (sight and sound, for example), for memories less than a minute old, or if the matter involving the conclusion is very important to the target. Very Difficult for hallucinations which can be sensed by all five senses, if the memory change is a major one, or if the logic is absolutely clear and coming to the wrong conclusion is virtually impossible.

Effect: This power is used to alter a character's perception so that he senses an illusion or fails to see what the user of the power doesn't want him to see. This power is used to permanently alter a character's memories so that he remembers things incorrectly or fails to remember something. This power can also be used to alter a character's conclusions so that he comes to an incorrect conclusion.

Before making skill rolls, the character must describe exactly the effect he is

looking for. The power is normally used on only one target; two or more targets can only be affected if the power is used two or more times.

A character believes he is affected by any successful illusions — a character who thinks he is struck by an illusory object would feel the blow. If he thought he was injured, he would feel pain, or if he thought he had been killed, he would go unconscious. However, the character suffers no true injury.

This power cannot affect droids or recording devices.

BATTLE MEDITATION

Control Difficulty: Varies based on the number of targeted individuals:

Number of Individuals	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1000	Difficult
1001-10,000	Very Difficult
10,001+	Heroic

Sense Difficulty: Varies based on the number of targeted individuals:

Number of Individuals	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate



101-1000	Difficult
1001-10,000	Very Difficult
10,001+	Heroic

Alter Difficulty: Varies based on the number of targeted individuals:

Number of Individuals	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1000	Difficult
1001-10,000	Very Difficult
10,001+	Heroic

This power can be kept up.

Time To Use: Five minutes

Effect: Battle meditation has two possible effects. The Jedi can force her adversaries to abandon their assault and turn on each other, or she can alter the tide of the battle, strengthening her allies and at the same time weakening her enemies. Before initiating the power the Jedi must state which effect she wishes to use.

The targets of this power must have initiated combat for the effects to take hold. In game terms, a Jedi may only use this power effectively on or after the first round of combat, not before. Enemies are defined as those who seek to oppose the Jedi's immediate goal (rescuing a prisoner, defeating a group of dark siders, et cetera); allies are defined as those who seek to uphold and forward the Jedi's goal.

When attempting to turn attackers against each other, the Jedi's highest skill roll (*control*, *sense*, or *alter*) to activate the skill becomes the difficulty the targets must beat to avoid the effect. Otherwise they immediately see their allies as the "true" enemy and attack. The Jedi must maintain the effect each round for the combatants to continue fighting. Once the power is dropped, its effects wear off instantly.

On a successful roll to change the balance of the battle in the Jedi's allies' favor (the power's second function), the Jedi's enemies lose 1D for every 4D she has in her best Force skill, in a skill determined by the Jedi (i.e., Strength, Dexterity, et cetera) to a minimum of 1D, while her allies receive a bonus of the same value to an attribute of her choosing.

Example: Nomi Sunrider and three of her Jedi Knight companions are battling a dozen Sith minions—followers of Freedon Nadd. Seeing the tide of the engagement turning in the dark siders' favor, Nomi decides to use her *battle meditation* power to help her allies overcome their enemies. Since she has a *control* of 1D+1, a *sense* 2D+1, and an *alter* 1D,

she may increase one skill of all of her companions (she chooses *Dexterity* in this case) by 2D+1 (the highest of the three), and decrease one skill of all of her opponents by 2D+1 (she chooses *Strength*), to a minimum of 1D, until she drops the power. While Nomi continues to maintain the power, her allies all have a 2D+1 bonus to *Dexterity* (and all of its skills) and her enemies all have a 2D+1 penalty to *Strength* (and all of its skills).

CONTROL MIND

Warning: Any Jedi who uses this power automatically receives a Dark Side Point, plus an additional Dark Side Point for each evil action she forces a victim of this power to undertake.

Note: This power is so inherently corrupt that its difficulties are substantially reduced for those who have given themselves over to the dark side.

Control Difficulty: Moderate, as modified by relationship. Targets with an affinity for the Force (i.e., have Force skills or Force Points) may make opposed control or Perception rolls, selecting either their roll or the base difficulty to resist.

Sense Difficulty: Easy for a Jedi who has turned to the dark side, as modified by proximity. Moderate for a Jedi who is of the light side, as modified by proximity.

Alter Difficulty: Variable, depending on the number of targets being controlled and whether or not they are willing. Targets with an affinity for the Force may make opposed rolls, choosing either their roll or the difficulty, whichever is higher.

For a Jedi who has turned to the dark side:

Number	Willing	Unwilling
1	Very Easy	Easy
2	Easy	Moderate
3	Moderate	Difficult
4-5	Difficult	Very Difficult
6-8	Very Difficult	Heroic (31+)

For a Jedi who is of the light side:

Number	Willing	Unwilling
1	Moderate	Difficult
2	Difficult	Very Difficult
3	Very Difficult	Heroic (31+)

Effect: The use of this power allows a Jedi to take control of another person, turning him into a puppet who must obey the Jedi's will. When used successfully, a Jedi can control the actions of others, making them serve his will like automatons. The power may be kept up to allow the user to maintain control of his target's mind—the Jedi must make a new roll if a new target is to be added.

Characters versed in the ways of the Force (with an Force skills) can actively resist by rolling a control or Perception total. A character with an inherent affinity for the Force may resist by rolling a Perception total. The character may choose either the difficulty for the power use or his own roll. If the Jedi attempts to control more than one such Force-sensitive character at the same time, for all character beyond the first, add +1 for each die code of Perception or control (as per "Combing Rules"). The Jedi must make a new power roll whenever he attempts to take over a new target. Targets may be released without a roll.

Control mind cannot be used to control droids or computers.

CREATE FORCE STORMS

Control Difficulty: Heroic

Sense Difficulty: Heroic

Alter Difficulty: Heroic. Modified by proximity. Modified by the diameter of the storm desired: +5 for 100 meters or less, +10 for 100 meters to one kilometer, +15 for a base of one kilometer and +2 for every additional kilometer. Modified by damage: +5 per 1D of damage. Must make Heroic rolls each successive round to control the storm. Must make a Very Difficult roll to dissipate the storm.

Required Powers: *Hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, instinctive astrogation, rage*

Warning: Force Storms are immensely destructive and violate the laws of nature. A Jedi using this power automatically receives a Dark Side Point.

Effect: This is perhaps the single most destructive Force power known. It allows the Jedi to twist the spacetime continuum to create vast storms of Force. The power also allows limited control of these storms. Capable of creating annihilating vortices, the storms can swallow whole fleets of spaceships or tear the surfaces off worlds.

Use of this power requires the focusing of hate and anger to an almost palpable degree and there is considerable danger involved. Some are able to create Force storms, but fail at harnessing what they have foolishly unleashed. Often, those who fail to control the storm are themselves consumed and destroyed. If the Force-user is destroyed, the storm dissipates within minutes.

When a Jedi attempts to create a Force storm, he must determine the diameter and the amount of damage (the damage dice are capital scale). If the Jedi fails any of the rolls, the storm is summoned with the desired damage, but it attempts to consume the summoner.

At a +10 difficulty, the summoner can attempt unusual maneuvers with the storm, such as creating a vortex to draw unwary victims to a specified point.

DOPPLEGANGER

Control Difficulty: Very Difficult

Sense Difficulty: Very Difficult

Alter Difficulty: Heroic

Required Powers: *Control pain, emptiness, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, projective telepathy, control another's pain, transfer Force, affect mind, dim other's senses*
This power must be kept up.

Warning: A character who uses this power receives a Dark Side Point.

Time To Use: Five minutes

Effect: This power create a doppelganger of the Force-user. The doppelganger is an illusion, but to those who interact with it, it seems real. The user can sense all normal senses through the doppelganger, and the duplicate seems to have form and substance: the doppelganger registers as normal on all droid audio and video sensors. Those with the doppelganger believe it to be a real person. The doppelganger acts with half the skill dice of the person using the power. The user must roll once every five minutes to maintain the doppelganger; if the Jedi stops using the power or the doppelganger is fatally injured, it simply fades into nonexistence.

DRAIN LIFE ESSENCE

Control Difficulty: Very Difficult, inversely modified by relationship. For example, using this power on a close relative would add +30 to the difficulty; using this power on a complete stranger of another species would add nothing to the difficulty.

Sense Difficulty: Use the chart below:

Difficulty	Number of Victims
Very Easy	1-5
Easy	6-50
Moderate	51-1,000
Difficult	1,001-50,000
Very Difficult	50,001-1 million
Heroic	1 million to 10 million

Alter Difficulty: Easy for willing, worshipful subjects. Difficult for ambivalent or apathetic individuals. Heroic for enemies. Add +10 to the difficulty if individuals are imbued with the light side of the Force.

Required Power: *Control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, control another's pain, transfer Force, affect mind, control mind, dim other's senses*
This power can be kept up.

Warning: And Jedi who uses this power gains a Dark Side Point.

Effect: This power allows a Jedi to draw life energy from those around him and to channel the negative effects of the dark side into those victims.

All living things are a part of and contribute to the



--BUT THOSE WHO KNEW THE YOUNG JEDI BEST SAID HE WAS MERELY POSSESSED OF BOUNDLESS BOLDNESS.

SOMETIMES BOLDNESS IS NOT ENOUGH.

Force; even those with no awareness of the Force are affected by and are a part of it. Many beings go through their daily lives wasting much of their life energy. This power draws that life energy from beings, allowing a Jedi to use that energy to further his or her own ends.

To draw this energy the Jedi must roll for the power once per day. The power is considered to be up at all times, and thus the Jedi suffers appropriate die penalties.

The amount of energy the Jedi draws depends on the number of individuals affected by the power and the length of time they have been drained.

For individuals who have been drained for less than one week or longer than one month:

- 1-5—one Force Point per week
- 6-50—one Force Point per five days
- 51-1,000—one Force Point per three days
- 1,001-50,000—one Force Point per two days
- 50,001-1 million—one Force Point per day
- 1 million to 10 million—one Force Point per 12 hours

For individuals who have been drained longer than one week and less than one month:

- 1-5—one Force Point per five days and +1D to all Force skills
- 6-50—one Force Point per three days and +2D to all Force skills
- 51-1,000—one Force Point per two days and +3D to all Force skills
- 1,001-50,000—one Force Point per day and +3D+2 to all Force skills
- 50,001-1 million—one Force Point per 12 hours and +4D to all Force skills
- 1 million to 10 million—one Force Point per 6 hours and +4D+2 to all Force skills



ENHANCED COORDINATION

Control Difficulty: Moderate, as modified by proximity.

Sense Difficulty: Difficult

Alter Difficulty: Dependent upon the number of individuals being affected by the power.

Number of Individuals to be Affected

Number of Individuals to be Affected	Difficulty
1-10	Very Easy
11-100	Easy
101-500	Moderate
501-5,000	Difficult
5,001-50,000	Very Difficult
50,001-500,00	Heroic (31+)

Effect: This power allows a Jedi to coordinate the activities of a group to increase the group's effectiveness at a given task. The power was often used by the Emperor to increase the fighting ability of his troops, mentally driving them on and supplementing their will to fight. This power may only be used on individuals who are in agreement with the intent of the Jedi, and it in no

way grants the Jedi mental control over the troops affected. Instead, it links the troops on a subconscious level, allowing them to fight more proficiently and with better organization. If the power is successfully called upon, the Jedi picks three specific skills. The skill must be the same for the entire group. For every 3D (round down) in those skills that the troops have, they receive a bonus of +1D.

The Jedi may keep this power up, although he must make a new power roll whenever new troops are added to the power's sphere of influence, or whenever the skills affected are changed. The Jedi may only affect *Dexterity*, *Technical*, and *Strength* skills.

FORCE HARMONY

Control Difficulty: Difficult, modified by proximity

Sense Difficulty: Difficult, modified by relationship

Alter Difficulty: Moderate

Required Power: *Life detection*, *life sense*, *projective telepathy*, *receptive telepathy*
This power can be kept up.

Effect: This power allows several willing Jedi to manifest the power of the light side. As long as the power is

operating, it bathes the users in the celestial illumination that is the light side. It can act as a shield against the powers of the dark side, giving an extra 5D for each Force-user involved to resist the effects of powers called upon by dark side servants. Note that +5D may seem to be an immense bonus, but since this power must be maintained, the Jedi calling upon it suffer a 2D penalty. The number of Force-users linked in this power is limited by the number of dice the power's initiator has in the control or sense skill, whichever is lower. For example, if Leia, who has a control of 5D+1 and a sense of 4D+2, used Force harmony she would be able to link only four people (including herself).

When acting as a shield against the dark side, if both the control and sense rolls exceed the success roll of the dark side power used (if the power requires multiple skills rolls, the highest roll), the dark side power is interrupted. All up powers are interrupted as if the user were stunned. It *cannot* cancel out the presence of the dark side, but *can* distract its servants and make their actions more difficult.

PROJECTED FIGHTING

Control Difficulty: Difficult.

Sense Difficulty: Difficult

Alter Difficulty: Moderate, modified by proximity.

Required Powers: *Concentration, telekinesis*

The target must be in within the Jedi's line of sight.

Effect: *Projected fighting* allows a Jedi to strike at an opponent, inflicting damage without physically touching the target. Use of this power is more than a little risky; in many cases projected fighting is quite simply using the Force for attack. However, the Jedi attempting to use projected fighting can elect to cause stun damage only, and even then should only attempt to use this power if it is to protect an innocent in immediate danger. A Jedi who uses projected fighting for any other reason, or causes anything more serious than stun damage, receives a Dark Side Point.

After successfully using the power, the Jedi must make an Easy *brawling* skill roll. If attacking a Force-sensitive, the target may use the *brawling parry* skill to avoid the attack. Otherwise, the target cannot dodge the Jedi's blows. If the *brawling* roll is successful, the Jedi rolls his or her full *Strength* versus the targets *Strength*. The Jedi may target a specific portion of the body but must subtract an additional -1D from his or her *brawling* skill (see *Star Wars, Revised and Expanded*, page 96 or *Star Wars, Second Edition*, page 63). Be sure to add any armor bonuses that the target may have.

This power can be kept up as long as the distance between the Jedi and the target remains the same. Should the target move significantly or the Jedi wish to select a new target, the power must be rerolled.

TELEKINETIC KILL

Control Difficulty: Easy. Modified by proximity.

Sense Difficulty: Easy. Modified by proximity.

Alter Difficulty: The target's *control* or *Perception* roll.

Required Power: *Control pain, inflict pain, injure/kill, life sense*

Warning: A character who uses this power automatically receives a Dark Side Point.

Effect: This power is used to telekinetically injure or kill a target. When the user makes his *alter* roll against the character's *control* or *Perception* total to determine damage. The exact method used to kill the target varies: collapse the trachea, stir the brain, squeeze the heart, or any number of other methods.

TRANSFER LIFE

Control Difficulty: Heroic, modified by relationship. If target is unwilling, increase the difficulty by +15.

Sense Difficulty: Heroic, modified by proximity. If target is unwilling, increase difficulty by +15.

Alter Difficulty: Variable, depending on willingness and Force affinity.



Circumstances	Difficulty
Specially Prepared Clone Host Body	Easy
Recently Dead Body	Moderate
Live Willing Host	Very Difficult
Live Unwilling Host	Heroic

Those who are Force-sensitive may make an opposed alter or willpower roll, selecting either the roll or the difficulty, whichever is higher.

Required Powers: *Absorb/dissipate energy, accelerate healing, control pain, detoxify poison, emptiness, hibernation trance, reduce injury, remain conscious, resist stun, life detection, life sense, magnify senses, receptive telepathy, sense Force, injure/kill, telekinesis, farseeing, projective telepathy, accelerate another's healing, control another's pain, feed on dark side, inflict pain, return another to consciousness, transfer Force, affect mind, control mind, dim other's senses*

Warning: Any Jedi using this power receives two Dark Side Points. If attempting to possess an unwilling host, the Jedi receives four Dark Side Points.

Effect: This power allows the character to transfer his or her life energy into another body. The key to immortality itself, this is one of the most difficult and evil of all dark side powers. To overcome a spirit already residing in a body is nearly impossible. This is why the power is nearly useless without the ability to clone host bodies.

Though theoretically possible, it is not yet known what the effect on an unborn fetus would be. Fortunately,

there is almost no history of this power being used successfully. It is believed that if the user's body perishes as an attempt fails, the user's life energy is lost, dispersed to the void.

SENSE AND ALTER

DIM OTHER'S SENSES

Sense Difficulty: Easy. Modified by proximity.

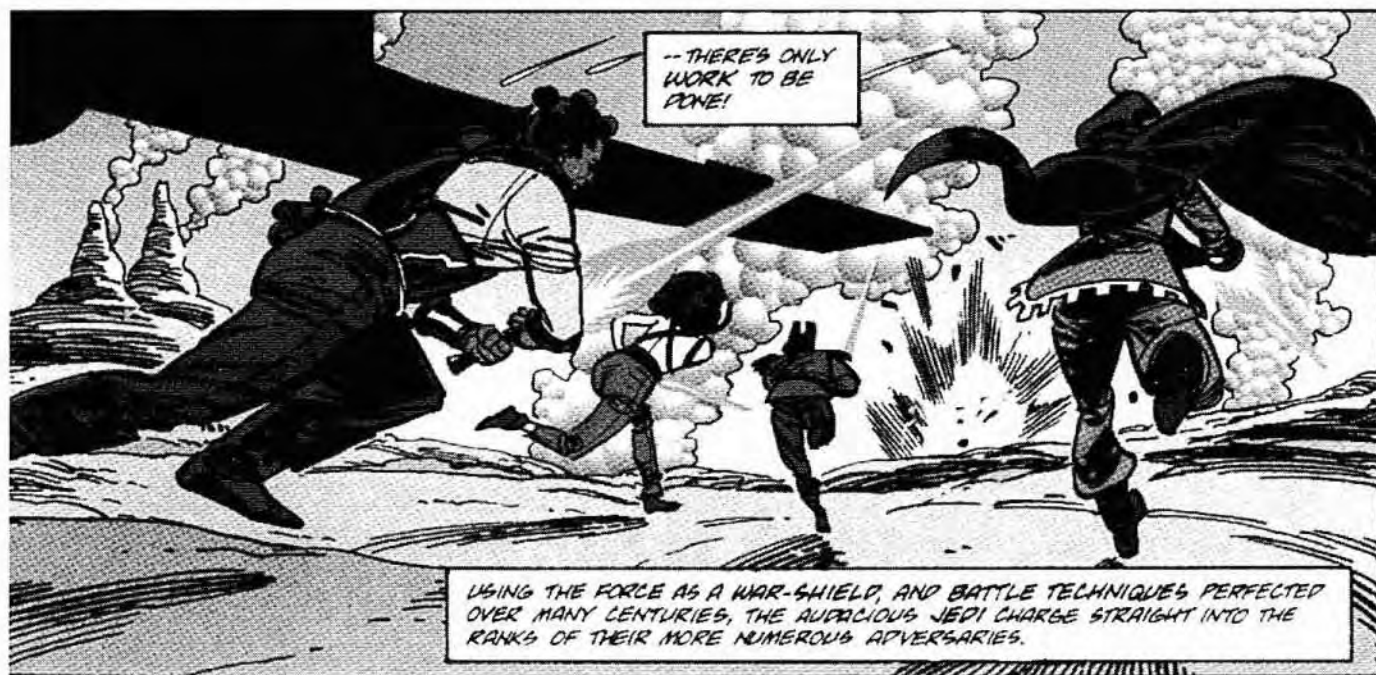
Alter Difficulty: Target's *control* or *Perception* roll.

The attribute and skills are reduced as long as the power is kept up.

Effect: This power greatly reduces the *Perception* of the target character. If successful, reduce the character's *Perception* and all *Perception* skills, depending upon the result:

Alter roll \geq control or Perception roll by	Reduce Perception
0-5	-1 pips
6-10	-2 pips
11-15	-1D
16-20	-2D
21+	-3D

The power may be used on more than one target at a time, with an increase of +3 to the *sense* difficulty for each additional target; the target with the highest *control* or *Perception* rolls for the entire group.



LESSER FORCE SHIELD

Sense Difficulty: Easy

Alter Difficulty: Moderate

Required Powers: *Absorb/dissipate energy, concentration, magnify senses, telekinesis*

This power can be kept up.

Effect: This power allows the Jedi to surround his body with a Force-generated shield. The shield can be used to repel energy and physical matter away from the Jedi's body, down to the molecular level.

The shield acts as STR+1D armor to all energy and physical attacks made against the Jedi, including non-directional attacks such as gas clouds and grenade blasts. The shield is not particularly strong, but can sometimes be just enough to protect the Jedi from serious injury.

SPECIAL FORCE POWERS

FORCE SCREAM

Note: This is an involuntary power that may be activated when a Dark Jedi loses control of her temper.

Effect: The dark side of the Force is seductive, offering tremendous power to lure the weak-willed into its grip. Fear, anger, and jealousy are the ties that bind the servants of the dark side, and by tapping into such emotions, the Dark Jedi are capable of unleashing untold devastation.

The power to destroy, however, does little to improve control of these abilities. Dark Jedi who have become angered sometimes lose control of their emotions. This can trigger shock waves that ripple through the Force, devastating the Dark Jedi and those unfortunate enough to be in close proximity.

The Force scream has been called "a wave of hatred, amplified and fueled by the dark side, that is capable of smashing through mental and physical defenses with



ease." A number of references to Dark Jedi in Old Republic archives often mention the Dark Jedi losing control, violently, in the final moments of battle with the Jedi of the light side of the Force.

In game terms, a Force scream is a reflex, usually occurring when Dark Jedi are provoked into losing their tempers. A Dark Jedi must make a Difficult willpower roll whenever angered to the point of rage; if the roll fails, the Jedi releases the Force scream. All of the Dark Jedi's die codes are reduced by 2D for one hour, and he must rest for one hour or suffer an additional -2D penalty until rested (penalties are cumulative).

The Force scream causes damage equal to the Dark Jedi's alter skill to all beings within 50 meters, including the Dark Jedi who unleashes this mental energy. Force-sensitive characters roll their alter dice to resist damage (those without the alter skill use Strength).

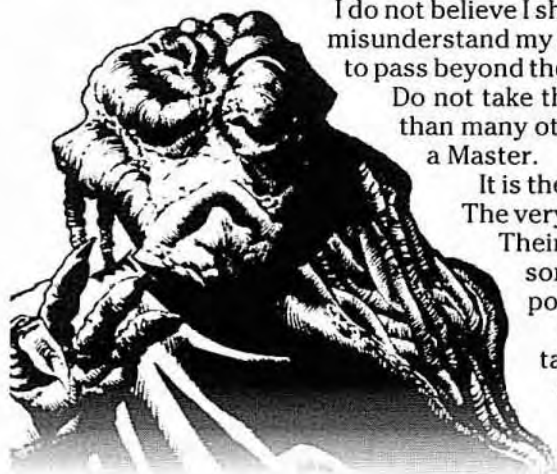
CHAPTER FOUR

SITH REBORN



Brian Ewing

Some Jedi actively seek out and battle Sith activity,
a dangerous hunt against the deadliest of foes...



I do not believe I should answer such a question — at least, not yet. Do not misunderstand my reluctance: you have come a long way. But you have yet to pass beyond the barrier that separates the apprentice from the Master. Do not take this as criticism. Your efforts have brought you further than many others, and if you continue on this path you *will* become a Master.

It is the subject you have chosen to discuss that unsettles me. The very nature of the Sith often defies a satisfying explanation. Their ways seem alien, and that in itself can be alluring to some. I hesitate to risk an in-depth discourse of their powers for that sole reason.

I believe it would serve you better for now to hear the tales of some Sith devotees. Perhaps later we shall discuss their theories and powers.

The Sith have existed for well over a hundred thousand years. Over that barely imaginable space of time many Sith magicians emerged with the might of the dark side grasped firmly in their hands ...

"Perverted, twisted lies," Queen Amanoa said, her words saturated with disgust.

The prisoner before her managed to struggle to his feet for the third time. Only with considerable effort did he raise his head to glare at her. "You ... *you* are the darkness!" he screamed in a ruined voice. "Iziz will fall. It cannot withstand the pressure of this heavy shadow for much longer."

Amanoa could not suppress her anger any longer, and she swept to her feet in one fluid motion, her violet-and-black cloak spreading out behind her in a flourish. She stopped at the edge of the throne's raised dais and stared down at the pitiful man. As if to taunt her even further, the prisoner refused to so much as flinch at her sudden movement.

Her rage flared. "Blasphemer! Do you honestly believe I will hesitate to cast you outside these walls? Do not think the knowledge you possess is worth more than your life." The tone of her voice fell. "Why prolong your agony? There are others who will perform the same task I require of you."

The half-dead man locked his gaze with hers. "Then go and find them."

Amanoa whirled, her scream choked to a muffled growl by her constricted vocal cords. She forced in a deep breath and then exhaled noisily, but her wild anger did not subside.

She turned on the man again, raising one hand as if she were holding a delicate crystal sphere in her palm. Suddenly a green brilliance flared from the pale skin of her hand, forming a ball of crackling, swirling energy. "You have run out of chances, Olis. And expelling you into the wilds is too good for you."

Her arm swept down in a wide arc and she hurled the glowing sphere with a strength that belied her otherwise frail stature.

The radiant ball struck Olis square in the chest, launching him backward a half-dozen meters to crumple to the floor in a sickening, wet crunch of bone snapping within flesh.

Her anger satisfied for the moment, Amanoa straightened her robe and called to one of the guards stationed at the throne room's entrance. "Take this away," she said, indicating the dead prisoner with a disinterested flick of her wrist.

"At your request, my queen."

Amanoa slipped back into her large, imposing throne and watched the guard remove the refuse. "And be quick about it," she said, "we're having visitors."

She turned to one of her attendants. "Tell Novar to bring the three Jedi to the throne room at once."





AMANOA

The darkness did not come easily to Amanoa, but when she finally embraced it, there was no letting go.

Freedon Nadd brought the teachings of the Sith to Onderon 350 years before the birth of Queen Amanoa, spreading the wicked ways of the dark side to his followers. The rulers of the walled city of Iziz, a one-thousand-square-mile sprawl of turrets, domes, and spires, became the apprentices of Nadd, learning to wield power over the dark side.

The Sith knowledge passed down through the ruling lineage, infecting each monarch with hatred and intolerance and at the same time enslaving them to the will of the dark side. The kings and queens hid their secrets well, casting those who discovered their affiliations into

the savage wilderness.

Queen Amanoa had not even a suspicion about her husband's shadowed allegiance for many years. And when she did discover it, she futilely tried to tear King Ommin away, to break the bond he had formed with the Sith ways.

When her efforts failed she fell into a deep brooding, for she did not know how to help her husband. Over the years, however, that depression turned into anger at the king for having made the dark alliance in the first place, and then into outright hatred. At the same time, Ommin decided his queen was ready to join him, to share in the power that he had cultivated over a lifetime.

The queen tread slowly into the darkness, but once she passed beyond the point where light could no longer reach, she opened herself completely to the dark side. Ommin and the spirit of Freedon Nadd instructed her in the Force and in Sith techniques, and she gradually grew in power, eventually becoming a formidable sorceress in her own right.

Soon after, however, Ommin began to suffer from a strange illness that seemed to consume the very marrow

in his bones. Within just a few years he could not stand without the aid of a durasteel exoskeleton created by his personal doctors. In the meantime, Amanoa took control of Iziz, driving the conflict with the beast-riders to the brink of war.

The specter of Freedon Nadd appeared to her during a Sith ritual, and he foretold her destruction if she allowed the war to erupt. In a desperate measure to save herself she called upon the help of the Jedi to settle the centuries-long dispute once and for all.

As she awaits the Jedi Masters' arrival she knows that she must carefully mask the dark side's presence when the Jedi arrive, and she hopes they will end the hostilities quickly and leave Onderon before they grow suspicious.

QUEEN AMANOA

Type: Sith Adept

DEXTERITY 2D+1

Dodge 3D

KNOWLEDGE 4D

Alien species 4D+1, bureaucracy 8D, business 6D+2, intimidation 6D+1, scholar: Sith lore 9D+2, willpower 7D

MECHANICAL 2D+2

PERCEPTION 4D

Command 5D, con 6D+2, persuasion 6D+1

STRENGTH 2D+1

Stamina 4D+2

TECHNICAL 2D+2

Special Abilities:

Force Skills: Control 5D+1, Sense 4D, Alter 4D+2

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, emptiness, hibernation trance, rage

Sense: Danger sense, life detection, sense Force

Alter: Bolt of hatred

Control and Alter: Aura of uneasiness, feed on dark side, waves of darkness

Sense and Alter: Dim other's senses

This character is Force-sensitive

Force Points: 2

Dark Side Points: 10

Character Points: 24

Move: 9

Equipment: Sith tomes, Sith amulet of concentration (2D).

FREEDON NADD

"The Jedi who fall are the most dangerous of all."

— line from a children's rhyme

Four hundred years ago there came a Jedi with unequalled enthusiasm and dedication, a young man who saw himself taking a place alongside the greatest of the Force's disciples. His eyes gleamed with love for the galaxy — for existence itself! — and sparkled with his great hope for universal harmony.

Jedi Masters could only marvel at his openness — at his willingness to trust and believe and to give himself fully to the Force. His instructors all agreed that he would become a Master sooner than any Jedi before him — in spirit at least, if not in technique.

Freedon's first test came without his knowledge, in a form he never would have guessed. When the time had arrived to bestow the title of full-fledged Jedi Knight on

the apprentices, the Jedi Masters bypassed him.

In that moment the entire galaxy collapsed around him, and he felt as if a black hole had suddenly opened in his chest. Disappointment settled upon him, followed quickly by despair and hurt. He couldn't understand why the Jedi Masters had refused to reward him for all that he had done, for all that he had learned during his time on Ossus. No one had ever hinted at the possibility of his not becoming a Jedi Knight. In fact, all the instructors and all the other apprentices had commented on his proficiency and his ability to assimilate the lore and techniques presented to him.

The Jedi Masters' outright denial of his ascension raised a tremendous conflict within Nadd. In one respect, his instructors praised him, and yet in the other they berated him. He tried to investigate the conundrum, tried to trace the individual strands of the knot these two incongruous messages had woven. But no matter how he looked at it, nothing made sense.

His confusion led him to an ancient Jedi Master named Matta Tremayne, a human woman from Corroth who spent most of her time practicing lightsaber cadences on the outskirts of Ossus. Though she had spoken little to him, he sensed in her a serenity that allowed her to view the universe in its true form rather than in the shaded perceptions that most others saw. Even as he approached her she continued to execute the cadence's moves with perfection, the thrumming blade making not a single extraneous movement. He stood at the edge of the garden in which she was practicing, waiting somewhat impatiently for her to address him in some manner. After a half hour of silence interrupted only by the saber's fuzz-warble, Freedon could no longer keep his thoughts tethered in his mind, and they all seemed to explode out in one long string of sentence fragments tempered by his feelings of abandonment and anger.

Matta sliced downward in a precise arc, pivoted backward, and jabbed straight out toward Freedon, stopping the lethal blade of energy scant centimeters from the young apprentice's chest. While Freedon stared in amazement and confusion, Matta resumed the cadence, gliding into the next movement as if she hadn't even noticed him.

Frustrated with Matta — and with all the Jedi Masters, for that matter — Freedon turned and stormed off toward the wild lands surrounding the city.

"Freedon," came a withered voice from behind him. He stopped and slowly turned around.

Matta stood with her lightsaber held before her. With a flick of her finger the bright blade fell back into its hilt. "Some things cannot be taught directly," she said, taking several steps toward him. "Some things you must find in yourself. If we were to show it to you, to point to it and say 'look, here it is,' you would not understand it. Jedi must be willing to look into their own hearts and spirits. If you do not ... well, let us just say that you will never become a true Jedi."

"Master Tremayne, please. I, I do want to be a Jedi, and

I'm willing to do whatever it takes. I just need you to point me in the right direction. If you'll just —"

"I cannot."

"Why? Why won't you help me? I'm not asking you to hand everything to me. Just tell me what it is that's stopping me from becoming a Jedi Knight."

"I cannot," she said, her face and stance both devoid of emotion.

A lance of rage suddenly stole into his heart, found a stable purchase, and then pulled in all the anger and hurt he was feeling, focusing it in a single lump of emotion. "Secrets!" he shouted as he stepped toward Matta. "You — all of you — hide behind these secrets. You don't want us to learn them. No, that would take away your power, your place in the Force." As he came toward her his anger spilled into the rest of his body, coursing through his veins in powerful pulses. "I am a Jedi! It doesn't matter what you say. I don't need your permission."

Matta remained silent and made not a move as she watched him approach.



"You say you cannot answer me. But isn't it that you won't answer? You," he said, his words entwined with revulsion, "you spin this web of babble about nothing, and you expect us to chase after it like fools. Well, I won't, and none of you can handle that. I will become the greatest Jedi who ever lived, with or without your help."

To Freedon's startlement, Matta's eyes tensed just slightly. "Prove it to me," she said, her saber flashing to life with a thrum of static.

Freedon stopped. "What? I don't —"

Matta stirred the air with the blade of light. "I say that you are no Jedi. Prove to me that you are."

"You think you can scare me away, is that it?" he said. "But I won't run away like the others. No, I *know* I am the stronger. You can't defeat me with your malignant will." He detached the lightsaber from his belt and ignited it, mirroring her slow, rotating movement. He wasn't going to let her win. That would prove that she was right, that he would never become a Jedi. All of his life that was all he had ever wanted, and he wouldn't let her or any other so-called Jedi Master take it away. He lunged forward.

Matta countered, throwing his blade off. With an almost imperceptible movement she thrust her saber at the right side of his rib cage just beneath his arm.

It took all the strength Freedon possessed to stop his

own lightsaber's course and bring it back to knock away Matta's precise attack. They traded several more assaults and parries, and Freedon had to struggle just to deflect Matta's dancing blade.

And then there it was, a slight miscalculation on Matta's part that left an opening Freedon could exploit. For all of her arrogance, her sureness of her own ability, she, a Jedi Master, had made a mistake. Now Freedon could teach her and the other Jedi a lesson. He swung his lightsaber in a wide arc at Matta's shoulder.

She looked up just as the saber came around, but she ignored it and instead gazed into Freedon's eyes. As his blade swooped down, he saw something in Matta's stare, an expression of calmness and acceptance, underlined by a strength Freedon had never noticed before.

Suddenly he knew that he had failed, that Matta had offered him a true test and that he had chosen to see it as a threat. Desperately he tried to stop the falling saber, tried to angle it away from her, but it was too late. As the blade of light struck Matta's shoulder and arced down and across, her robes collapsed to the floor, suddenly bereft of the body that had held them up a moment before.

Freedon stared at the lifeless cloth lying before him, berating himself for his own arrogance. But the more he thought about the whole situation, the more he realized that Matta had brought her death upon herself. She didn't have to do what she did to prove her point. She was the arrogant one. She was responsible for the pain he was feeling, and yet she was not around now to help him with it. She was the one who had taken the easy path, and she was a Jedi Master. How could they refuse to make him a Jedi Knight when the Jedi Masters were weaker than he was.

In a rage that clouded his thoughts and directed all of his emotions into his anger, he fled from Ossus. Plans of retribution for what the Jedi had done to him emerged from the blackest places of his soul, feeding his anger and providing him with focus. As his world crashed down around him, he clung to his thoughts of revenge. One day, he knew, he would destroy those who had sought to destroy him. But he needed to learn more about the Force, needed to possess more power than the Jedi. From all of his studies he knew of only one source that would readily accept his apprenticeship and teach him to wield the Force with impunity ... the Sith.

As Ossus disappeared into a tiny pinpoint below him, he set course for Ashas Ree, an ancient system deep in the dark heart of what had once been the Sith Empire. He would return, he knew. He only needed time to become the greatest Sith sorcerer that had ever existed, and then he would return to take his revenge on the Jedi ...

FREEDON NADD

Type: Sith Master

DEXTERITY 4D

Archaic guns 5D+2, blaster 6D+1, brawling parry 7D, dodge 9D+2, lightsaber 12D, melee combat 7D+2, melee parry 8D, missile weapons 6D+1, thrown weapons 5D+2

KNOWLEDGE 3D

Alien species 9D+1, bureaucracy 4D, cultures 6D, cultures: Sith 10D+2, intimidation 9D+2, languages 8D, planetary systems 6D+1, scholar: Sith lore 14D, willpower 4D+1

MECHANICAL 2D+2

Archaic starship piloting 5D, astrogation 6D+1, beast riding 6D+2, ground vehicle operation 5D+2, repulsorlift operation 6D, starfighter piloting 7D, starship gunnery 6D+2, starship shields 4D

PERCEPTION 3D+1

Bargain 4D+2, command 8D+2, con 7D, hide 8D, persuasion 10D+1

STRENGTH 3D

Brawling 5D+2, climbing/jumping 6D+2, lifting 4D+2, stamina 8D

TECHNICAL 2D

Armor repair 5D+1, first aid 8D, lightsaber repair 12D+2

Special Abilities:

Force Skills: Control 14D+2, Sense 15D, Alter 14D+1

Freedon Nadd has knowledge of all Jedi and Sith Force powers presented herein as well as those abilities still hidden in ancient Holocrons and tomes.

This character is Force-sensitive

Force Points: 2

Dark Side Points: 32

Character Points: 51

Move: 30

NOVAR

Born into one of the wealthiest families of Iziz, Novar spent much of his time circulating through the upper echelon of Onderonian society. Before his twelfth season he had already gained acceptance in the court of King Ommin. After spending more than a dozen years studying the fine art of diplomacy at Ov Taraba, one of the city's most prominent and expensive universities, he was appointed assistant to the king's aide (a position he received due more to his father's connections than to his own accomplishments).

Novar learned much from his superior, absorbing every detail of the political machinations he witnessed. During this time he became a master of the ways of Onderonian ministers, from espionage to secret meetings to the spreading of false information. To his utter delight, he found that



Deep in the twisting passageways of Onderon's undercity, in a domed chamber carved from the red-streaked gray stone of the world's crust, the initiates gathered. Luxurious black robes enshrouded the neophytes as if a sea of shadow had overflowed the confines of their dark hearts.

The leader of the procession motioned for the others to spread out into a ring around a raised central dais, upon which stood a wooden table carved into the image of a mythological Onderonian giant. The creature's corded muscles bulged under the strain of the large disk that acted as the table's top.

The initiates did as they were instructed, eliciting no sound other than the gentle swish of their robes as they moved about the chamber. Once they had settled into their positions, the leader ascended a narrow, five-step staircase to the floor of the dais, and placed a pyramidal construct engraved with thousands of tiny designs onto the table. He stepped back, lowering the cowl of his robe as he did so, and bowed his head toward the Holocron.

"We come to hear the words of the Sith ... to learn of the dark ways ... to become one with the dark side," he said in a flat voice that did not waver in tone, pitch, or volume.

For a moment, the chamber remained silent. Not even a whisper of passing air or a creak of settling rock dared disturb the sanctity of the ceremony.

Then a sound like an engaging repulsorlift engine grew from the nothingness, swelling to fill the cave-chamber's massive volume. None of the assembled figures moved, for they had all experienced the Holocron's wondrous awakening before.

From the top of the pyramid spilled a stream of blue-green translucent mist that formed into a slowly shifting cloud and then quickly into a silhouette of a warrior clad in spiked armor and wearing a silver circlet atop his head. Slowly the details filled in, and the Sith warrior-king stood like a giant amidst a gathering of insects, more because of his powerful presence than because of his albeit impressive stature. His eyes focused on the man who had summoned him. "Novar," he said in his thick accent, the syllables oozing out like dacha-syrup. "Why have you disturbed me?"

Novar raised his head to address the Holocron's dark side gatekeeper. "King Adas, we are ready for your wisdom. Please instruct us in the ways of the Sith."

Adas contemplated. "You believe these initiates are worthy?" He snorted in derision as he surveyed the ring of robed onlookers. "I do not waste my teachings on the weak."

Novar straightened himself, giving the illusion of confidence — though his mind screamed at him to run away. Adas preyed on the timid and weak-willed, and although Novar had never heard of a Holocron gatekeeper affecting the world around it, he did not doubt that Adas could find a way.

"These are the best of our ranks," Novar said, motioning grandly in the direction of the initiates. "They have fulfilled the requirements necessary to advance to the next level, and they are all ready and willing to offer their lives to the dark side. They have earned the right to practice the Sith ways."

Adas listened without changing his expression or otherwise indicating his thoughts. After a short but uncomfortable silence he said, "I will teach them. But know this, Novar. If any of these neophytes fails me in any way, I will find a way to take it out on you."

It took a moment for Novar to fully absorb the statement, and another to calm himself enough to respond. "I accept the responsibility." After all, he thought, he had mastered the fundamentals of Sith sorcery. What could Adas possibly do to him?

A whisper from somewhere in the back of his mind slithered up to the forefront. *You do not want to know.*

he excelled at such tactics, for his ability to mold himself into any role allowed him to fool others into believing every word he spoke. And when his lies were exposed, he easily shifted the blame to those who had "discovered" his falsehoods. It was then an easy step to arrest and detain these traitors for as long as he wished. Those who continually defied him found themselves outside of Iziz's walls, alone and unarmed in a hostile wilderness filled with dangerous beasts and unpredictable exiles.

Novar's superior, Tolo Kad, approved of his assistant's methods, boasting often that he had taught the lad all he

knew — unfortunately for Kad.

Over several years, Novar continued to take on more and more of Tolo Kad's responsibilities. All projects he undertook proceeded without delay or error, and Kad found himself relying more on Novar than he had ever expected. True to his courtier's instincts, however, Kad did not allow anyone else to learn of Novar's ability, instead keeping all the credit for himself.

On one occasion, after Kad had bragged about an upcoming state dinner he had "personally" planned and arranged, Novar initiated the final step in his scheme.

When the guests arrived to the palace's grand ballroom, they found it in complete disarray. Nothing had been prepared. Not even a single attendant or guard was on hand. In the end, the dinner, which would have been attended by the king and queen and various wealthy and politically strong individuals, had to be postponed. An infuriated King Ommin, though frail from the onset of a strange wasting disease, obliterated Kad in a wave of dark side energy as Novar watched in horror and fascination.

Novar was immediately promoted to minister of state and aide to the king. But although his plan had succeeded, he now had another obsession: to command the power King Ommin had used to destroy Kad.

Over the next decade Novar manipulated the king until Ommin eventually agreed to take his underling on as an apprentice. After less than two years of teaching, however, King Ommin became too ill to continue, and Novar had to seek training elsewhere. Luckily (and to Novar's surprise), Queen Amanoa took Ommin's place as mentor, bringing him through the next levels of Sith technique. In time, Novar grew in power, eventually becoming a minor dark side wizard.

At Amanoa's order, he began selecting others to join their new Sith society, instructing them in the basic principles and philosophies of the dark aspect of the Force. Those who proved themselves worthy progressed to the next stage of training, wherein their instruction came from an ancient dark side Holocron that Queen Amanoa had discovered less than a decade before.

The Holocron contains the essence of an ancient Sith warlord-king named Adas who had used his knowledge of the dark side to conquer and subjugate his homeworld more than two dozen millennia ago. It appears he created the Holocron more as a testament to himself and his accomplishments rather than as a teaching device, for he often refuses to pass on his wisdom to those who ask for it.

Once Amanoa had learned all the Sith knowledge Adas would offer, she entrusted the Holocron to Novar, telling him to use it to train the best of his students.

NOVAR

Type: Sith Initiate

DEXTERITY 2D+1

Dodge 4D, pulse-wave weapons 5D+2, running 3D+1

KNOWLEDGE 3D+2

Alien species 4D+2, bureaucracy 6D, law enforcement 4D+1

MECHANICAL 4D

Beast riding 5D+1

PERCEPTION 3D+1

Bargain 4D+2, con 5D, forgery 5D+1, persuasion 4D+1, sneak 4D

STRENGTH 2D+2

TECHNICAL 2D

Computer programming/repair 3D+1, security 3D+2

Special Abilities:

Force Skills: Control 3D+2, Sense 3D, Alter 2D+2

Control: Absorb/dissipate energy, concentration, emptiness, hibernation trance

Sense: Danger sense, life detection, sense path

Alter: Bolt of hatred

Control and Alter: Electronic manipulation

Control, Sense, and Alter: Affect mind

Sense and Alter: Dim other's senses

This character is Force-sensitive

Force Points: 1

Dark Side Points: 2

Character Points: 18

Move: 10

Equipment: Pulse-wave blaster (4D), Sith Holocron.

OMMIN

KING OMMIN

Type: Sith Sorcerer

DEXTERITY 2D

Dodge 4D+2, melee combat 3D+1, melee parry 3D+1

KNOWLEDGE 3D+2

Bureaucracy 5D+2, bureaucracy: Iziz 9D+2, intimidation 5D+1,

scholar: Sith lore 8D+2, willpower 6D+1

MECHANICAL 3D+1

PERCEPTION 3D

Bargain 5D+2, command 8D+1, con 7D, persuasion 8D

STRENGTH 2D+2

TECHNICAL 3D+1

Special Abilities:

Force Skills: Control 5D+1, Sense 6D+2, Alter 6D+1

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, emptiness, enhance attribute, hibernation trance, rage, reduce injury, resist stun

Sense: Danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense Force potential, shift sense, translation

Alter: Bolt of hatred, dark side web, telekinesis

Control and Sense: Farseeing, projective telepathy

Control and Alter: Feed on dark side, inflict pain

Control, Sense, and Alter: Affect mind

Sense and Alter: Dim other's senses, lesser Force shield

This character is Force-sensitive

Force Points: 0

Dark Side Points: 8

Character Points: 22

Move: 4

Equipment: Steel exoskeleton, Sith tomes, necklace of shielding (+2D resistance bonus against energy and direct Force attacks).

Capsule: King Ommin rose to power in the same manner as his ancestors of the last three centuries: by dominating the populace of Onderon with the dark side. A direct descendant of the Sith Freedon Nadd, who ruled the world for more than 50 years, Ommin had the ability to call on Nadd's spirit so that he might learn and master the ways of the dark side and the Sith.

When his father passed into the Force, Ommin took his rightful position as ruler of Iziz, and married Lady Amanoa, the beautiful daughter of a wealthy noble. Not too long afterward, Amanoa gave birth to Galia, the only heir Ommin would ever have. But the king had by this time lost interest in the mundane activities of daily life; his dark side training under the tutelage of Freedon Nadd had begun in earnest.

Eventually Ommin became a moderately powerful Sith sorcerer, but in the effort had lost control of his own body. A metal armature replaced his bones and muscle—a device that would lead to his demise. The young Jedi Ulic Qel-Droma destroyed the apparatus, and Ommin collapsed, helpless. The spirit of Freedon Nadd appeared and absorbed the fallen king into the dark side of Force.

"Good," the wispy image of Freedon Nadd hissed, the sibilance slicing through the undercity's maze of passageways.

King Ommin concentrated harder, bolstered by his mentor's praise. He could indeed feel the subtle ebbs and flows of the thronging masses in the city above, just as Nadd had said. As he continued to absorb the sensations of millions of beings engrossed in their daily activities, he began to notice tiny pinpricks of violence and hatred erupting randomly across the whole of Iziz. The dark outbursts called to him, drew his thoughts near, asked him for reinforcement.

Ommin felt a wave of power rush through him, felt the dark side intertwine with his own essence, and he knew then that he could command the Force to do as he willed. His hands gripped his throne's knobbed armrests tighter and he plunged deep into himself, losing his corporeal existence to embrace his metaphysical. The world about him quickly faded into a misty coalescence, giving him the slight discomforting feeling of being disconnected. But the emotion lingered for only a moment before he brushed it aside and focused on his current ambition.



He surged forward, delving deeper into himself, until he came to what he could only describe as a barrier. It seemed to ripple as if constructed of gossamer, and yet it possessed a strength of a tempered steel alloy. Ommin paused before the barricade, suddenly unsure.

"Weakling!" Nadd spat from the periphery of Ommin's consciousness. "You will never reach your potential if you falter at the slightest obstacle. Beyond that wall lies your destiny. Beyond that wall lies the full power of the dark side. If you do not have the strength to reach it, then you do not deserve to become a Sith sorcerer!"

Ommin's anger flared. He'd come so far in so short a time, and yet Nadd expected more — more than any Onderonian could possibly offer. Had Ommin's ancestors penetrated the Force

so quickly? And if they had, how could they have survived? The dark side offered much, but stole away more. Ommin did not know if he could give that much of himself.

Nadd's voice rose up once more. "Your doubt will be your downfall, Ommin. This time the words held an air of seduction, a warm, inviting tone that Ommin felt inexplicably drawn to. "You are ready. There is nothing to fear." The hiss of Nadd's voice seemed to swirl about his mind, settling somewhere to the side, both within and without of the confines of Ommin's consciousness.

"Strike now!" Nadd shouted suddenly. "Come to the dark side now, when it calls, or you will have failed. The dark side will forever shun you, the weak-minded fool who believed he had the right to wield its power!"

Ommin had sacrificed more than he had thought he ever would in his quest to make the dark side his ally. And now all of his efforts hung on a single moment, his once chance to prove his worthiness, as if all he had done before meant nothing. The dark side had torn away so much of his life. He could not let it slip from his grasp, laughing at how it had pillaged him and left him nothing more than a broken husk bereft of its life essence. He could not let that happen.

His anger became both his weapon and his armor as he bludgeoned the barrier before him. The wall rippled wildly under the attack, but did not give way. Ommin redoubled his effort, pulled the hatred of everything — including the dark side — from the depths of his soul, channeling it into his blows.

Then suddenly the wall ripped open. Before Ommin could react, he was sucked through, carried by a force more powerful than he could have ever imagined. The dark side immediately flooded his being, becoming one with every cell in his body.

The image of the city above returned to him then, and he assaulted the pinpricks of evil scattered across cityscape with flares of dark side energy. The already vile incidents instantly grew worse, the individuals involved momentarily filled with a foreign hatred.

Ommin watched in both awe and horror. He realized then that he was invincible with the dark side at his back. Nothing could topple him. Nothing could harm or destroy him ever again, not even the dark side itself.

His normal vision returned, and he saw the ghostly form of Freedon Nadd hovering close by. Ommin felt stronger than he ever had, and he wanted to show his mentor what he had accomplished.

He pushed himself up from his ancient throne, and then collapsed under his own weight, his legs no longer able to support him.

Nadd made a deep, staccato sound that Ommin could only guess was laughter. "The dark side does not come without its price," the Sith spirit said. "You have power over the Force, but in exchange you have lost power over your own body."

Nadd had warned him of the dark side's initiation tithe a decade ago when his training had begun. He couldn't remember whether he had chosen to accept that price or whether he had purposely sealed it away in the recesses of his memory. It didn't matter now, anyway. He had finally reached his goal — the dark side belonged to him.

Unfortunately, he belonged to the dark side as well.

WARB NULL

WARB NULL

Type: Sith Warrior

DEXTERITY 3D+2

Brawling parry 7D+1, dodge 6D, lightsaber 9D+2, melee combat 7D, melee parry 6D+2, thrown weapons 5D

KNOWLEDGE 2D+1

Willpower 3D

MECHANICAL 3D

Astrogation 5D+1, space transports 4D, starship gunnery 5D+2, starship shields 4D+1

PERCEPTION 2D

Command 3D+1

STRENGTH 3D

Brawling 7D+2, climbing/jumping 5D, lifting 6D+1, stamina 9D

TECHNICAL 4D

Armor repair 10D+2, lightsaber repair 8D+1

Special Abilities:

Force Skills: Control 2D+1, Sense 2D, Alter 1D+2

Control: Absorb/dissipate energy, concentration, emptiness, hibernation trance, instinctive astrogation (control), resist stun

Sense: Combat sense, danger sense, life detection

Control and Sense: Lightsaber combat

Control and Alter: Aura of uneasiness

This character is Force-sensitive

Force Points: 1

Dark Side Points: 3

Character Points: 12

Move: 12

Equipment: Enhanced lightsaber (6D+1), Sith armor (+3D against all attacks).

Capsule: This creature of the dark side, for lack of a better term, was once a dedicated student of metallurgy named Shas Dovos. Few memories of his former life survived his transformation at the hands of the Sith specter responsible for the change — a process that somehow melded his life essence with the dark side armor the spirit had tricked him into creating.

Steam rose in wispy clouds from the fiery forge set in the center of the immense underground chamber. The mixed scent of sulfur and sweat permeated the air, and flares of superheated gases randomly struck out from the Sith-spawned flames that kept the apparatus alive.

But Shas Dovos ignored the violent sensations that assaulted his nerve endings. The work before him absorbed all of his attention. He did not even realize that four days had passed since his effort had begun. All that mattered — all that had ever mattered — was the completion of his undertaking.

It had taken him years to decipher the Sith tome he had stolen from the ancient dark side holdfast hidden in the wilds of his native planet. The book at once fascinated and reviled him, but his obsession quickly overpowered his fear and he eventually lost interest in all other aspects of his life. His desired nothing more than to unlock the Sith secrets hidden with the paper and ink of the millennia-old tome.

Now, more than a decade after discovering the book, he was about to fulfill what he had come to see as his destiny. His hammer rang out in perfect pitch as it struck the quickly cooling steel, spraying bright red sparks into the darkness. Any onlooker might have considered the event a

spectacle of beauty, but Shas saw none of it, so transfixed was he by the object of his toils. The breastplate — all of the individual pieces that made up the suit of armor for that matter — required the perfect blend of craftsmanship and Sith magic. A mixture biased in either direction would result in failure, as Shas had learned more times than he cared to recount.

The hammer pounded one more time against the steel, this last strike seeming to echo through the chamber and out into its tributary passages unlike any blow that had come before. Shas stopped and stared, sweat trickling down his face and chest. Outside stimuli began to intrude on his concentration, but he effortlessly thrust them back into the background. The hammer fell from his hand and chimed a final time as it collided with the stone floor.

The armor was complete.

Shas did not know how long he stood captivated by his creation. It might have been minutes, but it also might have been hours or even days. He wrestled with several emotions at once, each quickly reshaping into the next, until he returned to the beginning and started the cycle again. Had he really succeeded after all these years? Surely he didn't hold that kind of power over the Sith magic. And yet before him lay the armor, perfect in every detail.

But did he deserve to wear it? Wouldn't such a construction be wasted on him, a man who had had to steal the sorcery necessary to create it?

No, another voice within him spoke. If he had not rescued the Sith knowledge from the obscurity of his world's wild regions, the armor would never have been brought into being. If anyone deserved to don the exquisite suit, to surround himself with its innate power, it was Shas Dvos.

"Yes, you shall wear the armor," came a voice from the darkness.

Shas spun about, jarred from his musings. "Who's there?" he demanded.

Across the chamber an ember seemed to hover a dozen feet above the floor. It pulsed every few moments, flaring yellow and then resuming a stable red hue in turn. "You know who I am. Without me you never could have understood the book, much less created the armor. At first your arrogance annoyed me, but eventually I saw how I could put it to use."

The ember exploded in a bright flash and Shas had to shield his eyes. When the light had died, he dared to look again.

Before him stood the translucent form of an alien species he did not recognize, that it appeared to be near-human. It wore long robes, the cowl turned down to reveal its fierce countenance.

Shas's heart fluttered and he felt himself take a step

backward. "Who ... who —"

"I am the protector of that tome you so casually call your own. I am its guardian against the ravages of time. Without me that collection of frail molecules would have crumbled into dust a thousand years ago."

The spirit stepped — no, flowed — forward, gaining in bulk and stature as it neared Shas. "It is I who decide who is worthy to discover this lore. It is I who decide how the knowledge will be used. And you have done exactly as I have commanded."

Dozens of divergent thoughts clambered to win Shas's attention, but each was quickly surmounted by the next, and Shas could not concentrate at all. Fear predominated his emotions now, his curiosity lost, his arrogance vanquished.



He staggered backward as the spirit seemed to expand rather than to merely move toward him. "And now that I have allowed you the honor of creating the armor, you must perform a service for me."

Shas cringed at the words. Whatever the book's protector wanted Shas knew it would somehow spell his doom.

"Not your doom, Shas. No, it is as I have always told you in your deep dreams — this is your destiny." The specter fell into a round of reverberating laughter.

Shas glanced toward the half-dozen exits from the chamber, but all seemed too far away. If the spirit did not want him to leave, it would not let him. And Shas did not have any desire to know how it would accomplish that feat.

"Do not worry, my disciple. You will have your place in the history of the galaxy. I did not bring you this far to end your albeit insignificant existence now. No, you will become an extension of me. You will go where I cannot and help restore the glory of the Sith."

Shas felt his curiosity returning, though his fear did not subside.

"But before I teach you the skills you will need to succeed in your mission, I must make you stronger." The spirit looked toward the suit of armor which sat in a heap at the base of the forge. "This," it said, gesturing, "will be your new skin."

At first Shas was confused, but the realization came all too quickly.

"And this new being that the merging of man and metal will create most definitely deserves a new name. I think 'Warb Null' will do nicely."

Shas threw up his hands in defense and screamed in horror as the specter swooped toward him.



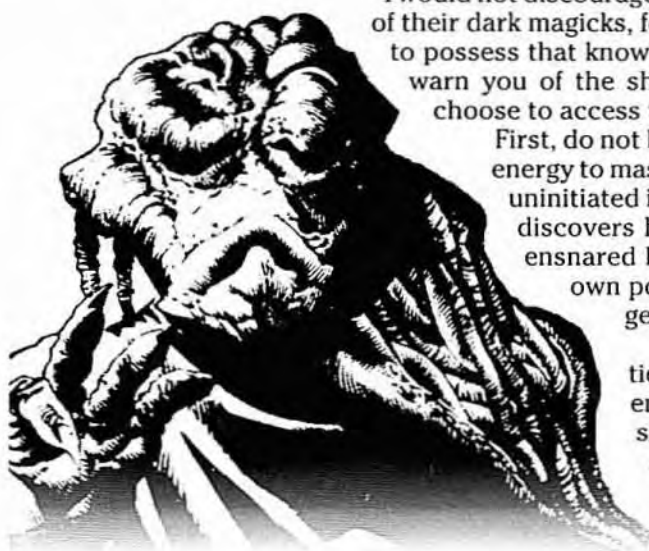
CHAPTER FIVE SITH POWERS



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Brian Ewing

Only the most accomplished Jedi scholars dare to study the ways of the Sith, in order to combat this evil should it ever resurface...



I would not discourage you from seeking knowledge of the Sith and of their dark magicks, for to do so would only heighten your desire to possess that knowledge. No, I will not dissuade you, but I will warn you of the shadowy crevice you will enter should you choose to access these powers.

First, do not be fooled. The dark side musters much of its energy to masquerade as the light so that it might lure the uninitiated into its grasp. By the time the hapless victim discovers his error, it is too late — the dark side has ensnared him, holding him in the shadow both by its own power and by the fallen Jedi's relentless hunger for more.

Second, do not overestimate your own abilities. Countless Jedi have found themselves entwined by the dark side, unable to free themselves from the black hooks that they themselves have jabbed into their own souls. No matter how they twist, grasping for some strand of the light that still remains within their reach, they continue to plummet into the abyssal pitch of the dark side.

These Jedi believed they were masters of

the light — and some were — but they did not understand the nature and power of the dark side — and they failed to listen to my warnings.

I do not mean to insinuate that the dark side is stronger than the light. It only appears to be more powerful because it is easier, quicker — at first. It draws you in, offering you more power than you can imagine, but as you begin to use that power, the dark side lends its assistance less and less, eventually sustaining itself by siphoning your own Force energy until you become its helpless host. You believe you have ascended to mastery, but in truth you have fallen into slavery.

Learn of the dark side. It will aid you in your struggle against it and its minions. But take care not to succumb to its sometimes irresistible lure — your chances of returning to the light are less than that of surviving in the void.

THE ESSENCE OF THE SITH

Many have wondered what differs between the ways of the dark side and the ways of the Sith. Some believe they are one and the same. Others see no relation between them whatsoever. But the distinction may bear more importance than most Jedi suspect — it could mean the difference between life and death.

The Sith have existed for well over a hundred thousand years; the dark side has been a part of the universe since the beginning of time. Clearly, the Sith developed second in chronological progression, but did this wicked brotherhood grow out of the dark side, or did it share a common philosophy with the dark side and join forces to increase the chances of bringing their mutual goals to fruition?

Little knowledge of the Sith's origins remains. In truth, Sith history before the reign of Dark Lord Naga Sadow a thousand years before the time of Ulic Qel-Droma and Exar Kun lies masked in shadow, hidden away by the dark siders during the Fall of the Sith Empire or destroyed in the war's aftermath by the Jedi. Only a few Sith strongholds were allowed to survive the purge, and from these the Jedi hoped to gain insight into the mysteries of Sith powers — they wished to discover the weaknesses of these dark magicks so that the Sith could never resurrect their fallen empire.

One artifact recovered from a remaining Sith library was the Holocron created by Naga Sadow himself (DLOS1). It detailed the nature of the Sith people, of their philosophies and teaching methods, and of their belief in the power of the dark side. From the Holocron's recordings the Jedi learned that at first the word *Sith* designated a species of sentients. Only later, as these people spread across the galaxy did the term *Sith* become associated more

with their teachings and philosophies than with the species itself.

Though the Sith held great power, they were not united, preferring to remain in tribal "circles," bands of Sith led by one or more sorcerers who were responsible for the safety and protection of their charges. The Sith retained such a societal structure until the arrival of a fallen Jedi who took particular interest in their techniques for drawing power from the dark side.

This dark Jedi dominated the Sith people, though his methods of doing so were not recorded in Sadow's Holocron. He turned them into unwilling thralls, stealing their knowledge of sorcery and using it against them. This Jedi proclaimed himself the Dark Lord of the Sith, making him the first in a lineage that would plague the rest of the galaxy for untold millennia.

So, the question still stands: What is the relation between the Sith and the dark side?

The Sith developed and perfected the techniques of calling on the dark side, enabling them to create more and more complex powers once thought well beyond the grasp of mere sentients. The Sith simultaneously feed on and empower the dark side in a symbiotic relationship whose ties can never be severed.

A thousand years have passed since the Fall of the Sith Empire, and although most perished in the bloody war, some managed to escape, bringing their dark knowledge to remote worlds where it could be stored for future generations. Only recently have these Sith caches been discovered by devotees of the dark side. Should these dark side fanatics learn to use the Sith talismans and translate the Sith's sorcerous lore, there is no telling what evil specters may reawaken to spawn a new Sith brotherhood.

SITH HOLOCRONS

The safest method of learning Sith powers requires the possession of a Sith Holocron. Thankfully for the Jedi, such devices remain extremely rare ("As scarce as a Hutt on a diet," as Cay Qel-Droma would say). Most were destroyed during the Fall, and not one has come to the attention of the Jedi for more than 700 years — which does not mean they do not exist, but merely that whoever holds them has not yet discovered how to operate them or how to take advantage of their teachings.

HOW HOLOCRONS WORK

Holocron technology arose tens of thousands or years ago, if not more. These devices act as interactive stores of information, most often used to retain the secrets of Force powers for future generations. The creator of a Holocron essentially transfers a portion of his personality into the object, and this sentient presence is then referred to as the gatekeeper of that Holocron.

Most holocrons have special organic crystalline components, a rare commodity found only on a few remote worlds, the names of many of which have been lost to



history — or purposely hidden by the miners of such scarce gems. When arranged properly, these crystals form a latticework of energy that can both absorb and later reproduce light and sound wave information. The Sith (as well as the Jedi) have developed a much more impressive construct by imbuing the crystals with Force energy through an elaborate procedure well guarded by its most powerful members.

DIFFERENT TYPES OF HOLOCRONS

Since Holocrons have different creators, they each focus on different aspects of Sith lore and powers, based on the particular abilities and preferences of the sorcerer who transferred her essence into the device. Some magicians tend to specialize in a certain area of Sith knowledge — illusions, for example. As a result, this wizard would create a Holocron that explained the techniques necessary for producing illusionary effects, without a mention of any other aspect of Sith magic. Because of this, it is impossible to find a Holocron that contains information about all of the Sith's powers in one massive compilation. And it also helps explain why some powers have disappeared over the course of the millennia — the Sith who developed the technique either never recorded it in a Holocron in the first place, or that Holocron has either been lost in some far off star system or destroyed by the Jedi during the Fall (see *Sith Disciplines*).

FINDING A HOLOCRON

The few Holocrons that remain in existence lie in the hands of Sith devotees or in the dark halls of ancient Sith sanctuaries, elaborate constructions built to house the spirits of powerful Sith magicians who have passed into



the Force. Attempting to steal a Holocron from either of these places has led to the deaths of many Force-wielders, including Jedi determined to destroy the devices once and for all.

SANCTUARIES

No Sith construction has ever been based on any other in terms of adornments, ornamentation, and overall style. The Sith considered each edifice a work of art, an extension of the designer's personality. As a result, it has proven futile for the Jedi to catalog and analyze the building methods and layouts of such structures. Jedi assaults on these palaces, libraries, and temples therefore require much tactical conjecture, for the Jedi leaders never know what to expect.

SITH ARTIFACTS

The Galactic Museum on Coruscant houses most of the known Sith artifacts recovered over the millennia. The museum's "Sith Hall" contains dozens of items, including ancient daggers and swords, statues, fragments of tapestry, aging tomes, amulets, and talismans, all created by the people known as the Sith. Their species died out long ago, leaving only these few remnants to mark their passing.

Though most of the artifacts in the museum — as well as others scattered across the galaxy — have no purpose other than what is immediately obvious, some do possess secrets that — if discovered and translated — could lead to greater stores of Sith treasure. And it is further suspected that some items carry dark side power that has remained dormant for centuries. Current Jedi research divides these talisman's functions into several classifications:

CONCENTRATION

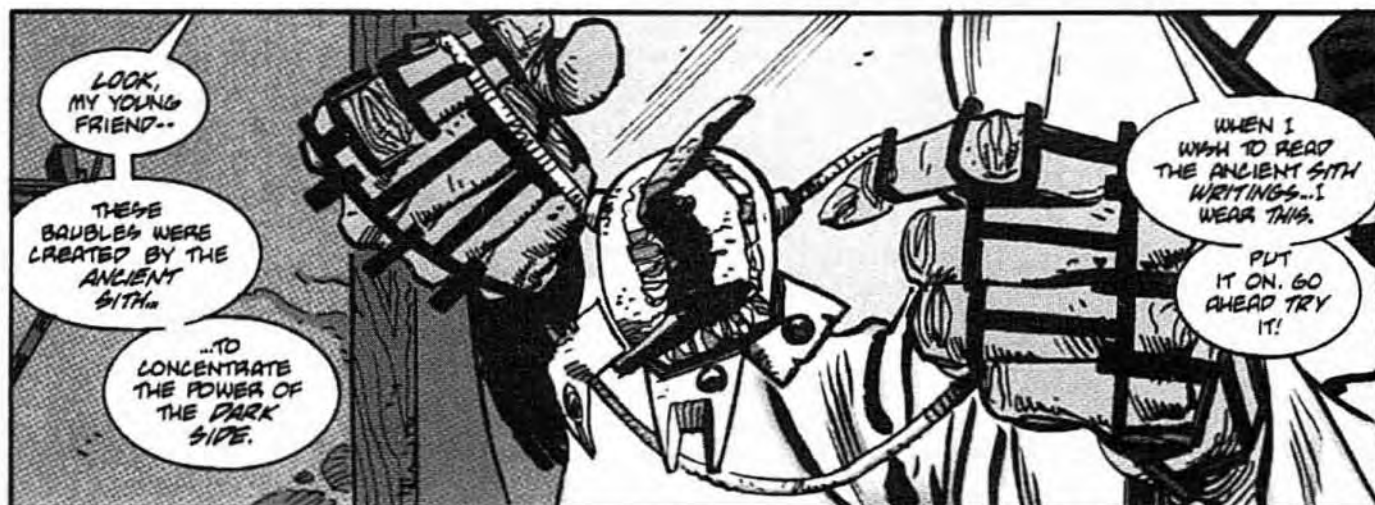
The Sith developed talismans of concentration to help them focus during long, elaborate rites, those typically associated with the tapping of vast amounts of dark side power. The talisman allowed a sorcerer to concentrate all of his will to the creation of the desired effect, temporarily increasing his ability to manipulate the Force.

Unfortunately, use of such a device often caused the wielder to succumb to exhaustion the moment his Force effect was completed — a defect that prevented such talismans from becoming commonly used, especially in battle.

In game terms: These magical constructs take many different forms, from amulets to crystal pyramids. For the effect to work, however, the Force-user's skin must touch the talisman throughout the Force power's initiation, making smaller, movable versions more desirable.

A talisman of concentration gives the wielder a bonus of 1D, 2D, or 3D to any one of her Force skills while she is touching the device. She may change the affected skill between uses of Force powers, but not during the initiation of one power that requires more than one Force skill. For example, the *Force wind* power requires the use of both the *sense* and *alter* skills. The Force-user cannot use the concentration talisman's bonus on the *sense* skill during the first round and then on the *alter* skill during the second round.

The amount of bonus (1D, 2D, or 3D) depends on the particular talisman. The creator of the device determined the level of power conferred to the wielder at the time of the final ritual to seal the ability into the medium. Talismans of 1D are the most common, while those of 3D are extremely rare and are usually found only in the possession of powerful Sith sorcerers.



ENSNAREMENT

Devices of this nature appear to function exactly as talismans of concentration — especially to a dark side wielder. This particular version, however, has one added ability: it can immediately turn the wielder to the dark side.

Sith magicians discovered that some Jedi had taken to using Sith talismans to serve the light side. To defeat this unintended and unwanted use of their devices, the Sith constructed many with the power to instantly lure the unsuspecting Jedi to the dark side. This secondary function has fulfilled their goal, for the use of Sith artifacts by Jedi Knights has been outlawed ever since (see *Running a Tales of the Jedi Campaign*).

In game terms: Talismans of ensnarement function under the same rules as their concentration counterparts, with one exception. Each time a light sider uses the device he must make a *willpower* or *control* roll against an ever-increasing difficulty. The first use requires a Very Easy roll, the second an Easy roll, the third a Moderate roll, and so forth. Failing the roll means that the user automatically turns to the dark side and is taken out of play.

Gamemasters may decide to allow the character to redeem himself, but such an atonement would require a monumental quest which at the very least would include the destruction the talisman (not an easy task in itself — see *Destroying a Sith Talisman*).

HEALING

During the Sith revolt led by Naga Sadow, many pureblood Sith devotees created talismans of healing to give their side the advantage in combat encounters. The devices quicken and increase the power of a corporeal being's natural healing processes at the expense of the wielder's ability to use the Force.

In game terms: A Force-user may heal one being by one wound level for each die of Force skill (*control*, *sense*, or *alter*) he wishes to give up for the following ten hours.

Example: Sith warrior Utris has been *incapacitated*. Rin Shuur, a Sith sorcerer, uses his healing amulet on Utris, bringing him up to the *stunned* wound level, a difference of two levels. To power the amulet, Shuur must sacrifice some of his ability to contact the Force, and therefore one of his Force skills drops by 2D (1D for each healed wound level). In this case he chooses *alter*, decreasing it from 8D+1 to 6D+1 for the next ten hours.

FORCE MASK

The use of the Force sends ripples through the galaxy, alerting anyone able to perceive such subtle vibrations to the location and identity of the Force-wielder at the source (the amount of information regarding the emanation point of the ripples is based on the ability of the individual sensing the disturbance in the Force). The Sith learned quickly that this natural occurrence allowed their movements to be tracked and their ambitions to be foiled by opposing forces, and they created devices called Force masks to hide such emanations.

The mask essentially sends out anti-Force-ripples that cancel the natural "waves" produced by the use of the Force. The area around the Force-wielder therefore appears dormant, devoid of any type of Force activity.

In game terms: Force-wielding characters using the *sense* skill to detect disturbances in the Force cannot perceive any Force use by the holder of a Force mask.

SHIELD

The Sith shield talisman was one of the first dark side devices discovered and catalogued by the Jedi. The talisman protects its wearer (it usually takes the form of an amulet, necklace, or torque) from energy (from lightning to pulse-waves to lasers) and Force attacks. Research suggests that the device works by absorbing the energy directed at it and storing it for use as its own source of fuel.

To retain its ability to function, however, the talisman

requires an infusion of energy at least once per standard week.

In game terms: The shield talisman confers a bonus of up to 3D (there are 1D, 2D, and 3D versions of the device) against energy and Force attacks directed at the wielder. The number of absorbed dice directly correlates to the rarity of the item.

TRANSLATION

The tomes containing Sith teachings, lore, and Force techniques were written in the Sith's ancient language, which has all but died out since the destruction of the species. Very few scholars can decipher the strange language, and even fewer have learned to pronounce its complex word structures.

This talisman, initially designed and created by the fallen Jedi who sought to learn of the Sith's secret techniques, allows the wielder to read the Sith language as if it were his own native tongue.

SWORDS OF THE SITH

These alchemically reinforced blades can withstand any blow. Their indestructible nature allows them to even parry lightsabers. Such weapons have survived through thousands of generations and yet remain in perfect condition, their edges sharp and their blades straight.

Anyone who uses a Sith sword in combat automatically loses a Force point and gains a Dark Side Point. If the Dark Side Point is not used at some point during the battle, however, it too is lost. The blade itself causes STR+2D damage.

DESTROYING A SITH TALISMAN

Following the Fall of the Sith Empire, the Jedi destroyed as many Sith talismans, temples, and Holocons as they could find in the aftermath of the war. They wished to prevent knowledge of the Sith ways from falling into the hands of power-hungry dark siders or uninitiated Force students seeking short cuts to learning how to control the Force.

Of the remnants of Sith artifacts, the talismans proved the most difficult to deconstruct. The Jedi employed many methods, with little success, for it seemed that each device required a different method to destroy it.

Destruction procedures involved everything from the physical rending of the talisman's components to the removal of its stored dark side energy by Jedi Masters of tremendous ability. Some devices could only be destroyed by battering them with the dark side — which prevented the Jedi from eradicating them. Many of these talismans were hidden away or cast into stars or nebulae to keep them from the wrong hands.

The Sith devices that remain are either under the direct guardianship of the Jedi or stored in the ancient dark side retreats or library-temples that continue to elude the notice of the Jedi.

SITH POWERS

In game terms, Sith powers work exactly as their Jedi power counterparts do. Dark side characters have access to the three Force skills — *control*, *sense*, and *alter* — upon which all of the underlying powers are based. The Sith powers are separated from the other Force powers (even though there are dark side powers listed there) simply because they reflect a different philosophy and means of contacting and channeling the Force.

Learning Sith powers should prove extremely difficult for characters since knowledge of their existence, much less their workings, has only recently returned. Very few Sith Masters remain, and those who do have long ago shed their corporeal existence, leaving them stranded in whatever vessel they were able to construct to hold their spirits. There they lie awaiting the time for escape. Anyone who dares to explore these dark side temples, citadels, and obelisks risks releasing such a Sith specter from its confines so that it might be free to retake all the power it had once possessed.

SITH DISCIPLINES

Like the Jedi, the Sith developed areas of study that focused on particular types of Force effects. Though these did not evolve into formal schools, personal preference caused many magicians to concentrate on those powers that most interested them. The Jedi Archives contains the following list of Sith disciplines:

GENERAL

Some Sith powers defy categorization, or belong in all disciplines equally. These basic effects fall under the heading of general dark side powers. Many form the basis for other effects — those more complex powers that require an understanding of and proficiency in other lesser powers.

BODY

Powers in this discipline run the trade route from simple healing rites to complicated rituals involving the creation of Sithspawn — hideous monstrosities bred



from the stock of naturally evolved creatures. Some cultures have labeled these sorcerers as necromancers, but this nomenclature thrusts the discipline into the area of superstitious alchemy — tales and legends laced with equal parts mystic blather and pseudo-scientific prattle.

The Force transcends technology based tricks and allows feats that science cannot duplicate.

ENERGY

Certain Force powers summon energy from the user's surroundings and direct it at a target for some purpose (which often involves the injury of the targeted individual). The forms of energy include lightning, fire, gravity, and other naturally occurring forces.

Energy powers tend to have the most noticeable effects, preventing the user from attempting to keep his machinations secret, as he would be able to do if he were using powers from the Mind discipline. Sith interested in this area, therefore, tend to have unstable personalities, from obsessive and brooding to outright maniacal.

ILLUSIONS

Many magicians enthralled by the dark side favor the aspect of the Force that allows them to fool the senses of their victims, in a twisted testament to the power of the mind over the body. The sensations experienced by the targets of such effects appear all too real — but they exist only in the dreamscape playground of the mind, that area where creativity and imagination normally flourish. But in the case of this perverted Sith power it becomes the haunted battleground of shadow-forms that impact the affected individual as if the delusional phantoms had actual substance.

Typical illusionary effects employed by the Sith include the morphing of one object into another — most often a weapon into a similarly proportioned creature with deadly intent. Or the feigned presence of an individual. Or even the absence of an object or being that is truly present.

The strand that gathers all these powers beneath the banner of illusionary magic is the manipulation of their victim's senses. Some Sith scholars continue to believe that these effects alter the pattern of the Force that "connects" with the target's mind, that they somehow augment the brain's normal wavelengths or trip synapses that would not fire under the true current conditions in which that being finds himself. But since no one has yet discovered the physicalities involved in this effect — just as no one has been able to comprehend the true nature of the Force in the first place — no definitive explanation can be given. Suffice it to say that these powers somehow manipulate the senses as opposed to the mind (which is covered under the Mind discipline).

MIND

Effects in this discipline prey on the minds of their victims, altering thoughts without the individual's awareness. Such insidious powers allow Sith devotees to manipulate and outright control their targets, forcing them to undertake acts they would not normally perform under the given circumstances.

While the Jedi do use the *affect mind* power, they curtail their reliance on it, for it is far too easy to slip toward the dark side when you consistently intrude into other people's minds to twist their thoughts to your will.

MECHANICAL

Thousands upon thousands of years ago the Sith discovered how to focus the Force to affect mechanical constructs. The majority of powers of this discipline have fallen into obscurity, however, since very few sorcerers took much more than a passing interest in this area.

But dark rumors continue to slither from Sith Holocrons and other stores of Sith lore about the creation of half-being/half-mechanical creatures by magicians who had delved into the more theoretical aspects of this discipline. No remnants of such constructs have ever surfaced, so confirmation of such musings remains

cloaked in mystery, but several Jedi scholars continue to search for evidence of their existence. Their sole warning to anyone who happens to encounter such a twisted monstrosity is to flee and report the sighting to the nearest Jedi Master.

PROTECTION

Protective powers defend a Force-user from the effects of other Force powers as well as from other forms of "attack." This discipline became extremely



The black obelisk seemed to absorb even the meager illumination shed by Krayiss Two's twin moons. A hooded figure took slow, perfectly measured steps toward the massive structure, keeping her hands hidden within the folds of her oversized robe.

"Taka zeech ma toka duuwaj," she muttered for the fourth time, precisely six heartbeats after her third intonation. Sith rites had to be followed with exacting care, for to abandon even one element of the prescribed procedure could spell doom for the uninitiated. And Vara Nreem did not wish to tempt the dark side by offering it an opening to exploit.

She took two more strides toward the obelisk, daring for a moment to glance at the perfect symmetry of its smooth face and the precise lines that marked its edges. *Such wicked beauty.*

"Taka zeech ma toka duuwaj," she chanted for the fifth time — or was it the fourth time? Her heart suddenly pumped, further distracting her. *Calm down.*

She measured the distance to the obelisk with her eye. About a dozen meters — that had to make this the fifth time.

Having deduced the number of recitations, she held still and quiet for a moment, waiting to see if her stumble was enough to bring down the wrath of the dark side.

When nothing happened, she took the last two steps toward the Sith structure and issued the chant one final time. The obelisk continued to remain silent before her, as if ignoring her insignificant presence.

Entering the last section of the rite, she eased herself to her knees and pulled back the hood of her robe, allowing her light brown hair to spill across her shoulders and down her back. She clenched her hands into fists and placed them against her forehead, the base of her palms pressed together.

She remained in that position for what she guessed to be just over an hour when something happened — something she sensed from both within and without.

A low rumble issued from deep within the hard ground, growing from a bare whisper to a deafening cacophony over the space of a dozen heartbeats. The land beneath her quivered, and then shook. Though her muscles ached from sitting for so long, she managed to maintain the position even as the ground tried to knock her down.

She glanced toward the obelisk, and though her vision jumped with each tremor, she thought she saw the massive stone moving, sliding upward, its base growing ever wider. The ground groaned and then cracked in a series of sharp fracturings. Violent quakes erupted at the same time, the most powerful heave tossing Vara several meters to her right. She crashed on her side, and thought she felt a bone in her shoulder crack, but she ignored the pain and forced her head up so that she could watch the spectacle unfolding before her.

The obelisk itself had become nothing more than a spire atop a monstrous structure of angled walls and pyramidal towers. Vara recognized it from the ancient Sith writings as a library-temple, a place where sorcerers of pure Sith blood would come to meditate and to set down the knowledge they had gained from their experiments. A shiver gripped her body for a moment as she realized that she was standing at the foot of such a powerful place, an edifice that had witnessed the evolution of Sith techniques for accessing great dark side energies over dozens of millennia. How long had it been buried, its halls lifeless?

The ground quieted, and the silence of Krayiss Two's night cycle fell upon the land once more. Vara staggered to her feet, her right arm limp from the shoulder down, and stood before the Sith structure, staring at its beauty and sensing the black power that radiated from its every centimeter. She suddenly wondered whether she was hallucinating, but she dismissed the stray thought immediately. She could never have imagined what now lay before her, and her mind could therefore not have summoned it from the depths of her consciousness to fool her.

No, the temple was real. She could feel its imposing presence leering at her, measuring her. The chill of dark side power caressed her, and she knew that the spirits trapped inside the temple were deciding her worth.

She realized then that she had to prove herself to them, to demonstrate that she had the right to access the Sith powers lying in wait.

She stepped forward, and the gentle spirits' caress broke into a frenzy of energy motes, as if shocked by the unexpected move. Barely before she had time to notice the sudden change, the energy re-coalesced, wrapping itself about her once more.



She took another step forward, and elicited the same response. No more than six meters away stood the massive double-door that formed a tall trapezoid at the structure's base. Sith markings ran around the door's perimeter and along the seam in the middle. Though she couldn't read them, she knew that such engravings both warned intruders of certain death and acted as a receptacle for dark side power. Those who dared to penetrate the temple would be attacked by that stored energy — and there was very little evidence to suggest that anyone had ever survived such a deluge of dark side power. Vara hoped that the spirits would judge her worthy and not cast their hatred down upon her.

She dared to move closer. This time the energy swarm erupted and reformed so quickly that Vara wasn't sure whether it had actually happened. *I guess I'll take that as a good sign.*

She came closer, and as she pierced the invisible barrier of energy radiated by the library-temple she felt her heart flutter, its rhythm suddenly interrupted by the plane of ionization. Vara had read of such defensive shields, but none that allowed an intruder to pass through. It seemed that the spirits had accepted her right to enter —



She heard a faint call, like someone had whispered her name in a rush of cold air. "Vara Nreem ..."

Her body tensed, and she glanced around to see who had spoken. Seeing no one, she turned her attention back to the double-door, and there stood a translucent, shadowy figure, its head adorned by a crown of spikes and its body enveloped by a voluminous robe. She could make out its features only because they were different shades of black, the eyes and mouth the darkest of all.

She stopped herself from involuntarily staggering backward at the sight of the specter, for she knew that a display of fear would only decrease her chances of surviving an encounter with a Sith spirit.

Apparently satisfied with his effect on her, the shadow spoke. "Vara Nreem, you have awakened us from our ten-thousand-year slumber." The voice hovered just above the lowest register Vara believed her senses could perceive. "Do you believe you can truly defeat us this time?"

Vara swallowed the saliva that had collected in her mouth and throat. "I ... have come for knowledge, not for battle." Her own voice sounded brassy and high as it followed in the wake of the specter's deep timbre.

"You are a Jedi," he stated, as if that simple sentence held volumes more than its surface meaning would suggest.

Vara considered. She had to maneuver the conversation just so if she wished to accomplish her goals. "If by that you mean that I am a believer in the Force, and that I have learned to manipulate it at my will, then yes, that is what I am." She straightened up as she spoke, intending to present herself as an immovable and impervious object. "But I do not believe in this distinction between the dark and the light. To me they are but one and the same. And I have come to complete my learning by mastering the techniques of the Sith methods for using the Force — not the dark side of the Force — just the Force."

The spirit raised its head slightly as if summoning long-dormant memories or receiving information from some invisible source. Vara's breathing had begun to speed up, and she did her best to mask her nervousness, for to allow the specter to see such weakness would be the last mistake she would ever make.

The spirit returned its gaze to her. "We are ... puzzled by this perspective. How did you come to this conclusion?"

"By many years of reasoning and meditation," she said, more confident now that she had already succeeded in confusing the Sith by her words. "The light and dark sides are but aspects of the Force. The Jedi have always sought to show the barrier between the two — but it does not exist. The line blurs. All that can be relied upon then is the source of these two aspects, for it — the Force — depends on the existence of nothing, unlike the light, which would not exist without the dark. The Force just *is*. And therefore, worrying about its subdivisions does not matter."

The Sith did not respond, leaving the silence to speak for him. Vara began to wonder whether she had taken her ruse too far —

The specter laughed, a booming outburst like the rumbling of stone grinding against stone. "Your logic is faulty, Jedi. Did you think that your masquerade would allow you to enter our abode, to steal our secrets? *We* allowed you to find us. *We* allowed you to call us from the depths of this world. And it is we who will determine the consequences of your attempted deception."

Vara could not help shrinking back, feeling for the lightsaber tucked into her robes.

"Did you think us charlatans? Do you even know what power we possess? By your actions, I would have to say not." The Sith seemed to grow, its shadowy form stealing away more and more of the surrounding emptiness. "Other Jedi have come here before you. Do not think you are the first, or will be the last. Perhaps you would like to see some of those who have failed in this same endeavor."

With a wave of its arm, the Sith summoned three additional specters. But these did not possess the same black form. These were faded gray figures, their faces contorted as if in tremendous pain. But even in their spectral form, Vara could tell they were Jedi Masters. And if the Sith could do that to a Master ...

She jabbed her hand into her robe and yanked out her lightsaber, igniting it before she even had a firm grasp on the hilt. The blade hummed to vibrant red life, and she held it in front of her, its tip pointed toward the lower-lying of the two moons, which hung in the sky just above the temple's obelisk-spire.

The Sith shadow focused on her again, and then suddenly swooped forward.

Vara swung her lightsaber around in a wide arc, slicing the specter from its left shoulder to its right hip. But the red blade passed through without leaving so much as a mark —

And then the spirit was upon her. It wrapped its shadowy form around her, rendering her visual sense useless and at the same time burning her skin with a cold fire. She screamed and slashed violently with her lightsaber. But the specter's attack only intensified; her body went numb from the pain as the dark side fire penetrated her corporeal shell and assaulted her spirit.

The end came swiftly, and Vara found herself merely a bleached shadow of her former self surrounded by dark side power. And the realization that she would remain in torment for eternity swept over her like a shadow. *I cannot believe what I have done. I only wish I had a way to warn those who come after me not to underestimate the power of the dark side ...*



popular during times of revolt, especially during the rebellion against the Dark Lords led by the pure-blood Sith Naga Sadow. The recent resurgence in Sith magic has — perhaps unintentionally, perhaps not — failed to explore this aspect of dark lore. When the Jedi begin to pose a serious threat to these new Sith devotees, however, interest in these protective powers will surely increase.

SITH POWERS

"Evil began in a time before recorded history, when magicians made themselves into kings ... and gods ... using the powers of the dark side of the Force. The weak-minded have ever been ready to obey one who wields great power. Those who learned the powers of the dark

side were quick to exploit this weakness — to make war. Again and again the dark side has surged forth, like a storm ... devouring whole worlds and entire star systems. Those who mastered dark power *became* dark power. They unleashed destruction, for no other reason than selfish gain. They despoiled nations ... destroyed whole civilizations. Some of them, I am ashamed to say, were Jedi."

— Master Ood Bnar

The Force powers developed by the Sith have long ago receded into the darker recesses of the galaxy — those burnt out planetoids where fleeing dark side magicians could hide from the Jedi during the Great Sith War. The lore the Sith fanatics carried has remained on these desolate, remote worlds for a thousand years, waiting

for the resurrection of Sith teachings that was destined to occur.

The following powers have resurfaced in recent times, but an untold number continue to await revivification. And as the new breed of Sith adepts grow in power, they may begin to create new, more horrible perversions of the Force to inflict on their enemies.

ALTER

BOLT OF HATRED

Alter Difficulty: Moderate

Warning: Anyone who uses this power gains a Dark Side Point.

Effect: The Force-user creates in his hand a radiant sphere of pure hatred which he can hurl at any target within his line of sight. After a successful *alter* roll to initiate the effect, the Force-wielder makes a *thrown weapons* roll with a 2D bonus to launch the bolt of energy at his target. Characters hit by the sphere suffer 6D damage and automatically lose a Character Point.

DARK SIDE WEB

Alter Difficulty: Difficult

Warning: Any character who uses this power gains a Dark Side Point.

This power may be kept up.

Effect: When successfully initiated, this power summons strands of dark side power that wrap around the Force-user's target, ensnaring him in a mesh of brilliance. The lattice of energy severs the connection between the Force and the trapped individual and saps the strength from his body.

In game terms, the target of the *dark side web* loses a number of Force skill dice up to the number of the Force-wielder's *alter* dice. For example, if King Ommin had 6D in *alter*, he could lower any one of Master Arca's Force skills by six dice; or, he could break up those six dice across all three of Arca's Force skills (*control*, *sense*, and *alter*), lowering each by 2D (or in any combination as long as the total number of dice removed totals 6D).

If the Force-user desires, he may include the Strength attribute in the reduction, thereby given him the option of temporarily removing dice from *control*, *sense*, *alter*, and Strength in any combination of dice that adds up to his *alter* skill.

CONTROL AND ALTER

AURA OF UNEASINESS

Control Difficulty: Easy. Modified by proximity, but limited to line of sight.

Alter Difficulty: Easy.

Warning: A character who uses this power against a sentient being immediately gets a Dark Side Point.

Effect: This power allows a Sith to project a field of

vague discomfort and unease around him, which causes nonsentient creatures to avoid him.

ELECTRONIC MANIPULATION

Control Difficulty: Easy for non-sentient machines; Moderate for sentient machines; Difficult for sentient machines hostile to Sith. Modified by proximity.

Alter Difficulty: Easy for slight alterations; Moderate for significant changes in programming; Difficult for major reprogramming.

Required Powers: *Absorb/dissipate energy*, *affect mind*

Warning: A character who uses this power immediately gains a Dark Side Point.

Effect: This power allows a Sith to channel his anger into the electronic circuits of a computer, droid, or machine, and reprogram it by manipulating its physical and electrical components. The reprogramming can only restore original programming which has been altered, not actually rewrite a computer's programming.

Since this Sith power can only be evoked in a state of rage, the Jedi have long avoided using it

WAVES OF DARKNESS

Control Difficulty:

Area of Effect	Difficulty
1-2 meters	Moderate
3-10 meters	Difficult
11-20 meters	Very Difficult
21-30 meters	Heroic

Alter Difficulty:

Area of Effect	Difficulty
1-2 meters	Moderate
3-10 meters	Difficult
11-20 meters	Very Difficult
21-30 meters	Heroic

Warning: Any character who uses this power gains a Dark Side Point.

This power may be kept up.

Effect: The user delves into the darkness of her own spirit and dredges up the feelings of hatred, jealousy, greed, and rage that linger in shadowed recesses. Using the Force as a power source, she expels these vile emotions in waves of dark side energy that radiate outward in an expanding sphere. Anyone caught in the disturbance suffers immediate confusion, and a few seconds later, flees in fear.

In game terms, those entering the area infested by the dark side waves must make a *willpower* or *control* roll against the Force-user's *control* total for initiating the effect. Anyone who fails the roll cannot take his next action (in this combat round or the next) and must flee on the successive round. Anyone who succeeds becomes confused and can take no more than one action each combat round until he exits the field of dark side energy.



SENSE AND ALTER

FORCE WIND

Sense Difficulty: Moderate

Alter Difficulty: Moderate to affect 5 meters; Difficult to affect 10 meters, Very Difficult to affect 15 meters.

Required Powers: *Magnify senses, shift sense, telekinesis*

This power may be kept up.

Warning: A character who uses this power immediately gets a Dark Side Point.

Effect: This power allows the Sith to manipulate and channel air currents to form powerful and destructive tornadoes that can lift people into the air and fling them about. The cyclone does the Sith's *alter* code in damage to all within its range.

CONTROL, SENSE, AND ALTER

DRAIN LIFE ENERGY

Control Difficulty: Easy.

Sense Difficulty: Easy. Modified for proximity.

Alter Difficulty: Easy.

Required Powers:

This power may be kept up.

Warning: A Jedi who uses this power gains a Dark Side Point.

Effect: This power allows a Sith to draw power from nearby nonsentient beings to boost his ability to go without sleep. As long as this power is kept up, the Sith will not fatigue or require sleep. Use of the power depends on a ready supply of nearby insects, small rodents, birds, and so on to draw energy from. This power may not be used to draw energy from sentient beings.

MEMORY WIPE

Control Difficulty: Moderate.

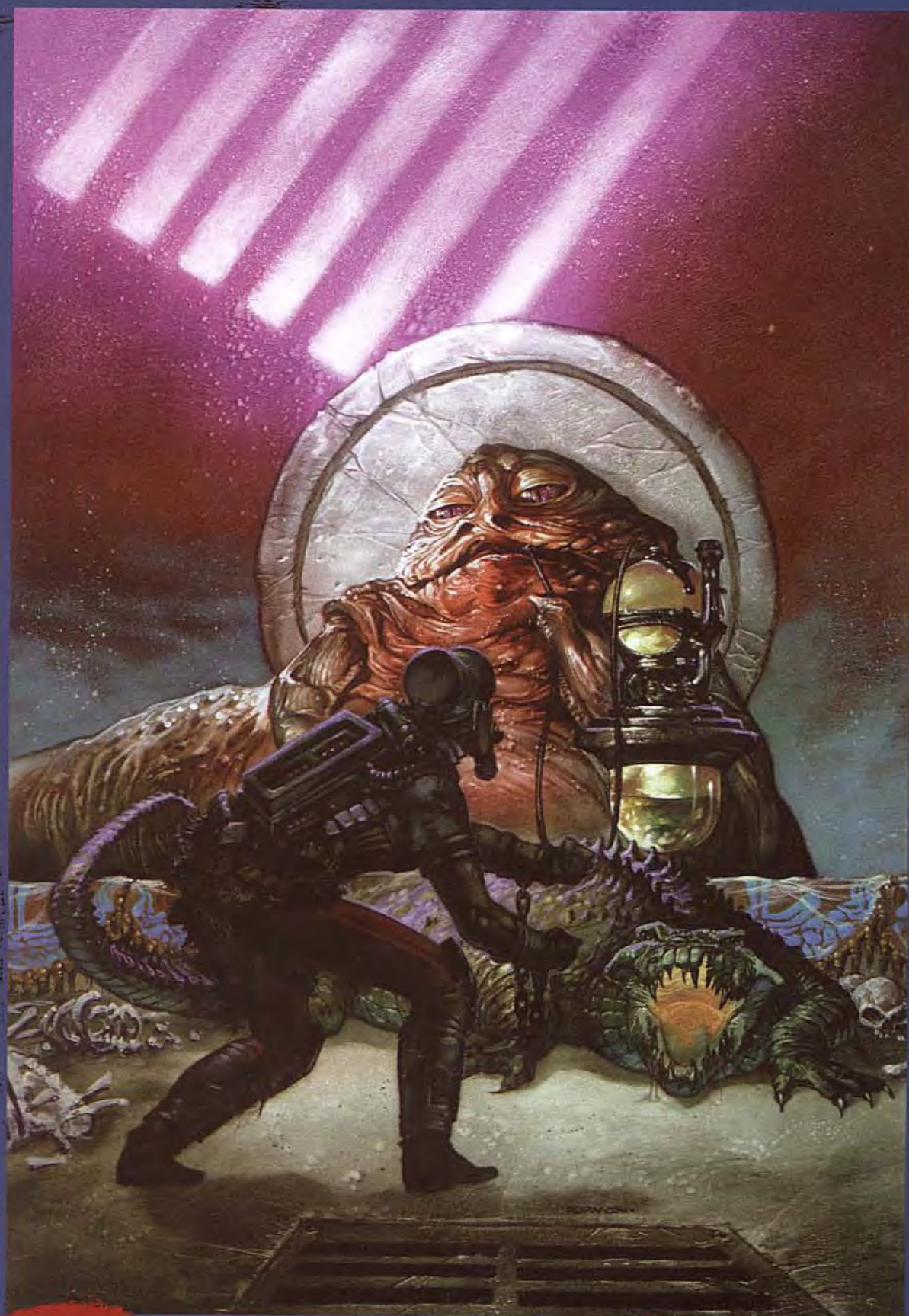
Sense Difficulty: Target's *Perception* or *control* roll. Modified by relationship.

Alter Difficulty: Target's *Perception* or *control* roll. Modified by relationship.

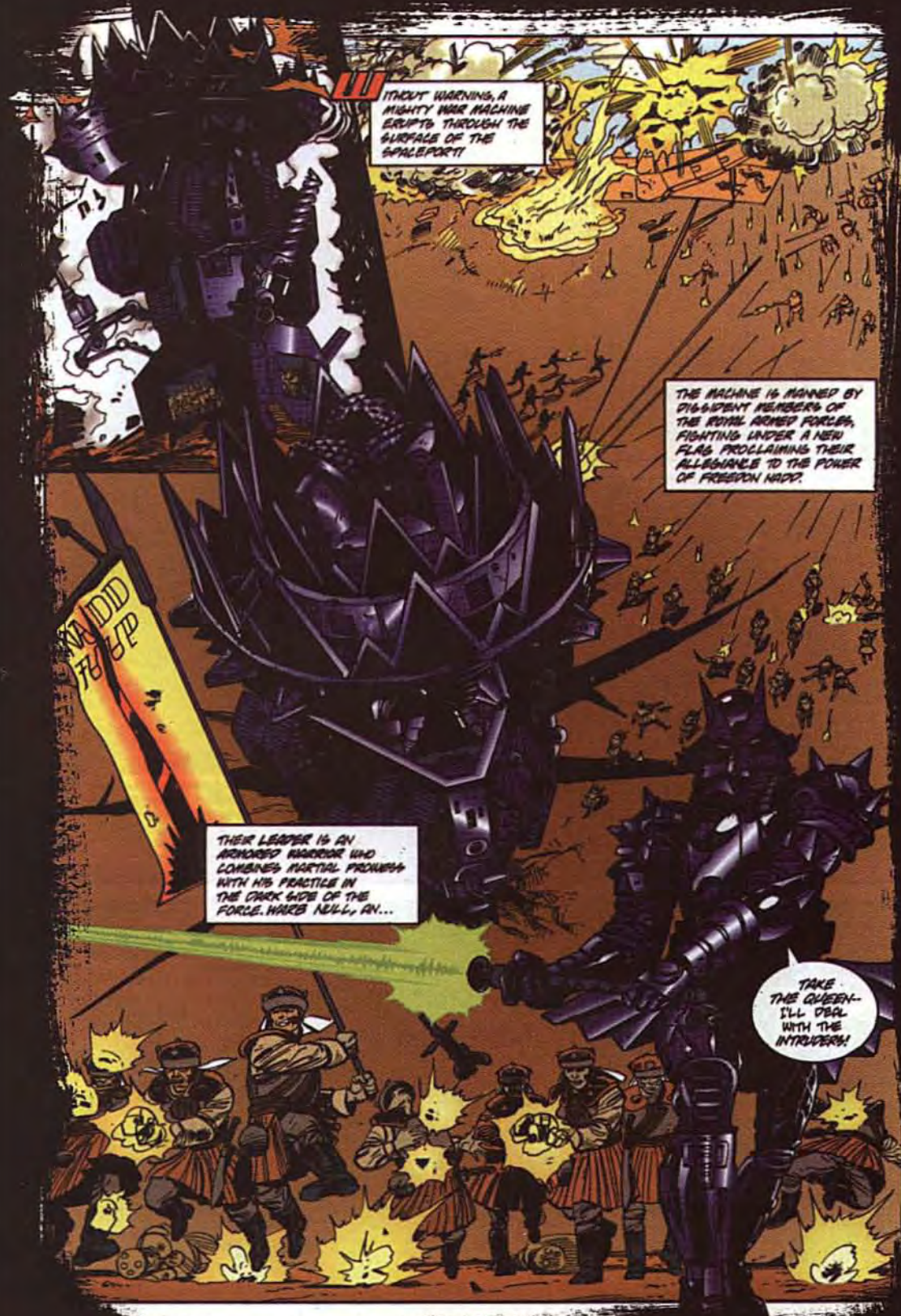
Required Powers: *Control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, farseeing, projective telepathy, affect mind, control mind, dim other's senses*

Warning: A character who uses this power immediately gets a Dark Side Point.

Effect: This dreadful power allows a Sith to sift through a person's mind and destroy all knowledge of specific events or learned skills. Use of the skill requires direct contact with the target, and only one specified objective can be pursued per session.







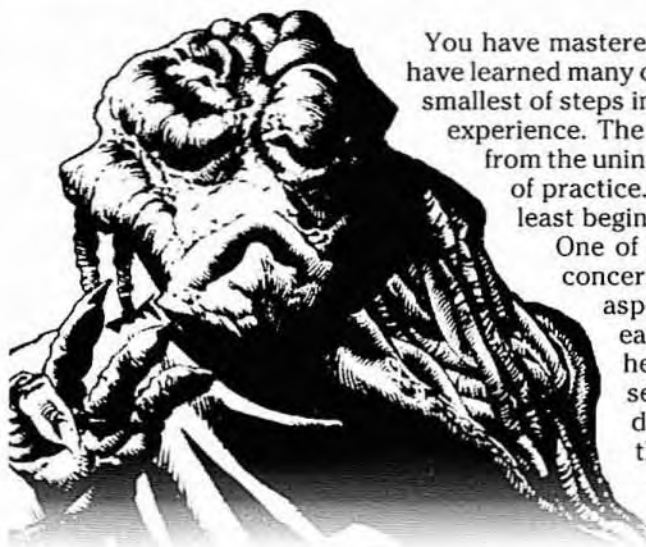


CHAPTER SIX NEUTRALS



Cristina Waid

In this age of conflict, law and order is often enforced by those who fight only for pay, or by those who are willing to seek justice through force....



You have mastered the basic tenets of the Jedi Way, and you have learned many of its techniques, but you have taken only the smallest of steps into a greater world. Much remains for you to experience. The Force possesses many subtleties that hide from the uninitiated, revealing themselves only after years of practice. These will come in time, but I feel I must at least begin to prepare you for this part of the journey.

One of the most important concepts to assimilate concerns the difference between the light and dark aspects of the Force. Many foolishly believe that each is immediately recognizable. Here the light, here the dark. But it is not so. The two have no separation — you should not consider them distinct entities. What links these two sides of the Force is a nebulous area of gray wherein the allegiance of any given being is not immediately apparent. The Jedi and the Sith stand at opposite ends of the spectrum, beacons of light and darkness, respectively. But the multitudes across the

galaxy lie somewhere in the center, some leaning toward the light, others falling toward the dark. These are the people who must be protected, who must be shown compassion and understanding, who must be guided to the light. These are the people who can be brought together beneath our luminescent banner to help us defeat the dark side ...

THE GALACTIC CAULDRON

The number of sentient species in the galaxy defies any attempt at accurate calculation. The Republic spends much of its resources exploring space, constantly expanding the Known Galaxy outward from its center in the Core Worlds. Life seems to continually beat the odds, propagating on planets many would consider uninhabitable, so this branch of the Republic government stands little chance of succeeding in its mission to catalog every species in the galaxy.

Each of these species has developed its own civilization, and together all of the space-faring peoples of the Republic have created a galactic community. Anyone who plies the spacelanes constantly encounters aliens he has never seen or heard of before, but most of these beings are in the midst of similar work, whether they are diplomats, traders, techs, explorers, or members of any of hundreds of professions.

THE MASSES

Though this book concentrates on the Jedi and the Sith, only the smallest sliver of the galaxy's population belongs to one of these two groups. Adventures set in this era should contain mostly non-Force-using characters, like those described in this chapter. Also, encourage players to select non-Jedi characters — though you shouldn't force them into such a decision. A party can always use a good pilot, mechanic, medic, or scout.

The adversaries of the characters also shouldn't always be Sith sorcerers. If so, the players would quickly become bored with the game because they would know what to expect at every turn. Introduce Sith characters slowly, bringing them from the periphery of the campaign toward the center in short steps.

For more about designing adventures and adversaries, see Chapter Twelve, "Running a *Tales of the Jedi* Campaign."



RANDOM ENCOUNTER TABLE

Characters traveling through space may encounter any of the following individuals or groups at or in the vicinity of an established jump point. Whenever characters arrive at a jump beacon or stay in the area for a substantial length of time (depending on the amount of travel through the particular jump point), roll 5D and consult the chart below. For more well-traveled routes, randomly select several entries.

5-6	Astrogation Survey Team
7-8	Bounty Hunter
9-11	Criminal
12-13	Diplomat
14	Force-user
15-16	Information Broker
17	Jedi Knight
18-19	Jump Beacon Patrol
20	Local Military Craft
21-22	Passenger Transport
23	Pirate
24	Republic Battlegroup
25	Rocket-jumper Patrol
26-27	Smuggler
28-30	Trader

CRIMINAL ORGANIZATIONS

Some beings have corrupted hearts and minds, their sense of morals and ethics thrown askew by the events of their lives or by their inherent tendencies, or by some combination of the two. These individuals come from all class strata, from the poorest street urchin to the wealthiest corporate executive. Whether led to such a life by necessity or by greed, criminals spend their days harming others, stealing away that which the true owners consider valuable, from money to lives.

Often groups of criminals collude, realizing that a joint effort increases the chances of success. Criminal organizations can be as small as a pair of petty thieves or as large as a corporate-structured syndicate controlling hundreds or even thousands of beings through dozens of sub-organizations. These collectives ply all forms of illegal activity, including (but not limited to) racketeering, thievery, blackmail, extortion, smuggling, and arms trading.

While Republic constabulary forces usually handle the investigation of crimes and the pursuit of criminals, the Jedi sometimes become involved with efforts to destroy the larger syndicates, especially when the group has managed to procure the allegiance of a Sith sorcerer or some other dark side Force-user.

The sheer amount of resources at the disposal of

successful criminal organizations — from finances and durable goods to underlings and political influence — makes them extremely powerful and dangerous. Even Jedi tread cautiously within the spheres of influence of such groups.

Fortunately, the use of hyperspace beacons for astrogation (which has created established spacelanes that only the brave or the insane would dare stray from) allows the Republic to monitor many of the normal trade routes, leaving only the more remote and less-traveled corridors completely open to criminal exploitation. But unlawful rogues have learned to manipulate the hyperspace beacons, reprogramming them to send ships into deep space, far from any Republic facility or battlegroup. This tactic has become a favorite of pirates and privateers the galaxy over.

BOGGA THE HUTT

Type: Hutt Ganglord

DEXTERITY 0D+2

Grenade 1D+1, pulse-wave weapons 1D+2

KNOWLEDGE 4D+1

Alien species 6D+2, bureaucracy 6D, business: criminal organizations 7D+2, intimidation 6D+2, planetary systems 5D, planetary systems: 7D+1, streetwise 5D, value 9D

MECHANICAL 1D+2

Astrogation 2D+1, repulsorlift operation 3D+1

PERCEPTION 3D+1

Bargain 4D+2, con 5D, forgery 6D+2

STRENGTH 3D

Brawling 5D, stamina 6D+1

TECHNICAL 1D

Computer programming/repair 3D+2

Special Abilities:

Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques, allowing them to roll double their *Perception* dice to resist such attacks. However, this resistance appears to prevent Hutts from learning Force skills.

Force Points: 2

Dark Side Points: 6

Character Points: 11

Move: 2

Capsule: Bogga the Hutt was born on Nal Hutta, the



homeworld of his species, but he maintains a residence on his personal moon in the Stenness systems. He rules the underworld in much of the sector, and his illegal enterprises continue to expand outward in every direction as he grows in wealth and power.

Great Bogga (as he prefers to be addressed) controls many individuals throughout the Stenness systems and surrounding space, whether through blackmail or monetary or political remuneration. As a result he knows everything that occurs within a half-dozen parsecs, allowing him to seek out opportunities and take advantage of them before other ganglords even become aware of their existence.

Recently Bogga has learned of a shipment of Adegan crystals being transferred from the planet H'ratt to Ambria. He made an educated guess that the young Jedi carrying them would have to stop at the Stenness hyperspace terminal, and there Bogga would have a trap waiting. The crimelord needed to obtain the crystals for a mysterious, cloaked individual who had offered to pay a Hutt's ransom for the precious gems. Great Bogga could not let such an opportunity slip away, especially when a sudden influx of capital at this point would enable him to overtake several border systems closer to the Galactic Core. Such a strategic location would then give him a gateway to the more wealthy civilizations.

Bogga professes a deep-rooted ability to forgive those who cross him, attaching the nickname "The Merciful One" to his name when involved in situations where leniency might come into play. No one has refuted this proclamation — mostly because they don't want to end up on the wrong side of a conflict with Bogga.

GRIMORG

Type: Weequay Palace Enforcer

DEXTERITY 4D

Brawling parry 5D+2, dodge 6D, firearms 4D+2, grenade 5D, melee combat 6D+2, melee parry 6D, missile weapons 5D+1, pulse-wave weapons 6D+2, thrown weapons 4D+2, vehicle blasters 4D+2

KNOWLEDGE 2D

Intimidation 3D+2, willpower 2D+2

MECHANICAL 3D+1

Ground vehicle operation 4D, hover vehicle operation 4D+2, repulsorlift operation 4D, swoop operation 3D+2

PERCEPTION 3D+2

Investigation 4D+1, search 5D+2

STRENGTH 3D

Brawling 7D+1, lifting 4D+2

TECHNICAL 2D

Armor repair 2D+2, demolitions 3D+1, first aid 2D+2, security 5D+1

Special Abilities:

Short-range Communication: Weequays of the same clan can communicate through complex combinations of pheromones. Aside from Jedi sensing abilities, no species is known to be able to detect such communications.

Character Points: 8

Move: 10

Equipment: Pulse-wave rifle (5D), durasteel polearm (STR+2D).

Capsule: Grimorg, one of Bogga's most loyal palace enforcers, spends most of his time hunting down and capturing individuals foolish enough to cross the ganglord. Several of his fellow clan members have recently joined the enforcer staff at his prompting. Using their short-range communica-



tion they can easily corral and corner their prey. As of their apprehension of Finhead Stonebone they have yet to fail in any of their hunts.

Bogga the Hutt relies on hundreds if not thousands of underlings to carry out his will.

Bogga's Thugs. All stats are 2D except: *dodge* 3D, *pulse-wave weapons* 3D+1, *repulsorlift operation* 2D+2, *hide* 2D+1, *brawling* 3D. Move 10. Pulse-wave blaster (3D+2).

DIPLOMATS

Republic City on Coruscant houses the entirety of the galactic government (aside from its sector outposts). Those politicians permanently stationed in the city handle all aspects of official legislation and policies, including budgets, trade agreements, social programs, law enforcement, and military matters, among others. Some bureaucrats, however, only rarely set foot on Coruscant. These individuals are charged with bringing new systems into the galactic community as well as settling disputes between member worlds of the Republic.

Political infighting within the Senate continues to plague the government, especially on issues concerning the use of military forces, but the majority of the Senators can quickly come to some type of compromise.

Recently, however, rumors have surfaced that one of the Senators — or a small group, as some reports have it — plans to sever the link between the Jedi Knights and the Republic. Though still whispered about the congested skyways of Coruscant, the rumor has yet to be proven true.

NETUS

Type: Republic Minister of Defense

DEXTERITY 3D+2

Archaic guns 4D+2, brawling parry 5D+2, dodge 6D+1, firearms 5D+2, grenade 5D, melee combat 7D, melee parry 6D+2, pulse-wave weapons 7D+1, running 4D+2, thrown weapons 5D+1, vehicle blasters 6D+1

KNOWLEDGE 3D+1

Alien species 5D, bureaucracy 6D+1, bureaucracy: Republic government 10D+1, law enforcement 5D+1, planetary systems 8D+2, tactics 7D+2, willpower 4D

MECHANICAL 2D

Archaic starship piloting 4D+1, astrogation 5D+2, capital ship gunnery 4D+2, capital ship piloting 5D+1, powersuit operation 4D, repulsorlift operation 5D+2, rocket pack operation 7D+2, space transports 3D+2

PERCEPTION 2D+1

Bargain 6D+2, command 7D, persuasion 5D+2

STRENGTH 3D

Brawling 7D+2, climbing/jumping 6D, stamina 4D+2, swimming 4D+1

TECHNICAL 3D+2

Computer programming/repair 5D, demolitions 5D+2, first aid 4D+1, security 4D+1

Character Points: 12

Move: 10

Capsule: As Republic Defense Minister, Senator Netus spends the majority of his time pouring over requests for military intervention, increased military presence, higher budgets for design and development of new weapons and defense systems, and other random needs. At the same time he must oversee matters of Republic security, the maintenance of Army and Naval forces, and the status of any current military engagements.

Netus has particular experience in this area, having served the Republic two-dozen years ago as a member of the elite rocket-jumper corps. This advance force heads many land-based conflicts, usually striking under cover of darkness at a low altitude in an effort to slip beneath enemy sensors.

Netus left the military life after a five-year tour, dedicating himself from that point on to politics. He has only recently assumed the role of Defense Minister and he hopes to correct all the problems he believes his predecessors created.

Though he approaches most issues with caution, he realizes that sometimes swift action wins the day — an opinion previous Ministers of Defense and many current Senators disagree with. As a result, he wastes hours or even days arguing for the approval of military action, all the while hoping that when the Defense Council finally reaches a consensus the conflict has not yet been won by the opposition.

DROIDS

Robotic automatons of various types serve in many facets of galactic civilization, from manual labor drones to etiquette and translation droids. These mobile machines (immobile mechanical/electrical constructs are traditionally referred to as computers) handle functions too difficult for their sentient counterparts, especially those requiring harsh conditions or quick calculation. Unfortunately, droids fail with respect to biological lifeforms in several areas, typically actions requiring

creative solutions, like combat maneuvers.

The droids of this era need constant recharging and maintenance to remain functioning. Once per week a technician must perform a "tune-up" on the droid. The feat requires a Very Easy *droid repair* roll. Failure means that the droid ceases to function immediately and remains inoperative until repaired (requiring a Difficult *droid repair* roll or the hiring of a droid tech for one-tenth of the droid's "new" cost).

A-3DO (THREEDEE)

Type: Duwani Mechanical Products 3DO Protocol/Service Droid

DEXTERITY 2D

KNOWLEDGE 4D

Alien species 6D+2, bureaucracy 5D+2, cultures 8D, languages 10D, planetary systems 9D+2, scholar: protocol 10D+1

MECHANICAL 3D+1

Ground vehicle operation 4D+1, hover vehicle operation 4D, repulsorlift operation 4D+2, sensors 5D, space transports 4D+2, starship shields 3D+2

PERCEPTION 2D+2

STRENGTH 3D

TECHNICAL 3D

Armor repair 3D+2, computer programming/repair 4D, repulsorlift repair 4D, space transports repair 4D+1

Equipped with:

- Humanoid body (two arms, two legs, head)
- Advanced fine-motor circuitry and servos for delicate repair-work
- Two visual and audial sensors — human range
- Vocabulator speech system capable of imitating vocal sound



waves within human range

Character Points: 3

Move: 7

Size: 1.6 meters tall

Cost: 1,500 credits (as purchased by Andur Sunrider)

Capsule: The droid A-3DO has developed a deep sense of loyalty to his current masters and considers himself a member of their family, insisting that they refer to him by the more colloquial designation Threedee. He dedicates most of his time to ensuring that the *Lightside Explorer*, Andur's and Nomi's passenger space transport, remains in top condition. The rest of his power-reserves he spends worrying about the family's safety and complaining about the risks he believes Andur takes all too often.

EXPLORERS

Much of the space beyond the Core Worlds remains a mystery to the Republic. Few detailed astrogation charts can be considered more than marginally accurate, and data on the systems and worlds themselves most often has little if any basis in truth.

To combat this lack of information, and in an effort to locate more civilizations to bring into the Republic, the galactic government has created a branch of the Science and Culture Administration called the Astrogation Survey Team. This agency is responsible for charting and cataloging all celestial phenomena past the borders of the Known Galaxy. Bulky survey ships loaded with sensor recorders and life-sustaining supplies spend three to six months exploring designated regions of space, returning with their collected data upon completion of the mission. All astrogation, system, and planetary information is stored in the central computer banks of the Science and Culture Administration on Coruscant, a section of which is available publicly from any terminal with access to the agency's computer gateway.

Individuals joining the Survey Team's ranks range from dedicated astrophysicists obsessed with obtaining data on as yet unseen spatial occurrences to rogues with a passion for the danger of piloting a ship with few defensive capabilities into unknown and possibly inhospitable territory.

FORCE-USERS

The ability to control and manipulate the Force is not the sole province of the Sith or the Jedi Knights. Other cultures have learned of the unseen energy field that exists within all things and have discovered how to access its power for their own purposes, whether peaceful or violent.

One notable Force-using civilization is the Kashi Mer monarchy in Phelleem sector, approximately thirty-one standard days from Coruscant (at x1 hyperdrive). The Kashi worship "the Breath" — as they refer to the Force — for its life-giving power. The Guardians of the Breath keep the lore of and the methods for calling on this ubiquitous energy by oral tradition — it is considered blasphemy to lay down this information in any concrete format.

The Guardians call on the Breath to aid in the growing of crops and the healing of the sick and injured. Also, Guardian Elders rely on the Breath to provide them with visions that tell them the appropriate path for the society as a whole to follow.

Each year, tens of thousands of Kashi pledge for a position among the Guardian hierarchy, but only a select few — often less than a handful — have the innate ability to access the Breath. At each level of Attainment, Kashi initiates learn more of the lore and powers of the Breath. But most Guardians find that they have a limit to their understanding and control over the Breath, and therefore at each stage of advancement there are fewer and fewer remaining candidates.

The Kashi Mer maintain an isolationist policy, refusing to even speak with off-worlders (though they do have

space-travel capabilities, including light-speed engines and craft). Those outsiders who believe the Kashi will accept them and teach them about the Breath usually find themselves locked in the depths of a dank cell for the rest of their lives for daring to utter such sacred words.

A few Guardians have been exiled over the centuries, sentenced to wander the galaxy world-less until they die. Some of these individuals have turned to evil ways, using the Breath for self-gain and the destruction of others. Those travelers who have encountered such ex-Guardians have no desire to ever enter the same parsec as one of their kind.

INFORMATION BROKERS

Information in this era is a highly priced commodity, especially with the relatively slow speed of hyperspace travel. Several starship corporations have designed special courier craft to transport time-critical correspondence or data across the galaxy. Many unscrupulous individuals have turned this legitimate business into a barely legal (if not blatantly illicit) trade in stolen information.

Most information brokers maintain a network of informants and spies at the major hyperspace terminals like Stenness in the outlier worlds. These beings are often employed by a business located within the terminal and sell their knowledge to the information broker for a modest (or exorbitant, depending on the nature of the information) fee.

JUMP BEACON PATROLS

Because all long-distance space travel relies on the existence and accuracy of jump beacons, the Republic has set up a special branch of the Spacelane Bureau to maintain, repair, and replace the astrogation satellites. Many of these patrols operate in deep space for months at a time. Pulling duty at a major terminal, therefore, seems like a vacation.

The Spacelane Bureau has noted over the years that beacon patrolers sometimes develop psychological dysfunctions as the result of long-term confinement in a claustrophobic environment. These maladies manifest themselves in a variety of ways, from paranoia to full-sensory delusions, and patrol members must therefore undergo psychological tests between missions. In one downplayed instance, an entire patrol disappeared with its craft after destroying a beacon that acted as a hub for travel between several major systems. The vessel and its crew have not been seen since.

PIRATES

Since a large percentage of natural resource exploitation occurs in the outlying colony worlds, like the three systems of the Stenness Node, pirates often find their prey far from Republic or local law enforcement vessels. These marauders lie in wait along established sublight routes — usually those leading to jump beacons — and attack cargo ships and ore-haulers at strategic points.

To combat this epidemic of pirate assaults (and to fill

their own coffers in the meantime), many ganglords have offered protection to these haulers — for a substantial fee, of course. These advance guard teams patrol designated regions of space, paying particular attention to the routes of those transports under their employer's protection. Any vessel that makes an aggressive move against a protected ship becomes the target of an immediate, all-out attack. Any captured pirates are typically brought before the ganglord providing the advance guard for "sentencing."

FINHEAD STONEBONE

Type: Alien Pirate Captain

DEXTERITY 3D

Archaic guns 4D+1, dodge 4D, pulse-wave weapons 3D+2, vehicle blasters 4D+2

KNOWLEDGE 2D+1

Business: piracy 4D+2, streetwise 3D, tactics: piracy 3D+2, value 4D+1

MECHANICAL 4D+1

Archaic starship piloting 6D, astrogation 5D+1, repulsorlift operation 5D, sensors 4D+2, space transports 6D+2, starship gunnery 5D, starship shields 5D+1

PERCEPTION 3D

Command 3D+2

STRENGTH 2D+1

TECHNICAL 3D

Security 4D, space transports repair 4D+2, starship weapon repair 4D+1

Character Points: 8

Move: 11

Captain: Captain Stonebone arrived to known space less than a decade ago without a single possession and unable to speak Basic. He quickly took to illegal means of generating income, finding a gunnery position aboard a pirate vessel in Vorc sector within a week of arrival.

Two years later he had assumed the role of first mate, and eventually stole and embezzled enough funds to buy his own pirate marauder corsair, the *Starjacker*.

After a short (but bloody) feud with his former employer over a territorial dispute, Stonebone decided head into the Stenness Node where new ore deposits had recently been discovered. There he became embroiled in a conflict with Bogga the Hutt, the vicious ganglord who dominates the Node. At first, Stonebone has struck a deal with Bogga: he would harass ore-haulers passing through the area so that their captains (and the corporations for which they worked) would be forced to go to Bogga for protection.

Unfortunately, Bogga decided to alter the agreement after Stonebone had performed his part of the bargain. Rather than letting the pirate score an occasional booty, Bogga's advanced guard intercepted the marauder ships on every attack, forcing Stonebone in a state of negative cash

flow and starships desperately in need of repair. With that he declared war on the Hutt, and pushed his pirate band to the limit trying to hit every hauler that passed through the region. Bogga was not pleased by the pirate's actions, and ordered the capture of Stonebone and any of his crew.

The mysterious pirate has several hidden holdouts within the Stenness Node and in surrounding space, and Bogga and his minions have had difficulty locating him. Stonebone remains an elusive quarry — no one has yet discovered what species he is a member of, which is the way he likes it. His true name lies masked behind a long list of aliases and alternate personas, though he currently goes by Finhead Stonebone — a meaningless name he purposely created to infuriate those who wish to uncover his true identity.

ROCKET-JUMPERS

The Rocket-jumper Elite Advance Unit has two main functions: 1. to hold the Republic battle line until reinforcements or heavy artillery and warcraft arrive, and 2. to perform limited-engagement reconnaissance, rescue, and quick-response missions. When needed, however, rocket-jumper units act as forward guard for large-scale ground conflicts.

Only the most-skilled combat officers and soldiers may join the ranks of this unit — only eight percent of the annual candidates succeed in winning a rocket-jumper billet.

Rocket-jumpers have a reputation for outlandish behavior in their off-hours, a stark contrast to their strict discipline in battle situations. To a jumper, nothing supersedes the mission objective. Failure or surrender is not an option.

Typical Rocket-jumper. All stats are 2D except: *Dexterity* 3D, *brawling parry* 3D+2, *dodge* 5D, *grenade* 4D, *pulse-wave weapons* 5D+2, *running* 3D+2, *tactics* 3D, *rocket pack operation* 6D, *sneak* 3D+2, *stamina* 3D+1, *swimming* 3D, *demolitions* 2D+2, *first aid* 3D. Move 10. Pulse-wave rifle (5D).

TRADERS

Many spacers make their living transporting goods between systems. Most are limited to a distance of one or two parsecs due to the length of time it takes to travel during this era. Most buyers are not willing to wait months for merchandise, instead relying on local substitutes. As a result, a given product often is found in a given cluster of systems, like mutonium ore in the Stenness Node. The farther a world is from Stenness, the less likely it is to have access to mutonium.

A sub-trade has developed as a result of this limitation. Various traders exchange cargo at hyperspace terminals (or in deep space when dealing in illegal goods), and then transport the newly traded merchandise to consumers in their normal domains. While this inflates the cost of the products, it enables individuals to obtain items they would not usually find in their region of space.

Typical Trader. All stats are 2D except: *business: trade* 4D, *languages* 3D+2, *planetary systems* 4D+2, *value* 4D+1, *astrogation* 3D, *space transports* 3D+2, *bargain* 4D+2, *space transports repair* 2D+2. Move 10. Pulse-wave blaster (4D).

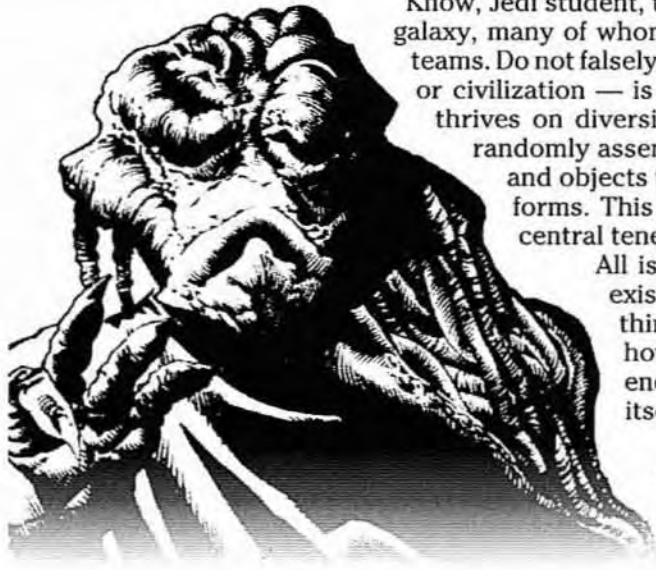


CHAPTER SEVEN SPECIES



Brian Ewing

A Vultan scout searches the horizon for evidence of native life. Many independent scouts the galaxy for new trade routes, civilization and items of value...



Know, Jedi student, that there are many species throughout the galaxy, many of whom yet remain hidden from Republic survey teams. Do not falsely believe that humans — or any other species or civilization — is more important than the rest. The galaxy thrives on diversity; nature is but an amalgam of elements randomly assembled into finite entities, beings, creatures, and objects that quickly fade and then rise again in new forms. This concept, then, is the heart of all. It is the central tenet required to understand the universe.

All is one, and one, therefore, is all. No duality exists in this statement. This is how you must think. This is what guides you, what tells you how to conduct yourself. This is the Force, the energy that lives in everything, that is existence itself —

I can see that you are having trouble penetrating this idea, and that is expected. But you must not dismiss it. You must instead concentrate on acquiring enlightenment, though it may seem impossible. Many Jedi, even some of the greatest Masters,

devote years to this very issue. Do not give up.

I see that I have again strayed from the discussion at hand.

Now, there are many species in the galaxy ...

THE GALACTIC CAULDRON

Life overcomes all obstacles that would thwart its existence. Just travel to any sector and look upon the wondrous variety of life forms that exist upon countless worlds. Species of all kingdoms and classes rise and fade away over the millennia, playing their part in the galactic continuum, contributing to the evolution of all life.

Many species throughout the Known Galaxy have thrived for millennia, and will continue onward through other epochs — Hutts, Twi'leks, Gotal, and humans, to name just a few. When running adventures in the *Tales of the Jedi* era, feel free to use any aliens listed in other *Star Wars* products, especially *Galaxy Guide 4: Aliens* and *Galaxy Guide 12: Aliens — Enemies and Allies*. Just check the historical notes in each entry to determine whether or not that species could have had a part in galactic society 4,000 years before *Star Wars: A New Hope*. (For example, the Noghri were largely unknown in the time of the New Republic; obviously, this species should not appear in *Tales of the Jedi*-era adventures.)

This chapter includes four alien species unique to this setting. All appeared in the *Tales of the Jedi* and the *Freedon Nadd Uprising*; future sourcebooks will cover aliens from the subsequent comic series.

MIRALUKA

The Miraluka closely resemble humans in form, although they have non-functioning, milky-white eyes.

The Miraluka's home planet of Alpheridies lies in the Abron system at the edge of a giant molecular cloud called The Veil. Unfortunately, none of the standard trade routes pass near Abron, thereby segregating the system and its inhabitants from the rest of galactic civilization. As a result, the Miraluka (who migrated to Alpheridies several millennia ago when their world of origin entered a phase of geophysical and geo-chemical instability during which the atmosphere began to vent into space) have become an independent and self-sufficient species.

Since the Abron system's red dwarf star emits energy mostly in the infrared spectrum, the Miraluka gradually lost their ability to sense and process visible light waves. During that period of mutation, the Miraluka's long-dormant ability to "see" the Force grew stronger,



The Nazzar government, which controls three neighboring systems — including the homeworld of Nazzri — shifted gradually from a monarchy to an oligarchical theocracy led by a sovereign and fourteen praefects, the heads of the fourteen sects of the *Ulizra*, the state religion of Nazzri.

The Nazzar always follow the tenets of *Ulizra*, almost to the point of fanaticism. They use the religion's laws to guide them in all decisions. At the foundation of *Ulizran* theology lie three main rules: seclusion from outsiders (who might taint the Nazzar culture), the destruction of

until they relied on this Force-sight without conscious effort.

Gradually the Miraluka settled across the entire planet, focusing their civilization on agriculture so that they required little in the way of off-world commodities. Though small industrial sections arose in a few population centers, the most advanced technologies manufactured on Alpheridies include only small computers, repulsorlift parts, and farming equipment.

The Miraluka follow an oligarchical form of government in which all policies and laws are legislated by a council of twenty-three representatives, one from each of the planet's provinces. State legal codes are enforced by local constables — the need for a national force has yet to come about.

Few Miraluka leave Alpheridies. Most are content with their peaceful lives, and have no desire to disrupt that equilibrium. Over the centuries, however, many young Miraluka have experienced an irrepressible wanderlust that has led them off-planet. Those Miraluka encountered away from Abron usually have a nomadic nature, settling in one area for only a short time before growing bored with the sights and the routine.

MIRALUKA

Attribute Dice: 12D
Attribute Minimum/Maximums:

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 1D/5D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

Force sight: The Miraluka rely on their ability to perceive their surroundings by sensing the slight Force vibrations emanated from all objects. In any location where the Force is in some way cloaked, the Miraluka are effectively blind.

Move: 10

Size: 1.6–1.8 meters tall

NAZZAR

The Nazzar have equine facial features, but their bipedal bodies can otherwise be considered analogous human. Their short fur ranges in color from light gray to deep blue-black.

blasphemous philosophical and theological belief systems that undermine *Ulizra*, and above all, the importance of the society over the individual.

Off-worlders often receive less-than-friendly welcomes from officials, as — according to the Nazzar — most aliens possess strange and potentially dangerous ideals that might threaten *Ulizra*.

Nazzar encountered in the galaxy at large usually hail from one of two major types. The first are the exiles, those who in some way defiled an *Ulizran* temple or otherwise broke one of its moral codes. These Nazzar



seek knowledge of other civilizations, hoping to find a place where they belong.

The second are the preachers who strive to spread the Ulizran beliefs beyond Nazzri and its sister systems. Often these fanatical evangelists get themselves into local trouble by declaring a building or business blasphemous and frightening away those who wish to enter. These individuals are best avoided, for they often become belligerent when they are refuted or silenced.

NAZZAR

Attribute Dice: 12D
Attribute Minimum/Maximums:

DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 1D/3D
PERCEPTION 2D/4D
STRENGTH 2D/5D
TECHNICAL 2D/4D

Story Factors:

Fanaticism: Nazzar have a profound sense of loyalty to any relationships they enter, either as a friend, ally, or member of an organization. They fiercely defend anyone and anything toward which they have made such any form of vow.

Move: 12/14

Size: 1.5-2.1 meters tall

VULTAN

The Vultan reside on the planet Volta in the Atreyis system at the spinward edge of the Mid Rim. Their civilization has existed for more than ten millennia, gradually blossoming from a feudal agricultural economy

into a thriving trade and high technology center.

Vultan males have a net of inter-



twined cartilage that covers their delicate cranial region, forming a first defense against injuries to the head. Females of the species have a similar formation, but the cartilage protrusions point away from the head rather than lying parallel.

Vultan society is eclectic and trendy, constantly progressing through fads in everything from fashion to technology. The founders of Greff-Timms Industrial, a world-spanning conglomerate that produces pulse-wave weapons and communications devices, all hailed from Volta. The headquarters of the company remain in the capital city of Drom, and multi-level complex of tall edifices, artificial parks, and parking bays, all connected by a labyrinthine system of skyways (enclosed bridges that link one structure with another).

Many Vultans enjoy the trader's life, while the remainder engage in professions that sustain and support that industry, from legal counsels to the manufacture of repulsorlift ignition coils. Vultans are generally curious and friendly, although some have been known to possess a relentlessly competitive nature. They are fascinated by devices they have not before encountered, and are often willing to part with a great deal to be the first Vultan to obtain a given piece of technology.

VULTAN

Attribute Dice: 12D
Attribute Minimum/Maximums:

DEXTERITY 2D/5D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 2D/4D
TECHNICAL 2D/4D

Story Factors:

Technological Curiosity: Most Vultan constantly seek out new forms of technology, often offering outrageous sums to obtain a given device.

Move: 10/12

Size: 1.5-1.8 meters tall

ZEXX

The Zexx's most prominent feature is the pair of wickedly shaped tusks that jut from the sides of their mouths. These sharp bones can tear apart living tissues for consumption or for other, more fiendish purposes.

The Zexx have heavily muscled bodies and thick skeletons, giving them an imposing stature that often frightens individuals of smaller species. Their skin color ranges from an off-white to a dark blue or gray.

The Zexx homeworld of Prazhi lies on a major trade route through the Expansion Region. Before the arrival of galactic traffic, the Zexx had lived under a tribal system where strength and cunning held more importance than knowledge and intelligence. Now, the planet boasts several docking areas complete with cantinas, refueling stations, and repair shops. Many Zexx earn a living working at these sites, while many others have signed on board trading (or smuggling) vessels as body guards and loadlifters.



The species as a whole possesses a fierce sense of ownership and division of property. Anyone who borrows an item from a Zexx without asking often finds himself flying quickly toward the nearest hard wall.

ZEXX

Attribute Dice: 12D

Attribute Minimum/Maximums:

DEXTERITY 1D/3D

KNOWLEDGE 1D/3D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/6D

TECHNICAL 1D/3D

Story Factors:

Sense of Ownership: Zexx never allow others to borrow any item for any length of time. They hoard as many possessions as possible, even if the object in question serves absolutely no purpose in their lives.

Move: 12/15

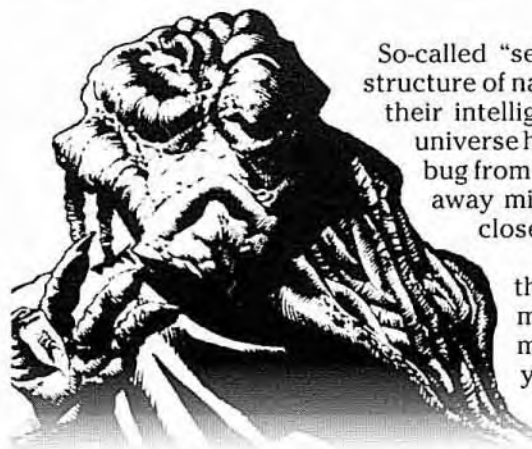
Size: 1.8–2.5 meters tall

CHAPTER EIGHT CREATURES



Christina Wald

Some Jedi can actually speak with animals and creatures, forming a bond with these beasts that can often be unnerving...



So-called "sentience" does not equate with importance in the structure of nature. All creatures — no matter their size, no matter their intelligence, no matter their station — all beings in this universe have the same impact on this very moment. If a thizzlebug from Alpheridies flaps its wings, a star two dozen parsecs away might erupt in a spectacular supernova. This is how closely bound all entities are.

Remember what you have heard many times before: the Force penetrates all existence and links it together, making every element dependent on every other element. You must bear this concept in mind whenever you come to a crossroads. Let this understanding guide you, let the Force grant you the wisdom to choose the correct path.

This chapter covers the creatures that appeared in the first seven *Tales of the Jedi* comic books. While some are unique to certain planets, you may create creatures of a similar nature to populate your own worlds and adventures.

BOMA BEASTS

Many Onderonians know the boma beast better than they would have liked. These monstrous beasts skulk about the forests of Onderon, their massive bodies destroying the flora underfoot. Many children's tales speak of the dreaded beasts and of their terrible vengeance against those who dare to invade their territory.

Exiles from Iziz at first feared the boma beasts, creatures whose mottled green skin allowed them to blend into the thick forests and ambush anyone who ventured too close. Over time, however, the beasts and the exiles learned more about each other, realizing that they could coexist in a symbiotic relationship.

Modon Kira's stronghold, set deep within a forest not too far from Iziz, is guarded by several tribes of boma beasts. In exchange, the exiles provide safe areas where the beasts can propagate and raise their young.



Boma beasts follow a simple tribal structure. Each tribe has its own pattern of skin coloration, which any boma beast can identify immediately. Even the Onderonians at the stronghold have learned how to recognize the tribe to which a particular beast belongs.

Boma beasts have sharp, spike-like bone protrusions which at first glance appear to be wicked weapons meant for aggressive purposes. As the forest Onderonians have discovered, however, these tusks are used for defense, protecting the beast's vulnerable face and skull. As any citizen of Iziz would say, anyone encountering such a creature would do well to avoid testing this theory.

BOMA BEASTS

Type: Monstrous forest-creature

DEXTERITY 3D+2

Dodge 4D, running 5D+1

PERCEPTION 4D

Hide 6D+2, search 6D, sneak 6D+2

STRENGTH 7D

Brawling 8D+2, climbing/jumping 9D, lifting 8D+2, stamina 9D

Special Abilities:

Claws: STR+2D damage

Spikes: Any attacker making a successful melee strike on a boma beast immediately suffers 6D damage from the creature's razor-sharp spikes.

Move: 18

Size: 2–3 meters tall

Orderliness: 3D

COLOSSUS WASPS

The immense planet of Ithull boasts a variety of enormous creatures, the most well known of which is the colossus wasp. These insects measure more than a kilometer long from head to tail, their wingspans reaching several hundreds of meters.

Enterprising bio-engineers discovered that a dead colossus wasp's carapace could withstand incredible pressures, like those associated with hyperspace travel. After decades of research, the engineers designed a combination chemical/metallurgical/biological starship using the wasp's exoskeleton as the foundational structure. The theoretical model survived all computer simulations, most with more than satisfactory results. The only remaining step was to construct and test a real ship — and that meant capturing a colossus wasp.

The wasps feed on stellar radiation, raw proto-materials, and various types of creatures that can survive in a vacuum (especially space slugs). Wasp hunters quickly learned that the giant insects preferred to hunt for nourishment in asteroid fields, and therefore searched the swathes of rocky debris throughout the Stenness Node for deceased wasps.

When the prototype performed even better, the colossus wasp starship business began in earnest. While those companies building such vessels claim that all carapaces come from creatures found floating dead in space, several groups of scientists researching space-faring beings' migration patterns believe that at least a small percentage of wasps are hunted and killed for their exoskeletons.



COLOSSUS WASP

Type: Giant insect

DEXTERITY 2D

Dodge 2D+2

PERCEPTION 4D

Hide 6D+2, search 4D+2, sneak 5D+2

STRENGTH 7D

Stamina 8D

Special Abilities:

Space Survival: The colossus wasp does not require any type of gas to remain alive, and can withstand the pressures of zero gravity.

Move: 1 (space)

Size: 1–1.5 kilometers long

Scale: Starfighter

GORM-WORM

This meter-and-a-half-long reptile is native to the planet Gorm on the galactic frontier. The deadly venom the creature injects into its victim's bloodstream has caused the gorm-worm to become an expensive commodity across the galaxy. The smaller specimens can command values in the hundreds of thousands of credits on the black market. But these buyers do not come from the Republic Creature Museum on Coruscant. Rather, most beings who purchase a gorm-worm do so for nefarious purposes.

Bounty hunters throughout the Known Galaxy keep gorm-worms as a part of their arsenal of lethal weapons. When bounties enter restricted areas into which conventional weapons cannot pass, a bounty hunter can carry his "pet" through the security gates without so much as a second glance.

The venomous attack of the gorm-worm also makes it dangerous to capture, thereby keeping the supply of such creatures low, and therefore, their price astronomical. Those inexperienced with gorm-worm hunting would do well to avoid these creatures at all costs.



GORM-WORM

Type: Venomous reptile

DEXTERITY 5D

Dodge 6D+2, **running** 5D+2

PERCEPTION 3D

Hide 4D, **sneak** 4D+2

STRENGTH 1D

Special Abilities:

Bite: STR+1D

Lethal Venom: Any individual bitten by a gorm-worm must immediately make a stamina roll against a Moderate difficulty. Failure means that the victim's wound level instantly drops to Mortally Wounded.

Move: 15

Size: 1–1.5 meters long



HSSISS

Many Sith sorcerers and dark-side devotees keep a pack of hssiss with them at all times. Jedi scholars who have studied the ways of the Sith believe that these creatures may in some way either aid those who call on the dark side of the Force or protect them from discovery by muting the Force emanations produced by their foul wizardry. This theory has led to the nickname "dark side dragons" for the hssiss species.

These reptilian beasts vary in color from black to a mottled dark green and can be found on many worlds throughout the galaxy (though it is not known whether they developed naturally on those planets or were brought there by Sith wizards millennia ago). A double row of spikes extends down their back from their heads to their tails, and five- to seven-centimeter-long fangs protrude from both their bottom and top jaws.

HSSISS

Type: Ferocious dark-side reptile

DEXTERITY 3D+2

Dodge 4D

PERCEPTION 2D+1

STRENGTH 3D

Brawling 4D+1, **swimming** 5D

Special Abilities:

Light-side Disruption: Any being using the Force without spending a Dark Side Point suffers a –2D penalty from all Force skills during that attempt (those Force-wielders with 2D or less in any skill cannot use any power that relies on that skill, i.e., they may not spend a Force or Character Point to use the power).

Move: 8

Size: 1.75–2 meters long

NEEK

Neeks congregate in flocks much like avian creatures, banding together for protection and more efficient hunting, as well as for breeding and general camaraderie. The herbivorous reptilian beasts serve as food for larger predators, especially hssiss. Their main defense is the need for only one to two hours of sleep per cycle, allowing them to rejuvenate in "shifts" so that at least a quarter of the population in any flock remains awake at all times to guard against attackers.

Their large eyes can dilate and expand to absorb whatever amount of light waves they need to perceive their surroundings, even on the darkest of nights or the brightest of days. A collection of selection holes on either side of their relatively long necks captures sound waves for interpretation by their brains. Many explorers bring two or three neeks along when venturing into new territory since the creatures visual and audial sensitivity allows them to pick up any sign of danger before it becomes too late.



NEEK

Type: Herbivorous reptile

DEXTERITY 2D+1

Dodge 3D, running 3D+1

PERCEPTION 6D

Search 7D+2

STRENGTH 1D+1

Special Abilities:

Visual Acuity: Neeks gain a +2D bonus to all *search* skills involving visual detection.

Audial Acuity: Neeks gain a +1D+2 bonus to all *search* skills involving audial detection.

Move: 7

Size: .25-.5 meters

WARBEASTS

Onderon's moon Dxun supports a teeming wildlife dominated by enormous flying predators called simply "warbeasts." Eons ago the atmospheres of the moon and the world would meld when the two spheres passed extremely close to one another during the summer season of the lunar calendar. The warbeasts would then invade Onderon, capturing as many creatures or sentient beings as they could before the planet-moon connection was broken.

The annual attack motivated the Onderonians to construct protection against the marauders. Soon the first citadels and strongholds developed into one massive city called Iziz. Gradually the Onderonians grew strong enough to repel the beasts, but the invasions did not cease until the slowly expanding orbit of Dxun eventually took the moon out of range of Onderon even in the summer months.

But in the meantime, many warbeasts had migrated to Onderon permanently, feeding on the helpless beings either denied entrance into Iziz or cast out by the ruling monarch. Over time, however, even the exiles managed to construct strongholds, but rather than trying to eradicate the warbeasts, the forest-dwellers tamed the creatures, turning them into flying mounts. This relationship caused the citizens of Iziz to dub the outcasts "beast-riders." (See Chapter Nine, "Vehicles and Starships," for more information on warbeasts.)

WARBEASTS

Type: Armored avian

DEXTERITY 3D+1

Dodge 4D+2

PERCEPTION 2D

STRENGTH 7D

Brawling 7D+2, stamina 8D

Special Abilities:

Flight: Warbeasts can sail through the air, but cannot hover.

Move: 22 (flying), 3 (walking)

Size: 2-2.5 meters long

Scale: Speeder

Orneriness: 3D+1

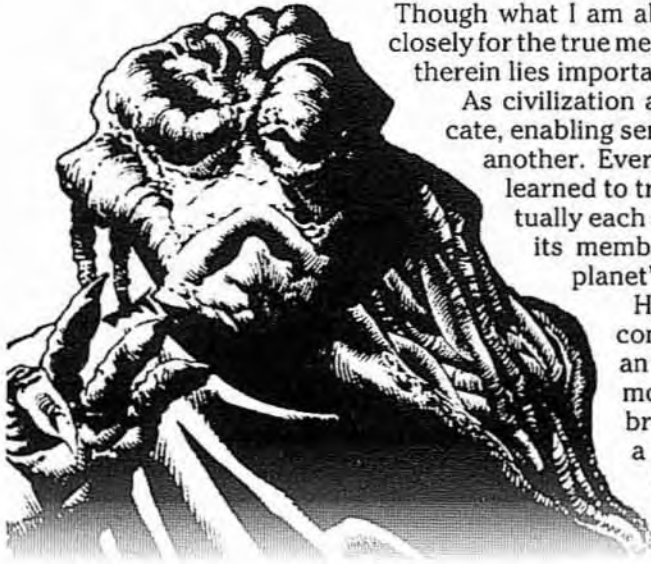


CHAPTER NINE

VEHICLES AND STARSHIPS



Smugglers take great risks and brave capture and death,
.. in order to reap huge rewards...



Though what I am about to say may at first seem obvious, listen closely for the true meaning behind and within my words. Somewhere therein lies important understanding.

As civilization advances, its technology becomes more intricate, enabling sentient life to break through one boundary after another. Every young species throughout the galaxy first learned to traverse its world upon native beasts. But eventually each society developed machines that could propel its members over land and liquid, or high above the planet's surface through the atmosphere.

Hyperspace theory and conjecture soon became common practice when light-speed travel through an alternate dimension spread through the galaxy more than 20,000 years ago. These vessels now bring members of countless species together into a single galactic community, where ideas and beliefs may be shared. Unfortunately, so, too, does war erupt between species that would never have met had they remained confined to their native worlds.

Notice that the technology in itself does not possess good or evil. It does not have a light or a dark nature. Those who use these devices may cause a vehicle, a ship, or even a weapon to seem to belong to one side of the Force or the other, but rarely do these items contain such an essence. (Those that do I will not speak of now.) This distinction is one of the keys to unlocking the secret of existence; remember it well ...

PROPULSION TECHNOLOGY

Beings across the galaxy use many types of vehicles and starships to move from one place to another, from living creatures and combustion cylinders to repulsorlift engines and ion drives. While some of this technology exists in one form or another in the future (most notably, the era of the Empire), the versions encountered during this period have slower accelerations, require more fuel, and in general have less accuracy. Most systems depend upon the direct interaction of sentient pilots, though primitive auto-piloting software can perform routine operations that involve nothing more than maintaining constant velocity and direction (and even then, slight deviations can send vessels kilometers or even parsecs off course).

ASTROGATION

Starships attempting travel at lightspeed must fly along established hyperspace routes demarcated by jump beacons. These beacons contain information about spatial phenomena, galactic drift, and destination coordinates that enable it to calculate a current (and hopefully safe) spacelane between its location and the desired end point.

Each jump beacon can send a vessel to only a limited number of other jump beacons with which it is configured. This network of beacons allows a starship to travel to virtually any location, but the length of time required to do so might take months or even years depending on the number of mid-point beacons, especially with the rate of beacon degradation.

The Republic Spacelane Bureau maintains a force of jump beacon patrols on constant repair and inspection duty, but the sheer number of beacons limits optimal levels of performance to around 80 percent. Whenever a starship contacts a jump beacon to request astrogation coordinates, roll 1D. On a roll of one the beacon is currently malfunctioning. Depending on what is more helpful to your storyline, you may decide that the beacon provides inaccurate data (either to a point in deep space or to a different jump beacon) or does not function at all.

Characters use their *astrogation* skill to access a jump beacon and provide the destination and the ship data necessary for the beacon to calculate the appropriate hyperspace route.

Most beacons are located in open space between systems where they are least affected by the gravitational pull of celestial bodies.

WEAPONS

Vehicles may incorporate any of a variety of mounted weapons, from high-acceleration slug-throwers, mass-drivers and railguns to advanced pulse-wave cannons. Most starships bear turbolaser cannons, heavy pulse-wave cannons, or concussion projectiles, depending on their standard configuration, any mechanical and electronic modifications, and intended use (as an ore-hauler, an advance guard, an exploratory vessel, et cetera).

SHIELDS

Many vehicles and starships, especially military craft, carry one or two types of shield generators. Concussion shields protect vessels against collisions with high-speed particles, from motes of dust and debris to concussion projectiles launched by other vehicles or ships. Energy shields, the most recent of protective technologies, defend against any type of high-intensity energy streams (like lasers) or spatial distortions (like pulse-waves).

Note that vehicles and starships listed herein contain two shield die codes. The first represents the concussion shielding, and the second the energy shielding. In the era of the empire, concussion (particle) shields operate automatically along all fire arcs, but in this era an individual must manipulate concussion shield concentration to protect against large projectiles (like small asteroids and launched missiles) as is the norm for energy shields.

SENSORS

Sensor technology has developed slowly over the millennia. At this point, most ships have the ability to detect dangerous levels of radiation, the presence of other starships in the immediate vicinity, pressures surrounding the vessel, temperatures of nearby objects, and large concentrations of life forms on planets or other celestial phenomena.

Unlike future incarnations, current sensors cannot be manipulated to focus or search modes, remaining in passive reception most of the time, unless an operator purposely seeks out information, in which case the sensors go into scan mode. Note that the vehicles and vessels listed below therefore contain only two sensor die codes: passive and scan.

COMMUNICATIONS

Communication between (or among) individuals, vehicles, and starships may occur via one of two methods. Direct contact requires a clear line of sight between the two parties. Any spatial phenomena of large proportion and therefore the ability to cause gravitational distortion (planets, moons, stars, black holes, and the like) disrupting the line of sight prevent communication. Even when functioning without interference, however, this form of contact has a limited distance, usually within a star system (or even shorter for less powerful arrays).

The second method of communication commonly used throughout the galaxy utilizes the hyperspace jump beacons strategically situated in thousands of systems from the Core to the Frontier. Messages (sound wave and data files only) are digitally addressed and encoded and are sent through the jump beacons at hyperspace speeds. Routing software within the beacons accepts the data stream, returns a confirmation receipt to the last beacon relay, reads the destination, calculates the best route, forwards the message to the next beacon, and waits for confirmation. If a beacon does not receive a "message accepted" reply from the next beacon within a given time parameter (usually one and a half times the normal period to reach the beacon), it re-sends the message. After a specified length of time without a response, the sending beacon issues a "failed communication" message backward through the network to the origination point.

This second method, while able to reach far across the galaxy, requires much more time and can be more easily intercepted, altered, or lost. The biggest problem, however, revolves around the current location of the sender. If the receiver wishes to reply to an inquiry, the message is automatically addressed to the sender at the jump beacon where the data stream originated. If the sender had issued the data from a mobile location (like a starship), and has left the area of the jump beacon, he will not receive the reply unless he has registered his ship's network address at another jump beacon (and even so the message will take much longer to arrive since the routing software of search for the new address). Unfortunately, most beings must use this system, for the only alternative type of trans-galactic communication is the carrying of the message (or the sender himself) by a starship to the receiver.

VEHICLES AND VESSELS

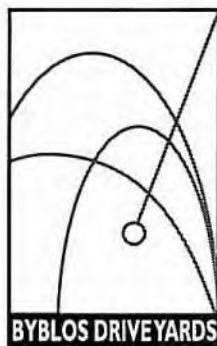
The following transportation devices appeared in the first seven *Tales of the Jedi* issues. While some vehicles and starships were modified by their owners, they are easily alterable to standard configurations for use in any campaign.

MAJOR VEHICLE AND STARSHIP CORPORATIONS

• **Akin-Dower.** Akin-Dower is a subdivision of Corellia StarDrive, specializing in mining equipment. Like Corellia StarDrive, Akin-Dower is based in the Corellian system. Akin-Dower often hires escorts to guard shipments of machinery to Frontier worlds.

AKIN DOWER

• **Byblos Drive Yards (BDY).** Byblos Drive Yards is a fairly prominent manufacturer of transports, freighters and industrial vessels. In general, these vessels are of marginal quality, though the technicians in BDY's employ can often be called upon to perform "non-standard modifications" (often illegal) for a fee.



• **Core Galaxy Systems (CGS).** Core Galaxy Systems is one of the most recognized ship manufacturers of the Republic, and is steadily diversifying. Core Galaxy has offices in most major Core World cities and is even branching out into the more remote worlds of the Frontier. Due to fierce rivalry with Corellia StarDrive, Core Galaxy Systems often hires freelance prospectors and scouts to search out and defend sources of raw materials. Less-scrupulous individuals can occasionally find work as industrial spies for Core Galaxy Systems, a practice the company vehemently denies.



• **Corellia StarDrive (CSD).** Corellia StarDrive is — as the name implies — based in the Corellia system. StarDrive's operations are growing at a phenomenal rate, though competition with Core Galaxy Systems has led to reduced profits in some commercial markets. However, the military market is dominated by Corellia StarDrive, as Republic warships are generally of CSD manufacture. Corellia StarDrive often hires brave — some would even say foolhardy — individuals to test-fly new designs. While the pay for such ventures is often quite high, the risk is equally great.



• **Eleaor Propulsion.** Eleaor Propulsion is based in the Kashi system, a region dominated by a strong monarchy. Krispus Eleaor is a nobleman of Kashi, who — mainly as a hobby — branched out into the lucrative business of constructing customized luxury personal conveyances. Eleaor designs are generally limited to ground vehicles and some repulsorlift craft, he plans to branch out into star yachts and other such high-priced vessels in the future. Eleaor Propulsion often hires scouts to procure unusual animal hides, jewels, and other rare items to decorate the finished vehicle.



• **Hoersch-Kessel Drive, Inc (HKD).** Hoersch-Kessel Drive, Inc. is one of the top three ship-design firms in the Republic. While it used to be the top company, it has fallen on hard times of late, and is currently fending off a buyout attempt from a group of Nimbanese. HKD is currently downsizing slightly, so individuals looking for work should look elsewhere.



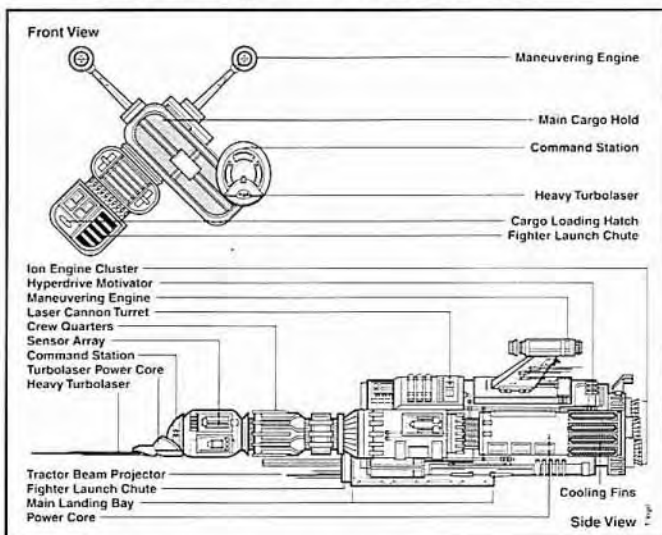
STARSHIPS

ENFORCER ONE

Bogga the Hutt retrieved this powerful dreadnaught from the Ord Trasi salvage yards after the Republic decommissioned it. Originally designed as a planetary assault and occupation vessel, *Enforcer One* was converted by the crimelord into a devastating space-combat starship. Once outfitted with additional laser cannons for starfighter engagement, the vessel became the flagship of Bogga's fleet, bringing him victories he would never have secured otherwise, most notably the successful raid on the Nematiec Gang's asteroid base.

ENFORCER ONE

Craft: Core Galaxy Systems Dreadnaught
Type: Modified dreadnaught
Scale: Capital
Length: 900 meters
Skill: Capital ship piloting: dreadnaught
Crew: 45, gunners: 20, skeleton: 25/+15
Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 2D+2
Passengers: 50
Cargo Capacity: 3,000 metric tons
Consumables: 2 weeks
Cost: 900,000 credits (new), 500,000 (used)
Hyperdrive Multiplier: x10
Hyperdrive Backup: x22
Maneuverability: 1D
Space: 4
Atmosphere: 275; 800 kmh
Hull: 5D
Shields: 3D; 4D
Sensors:
Passive: 20/1D
Scan: 45/2D
Weapons:
Heavy Turbolaser
Fire Arc: Forward
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D+2
Space Range: 1-8/15/30
Atmosphere Range: 100-300/1.2/2.5 kilometers



Damage: 9D

16 Laser Cannons

Fire Arc: 4 front, 4 back, 4 left, 4 right

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 2D+2

Space Range: 1-3/7/10

Atmosphere Range: 50-100/250/400 meters

Damage: 2D+1

4 Tractor-beam Projectors

Fire Arc: 1 front, 1 back, 1 right, 1 left

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/20

Atmosphere Range: 2-6/15/40 km

Damage: 4D+2



ITHULLIAN ORE-HAULER

Carved from the massive carapace of a dead colossus wasp, the Ithullian Ore-Hauler has immense cargo holds that rival the capacity of even the largest of Core World trade vessels. The wasps are native to the giant planet Ithull in the Stenness Node. These space-faring creatures consume raw materials from asteroid fields, spending 18 of Ithull's 25 months of-world, returning only to mate, bear young, and teach the new-born the fundamentals of survival.

No corporation or other entity constructs Ithullian Ore-Haulers on any kind of permanent basis. The resources required to retrieve a husk and fit it with decks, electronics, computers, sensors, weapons, and life support are so costly that each such vessel is commissioned individually, with half of the final cost due up front. Usually a group of bio-engineers and bio-technicians undertake the work, at once earning funds and conducting experiments concerning the exoskeleton's interaction with the various chemicals and electronics necessary to convert the dead hulk into a reliable starship.

STANDARD ITHULLIAN ORE-HAULER

Craft: Ithullian Ore-Hauler

Type: Cargo ship

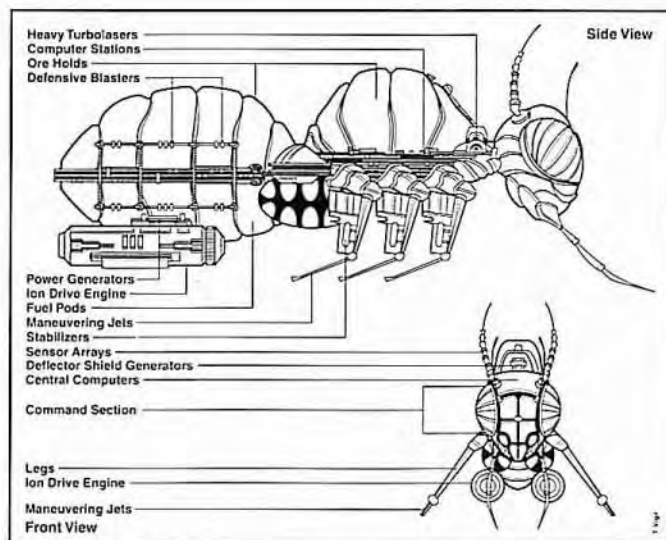
Scale: Capital

Length: 1.1 kilometers

Skill: Capital ship piloting: ore-hauler

Crew: 15, gunners: 14, skeleton: 10/+10

Crew Skill: Astrogation 3D+1, capital ship gunnery 4D, capital ship piloting 3D+2, capital ship shields 3D+2, sensors 3D



Passengers: 35
Cargo Capacity: 500 metric tons
Consumables: 1 month
Cost: 200,000 credits (new), 120,000 (used)
Hyperdrive Multiplier: x15
Hyperdrive Backup: x25
Maneuverability: 1D
Space: 2
Hull: 4D+2
Shields: 2D; 4D
Sensors:
Passive: 15/1D
Scan: 25/2D
Weapons:
2 Heavy Turbolasers
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 1-8/15/30
Atmosphere Range: 25-50/75/100 kilometers
Damage: 7D
12 Defensive Blasters
Fire Arc: 6 left, 6 right
Crew: 12
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-2/4/8
Atmosphere Range: 10-30/50/70 meters
Damage: 2D+1

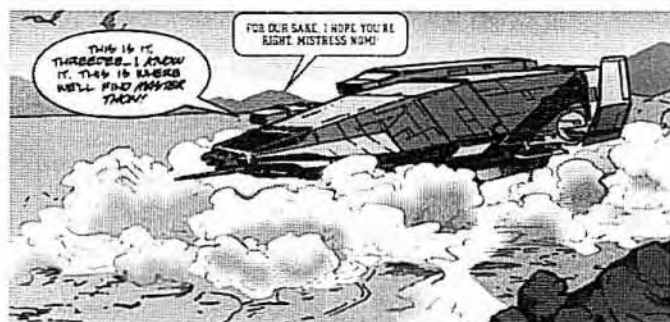
LIGHTSIDE EXPLORER

Andur Sunrider's Hoersch-Kessel *Vaya*-class scout ship vaults across hyperspace propelled by its six ion engines. Lacking the finer skills of starship modification, Andur made no alterations or additions to his craft, which he bought used from a Vultan dealer on Nak Shimor along the Perlemian Trade Route near the border between the Colonies and the Inner Rim.

Not configured for prolonged combat engagement, *Vaya*-class starships nevertheless make excellent exploratory and scout vessels. The Republic Astrogation Survey Team, a branch of the Science and Culture Administration, relies on this model to bring its scientists

and explorers into uncharted regions of space (and back out again). Ninety-seven percent of the *Vaya*-class vessels undertaking such missions return without complications or malfunctions of any kind.

The single documented problem concerns the ion engine acceleration. During complicated maneuvers (usually at high rates of speed), the two left-most engines have a tendency (about 15% of the time) to shut down, sending the ship into an uncontrolled spin. If a pilot rolls a one on the Wild Die while attempting a stunt with a difficulty of 10 or higher, the ship's two left engines shut off and the vessel goes into a wild spin. The maneuver automatically fails and the pilot must make a Moderate *space transports* skill roll to bring the craft under control again.



LIGHTSIDE EXPLORER

Craft: Hoersch-Kessel *Vaya*-class Scout Ship
Type: Scout ship
Scale: Starfighter
Length: 30 meters
Skill: Space transports
Crew: 1, gunners: 2
Passengers: 4
Cargo Capacity: 60 metric tons
Consumables: 1 month
Cost: 45,000 (new), 15,000 (used)
Hyperdrive Multiplier: x8
Hyperdrive Backup: x15
Maneuverability: 3D+1
Space: 2
Atmosphere: 450; 700 kmh
Hull: 3D
Shields: 3D; 2D
Sensors:
Passive: 6/0D
Scan: 15/1D
Weapons:
Laser Cannon
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-2/8/18
Atmosphere Range: 50-100/350/650 meters
Damage: 3D
Concussion Projectile Launcher
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/2/5
Atmosphere Range: 25-60/90/120 meters
Damage: 5D

NEBULON RANGER

Corellia StarDrive originally developed the *Coruscant*-class starship for courier missions into hostile sectors of the Galactic Frontier. Usually the ships carried important policy information regarding the Republic's presence and law enforcement in border regions or disputed territories.

This vessel's excellent combat record, however, quickly earned it a reputation as an effective deterrent to opposition, and the Republic therefore commissioned hundreds more of the starships for use along its contested boundaries as well as for Republic picket duty along the major (and a few of the minor) trade routes.

NEBULON RANGER

Craft: Corellia StarDrive *Coruscant*-class Heavy Courier

Type: Heavy courier

Scale: Starfighter

Length: 150 meters

Skill: Space transports

Crew: 1, gunners: 1

Passengers: 6

Cargo Capacity: 25 metric tons

Consumables: 2 weeks

Cost: 50,000 (new), 23,000 (used)

Hyperdrive Multiplier: x11

Hyperdrive Backup: x17

Maneuverability: 3D

Space: 4

Atmosphere: 275; 850 kmh

Hull: 3D

Shields: 4D

Sensors:

Passive: 20/1D

Scan: 50/3D

Weapons:

Pulse-wave Cannon

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

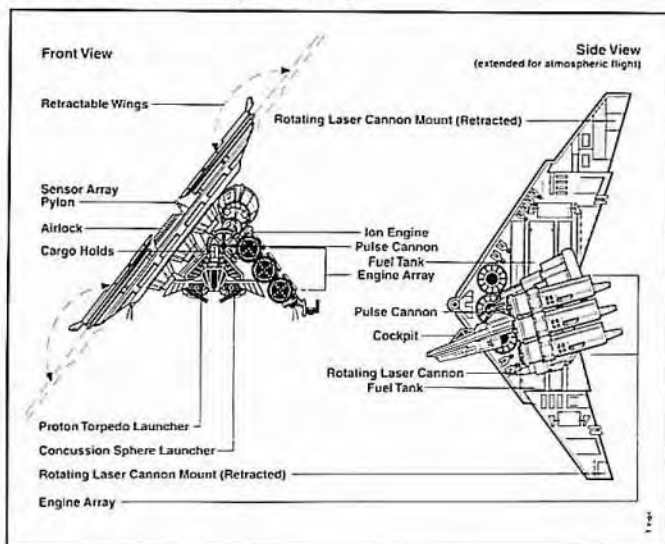
Fire Control: 3D

Space Range: 1-2/7/12

Atmosphere Range: 25-75/150/200

Damage: 5D

3 Laser Cannons (fire-linked)



Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D+1

Space Range: 1-3/10/18

Atmosphere Range: 50-100/200/300 meters

Damage: 9D

4 Proton Torpedo Launchers

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1/2/6

Atmosphere Range: 25-50/70/90 meters

Damage: 8D

2 Short-range Concussion-sphere Launchers

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

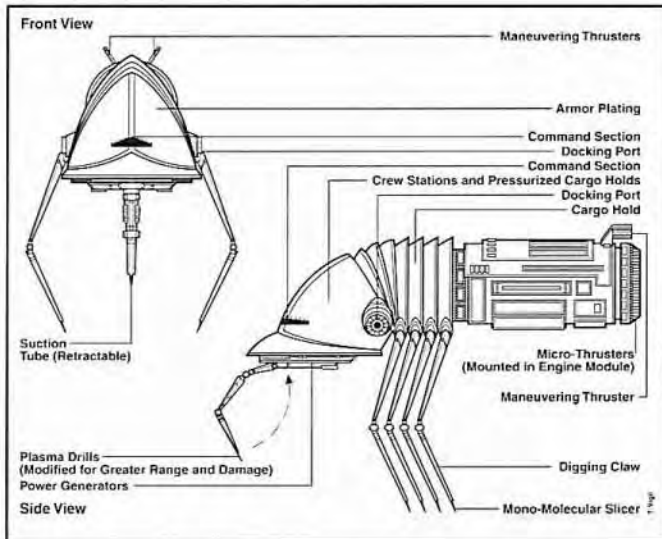
Space Range: 1-2/4/6

Atmosphere Range: 20-40/60/100 meters

Damage: 7D

STARJACKER

Byblos Drive Yards E-2 Asteroid Miners are found throughout the galaxy in mineral-rich asteroid fields. Mechanical pincers grapple tumbling asteroids and plasma drills then cut the rock into smaller chunks. These more manageable pieces are sucked up the cen-



tral suction tube, where the valuable ore is filtered out and routed to large tanks in the cargo area. All waste material is diverted into pods near the aft of the vessel for use as thruster fuel.

The captain of the *Starjacker*, Finhead Stonebone (one of several aliases), modified his Asteroid Miner into a marauder vessel with the ability to assault ore-haulers



and steal whatever precious minerals fills the cargo hold. The pincers allow the ship to attach itself to the side of its prey so the high-power plasma drills can rip open the hull. The suction tube then drops into the hold and sucks out the ore within. To increase his chance of succeeding in his raids, Stonebone also replaced the E-2's normal engines with Corellia StarDrive microthrusters.

STARJACKER

Craft: Byblos Drive Yards E-2 Asteroid Miner

Type: Modified mining ship

Scale: Starfighter

Length: 110 meters

Skill: Space transports

Crew: 14, gunners: 4, skeleton: 10/+10

Passengers: 150

Cargo Capacity: 200 metric tons

Consumables: 1 week

Cost: 20,000 (new), 12,000 (used)

Hyperdrive Multiplier: x12

Maneuverability: 4D

Space: 6

Atmosphere: 300; 900 kmh

Hull: 6D

Shields: 2D; no energy shielding

Sensors:

Passive: 6/0D

Scan: 15/1D

Weapons:

2 Plasma Drills

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/5/8

Atmosphere Range: 20-40/60/80 meters

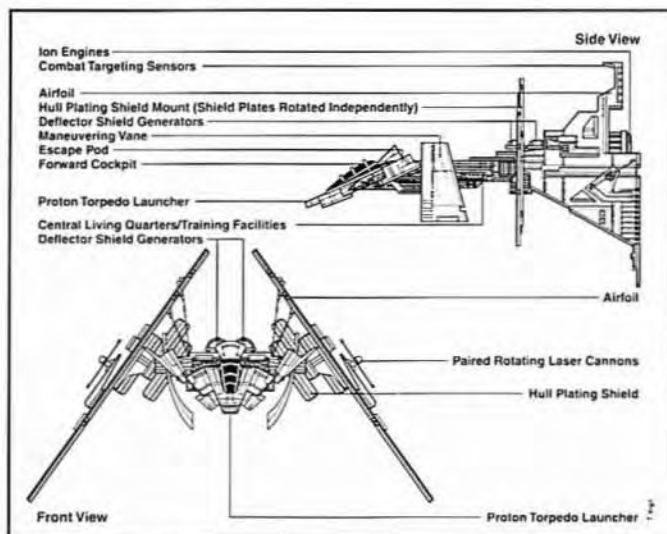
Damage: 8D

THE SUNGEM

Master Arca Jeth's Hoersch-Kessel *Delaya*-class Courier Ship boasts 21 ion engines, providing it power beyond most starfighter-scale vessels. Its aerodynamic construction, especially its computer-controlled maneuvering vanes and retractable airfoils, gives it superior sublight performance, enabling it to fend off most attacks by similarly sized and outfitted ships.

Movable sections of hull plating reinforce the concussion and energy shields, essentially creating a double layer of protection. The ship's high-yield proton torpedoes cause extensive damage to their targets, though Master Arca resorts to their use only in desperate situations.

Overall, the *SunGem* seems like too powerful a ship for a Jedi Master. Those who venture inside, however, immediately reverse that thought. The interior of the ship is filled with meditation chambers, lightsaber training areas, Jedi lore datacards, plus a full-range variable gravity and atmosphere room that can simulate any hostile planetary conditions. These areas — plus eight bunk beds — allow Arca to bring seven Jedi apprentices with him wherever he travels so that he can fulfill his duty to those worlds that call on his help as well as to his students.



THE SUNGEM

Craft: Hoersch-Kessel *Delays*-class Courier Ship

Type: Standard courier ship

Scale: Starfighter

Length: 70 meters

Skill: Space transports

Crew: 2, skeleton: 1/+5

Passengers: 8

Cargo Capacity: 10 metric tons

Consumables: 2 weeks

Cost: 85,000 (new), 45,000 (used)

Hyperdrive Multiplier: x7

Hyperdrive Backup: x15

Maneuverability: 4D

Space: 7

Atmosphere: 325; 950 kmh

Hull: 4D

Shields: 4D; 3D

Sensors:

Passive: 10/0D

Scan: 15/1D

Weapons:

Proton-torpedo Launcher

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1+2+5

Atmosphere Range: 25-70/100/150

Damage: 10D (high-yield), 7D (normal)

2 Laser Cannons

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-2/10/20

Atmosphere Range: 50-100/250/400 meters

Damage: 4D

VEHICLES

ONDERONIAN WAR MACHINE

The Akin-Dower Groundborer was developed to enable new colonies to quickly create a complex of subterranean tunnels and chambers for use as living quarters while above-ground artificial atmosphere spheres were constructed. A group of Onderonian members of the Naddist regime purchased a used Groundborer and added four medium blasters to convert it into an offensive vehicle. Iziz citizens gave it the name "Onderonian War Machine" after it burst from the ground and stole the sarcophagi of Freedon Nadd and Queen Amanoa.

ONDERONIAN WAR MACHINE

Craft: Akin-Dower Groundborer

Type: Subterranean groundborer

Scale: Walker

Length: 120 meters

Skill: Ground vehicle operation

Crew: 15, gunners: 5, skeleton: 8/+10

Crew Skill: Ground vehicle operation 3D+2, vehicle blasters 4D

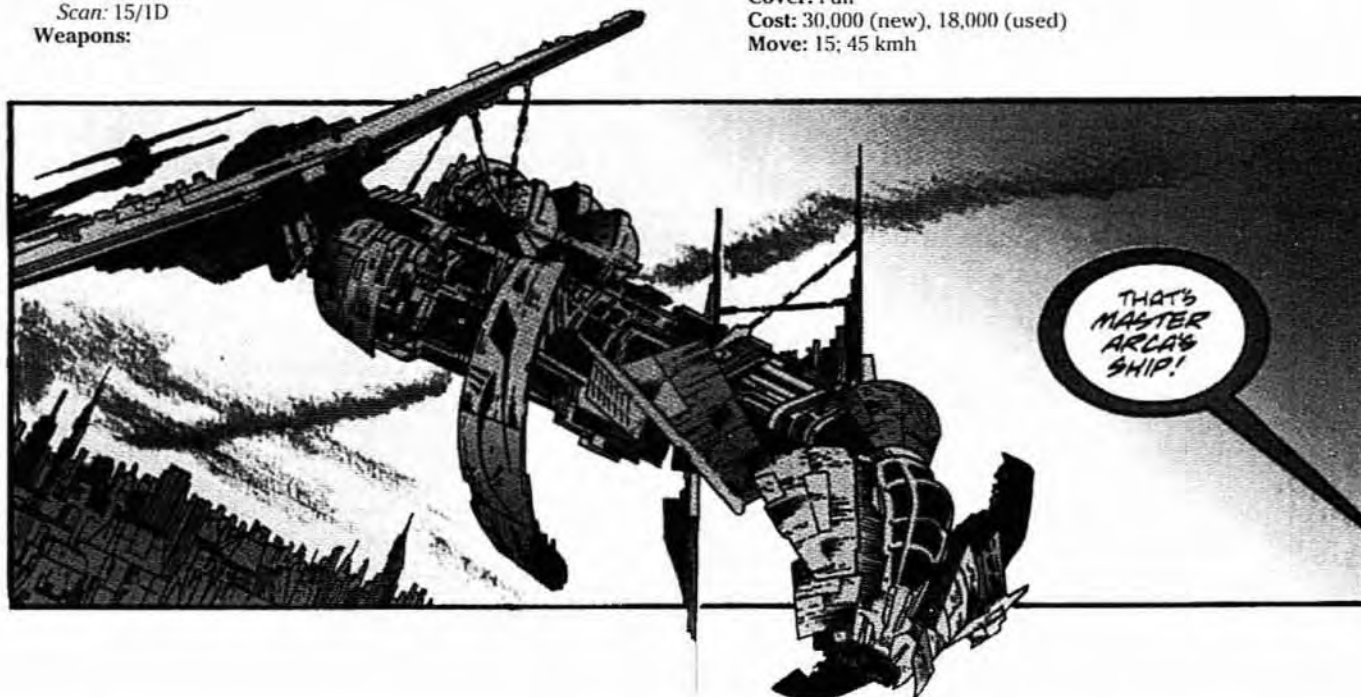
Passengers: 50

Cargo Capacity: 1,000 kilograms

Cover: Full

Cost: 30,000 (new), 18,000 (used)

Move: 15; 45 kmh





Body Strength: 5D

Weapons:

4 Medium Blasters

Fire Arc: 1 Front, 1 back, 1 left, 1 right

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D

Range: 25-50/120/200 meters

Damage: 3D

SAIL BARGE

Sail barges are most often used to haul cargo from one population center to another on worlds with large sections of uninhabited land. Hutts especially prefer this type of craft to transport their own enormous bulk from their abodes to their interplanetary vessels or to other various locations across the planet.

SAIL BARGE

Craft: Eleaor Propulsion Twilight Sailer

Type: Sail barge

Scale: Speeder

Length: 25 meters

Skill: operation

Crew: 10, gunners: 2, skeleton: 5/+10

Crew Skill: Varies

Passengers: 150

Cargo Capacity: 135 metric tons

Cover: Full to 1/4

Altitude Range: Ground level-8 meters

Cost: 200,000 (new), 40,000 (used)

Move: 21; 60 kmh

Body Strength: 2D

Weapons:

2 Heavy Blasters

Fire Arc: 1 left, 1 right

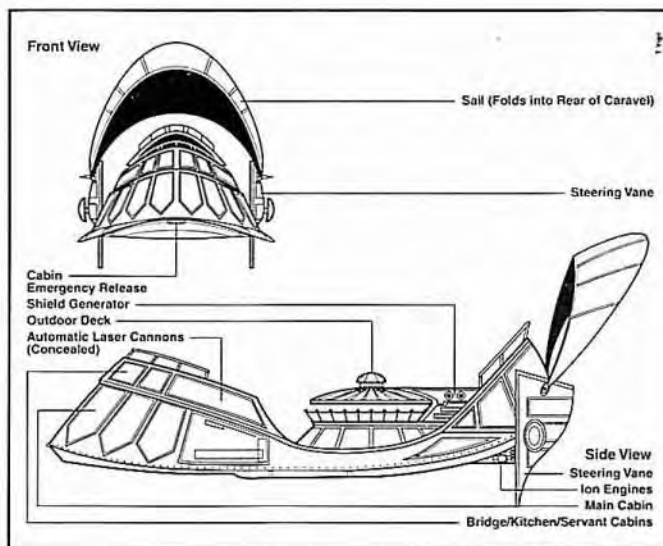
Crew: 1

Skill: Vehicle blasters

Fire Control: 2D+1

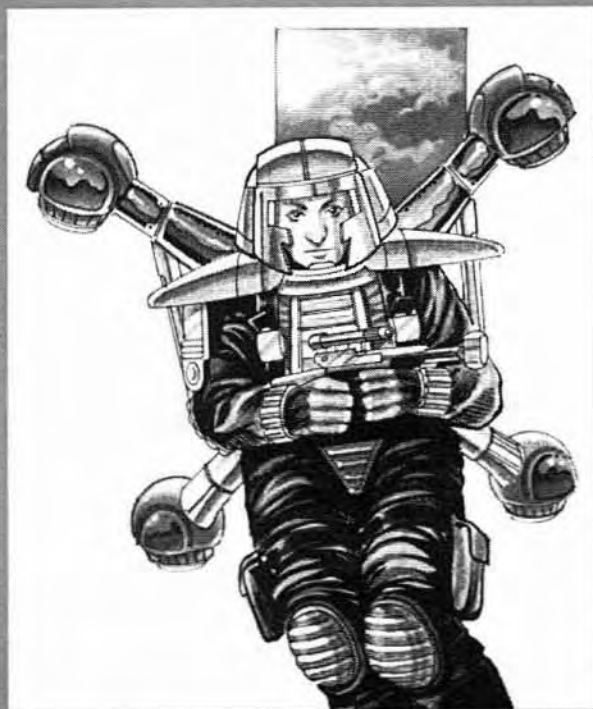
Range: 25-75/140/250 meters

Damage: 5D



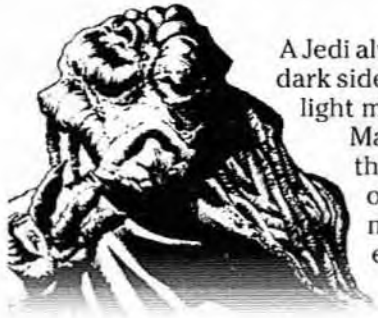
CHAPTER TEN

TECHNOLOGY



Christina Weid

The elite "Rocket Jumpers" rely on a combination of technology and bravery to defend the Republic against its enemies...



A Jedi always takes advantage of the tools at hand. The ways of the dark side are often subtle and deceptive, so those who cling to the light must constantly be on guard.

Many technological devices can aid in this task, especially those involving communication and healing. There are weapons, as well — but these must be used only in times of dire need when lives hang in the balance and the Jedi must engage in battle to stave off the dark side ...

This era of Jedi Knights and Sith sorcerers possesses all manner of technology, from lightsabers and wave-weapons to med-aids and com-relays. These devices have changed little over the centuries as few revolutionary discoveries have occurred since the invention of hyperspace travel.

As a result of the expense of transporting goods between systems, many worlds develop and manufacture their own technological items — which may or may not be compatible with similar products from other planets. Blowing out a machine's power cell far from its world of origin can become a major disaster. Often technicians are able to jury-rig a replacement (with potentially dangerous side effects), but many times the device remains inoperative until the proper part can be obtained. (See the jury-rigging rules on pages 3–5 of *Galladinium's Fantastic Technology*.)

Some of the items listed below include notes on possible modifications to increase the efficiency or raw power output. These alterations usually require a considerable amount of time to complete, and can result in poorer rather than better operation if the technician makes even the smallest of errors.

MAJOR CORPORATIONS

Name	Products/Services
Core World Arms	Armor, blast-rifles
Drolan Plasteel	Armor, weapons/custom molds
Duwani Mechanical Products	Computers, droids/droid repair and modification
Greff-Timms Industrial	Pulse-wave weapons, communications
Jassim Design	Medical and electronic products
ProTech	Armor, pulse-wave weapons
Zim Systems	Explosives, rocket packs



GENERAL EQUIPMENT

BREATH MASKS

Breath masks are personal atmosphere-filtration systems that provide breathable gasses for limited periods of time. While these devices are useful, they cannot sustain the wearer in vacuum. In general, these devices only last up to two hours for non-humans; most alien species that cannot breathe in human-favorable conditions find breath masks of marginal utility. Humans — as one of the more dominant species in the Republic — can use breath masks up to five hours before requiring replacement filters.

BREATH MASK

Model: Duwani Mechanical Products Breather-1

Type: Portable atmosphere-filtration system

Cost: 150

Availability: 2

Game Notes: Allows characters to survive in otherwise hostile gaseous environments. Note that the breath mask does not protect against gravitational or air pressures.

CODE SLICER

As electronic locking systems grow more sophisticated, so do the needs of criminals and law-enforcement officials. The code slicer was developed to infiltrate the electronic hardware of many locks and literally slice the cabling that these security measures generally contain. While keeping the electronics busy, a low-power energy torch burns through the locking mechanism. In general, it takes between five to eight minutes to successfully use a code slicer.

CODE SLICER

Model: Duwani Mechanical Products UniSlice

Type: Security code breaker

Skill: Security

Cost: 2,000

Availability: 3

Game Notes: Provides +1D security bonus to attempts to bypass or break through security measures.

DEHYDRATED FOOD PACK

Dehydrated food packs are — as the name implies — moistureless nutritional supplements that can be stored indefinitely while occupying minimal space (a major concern on most space-faring vessels). Unfortunately, these food packs — while providing sustenance — leave much to be desired in flavor. Spacers often pack provisions of “real” food (perishable foodstuffs) to augment a vessel’s rations. Ordering a disobedient crewman to subsist on these “dry packs” is a common form of punishment in the military.

DEHYDRATED FOOD PACK

Type: Standard dehydrated food pack

Cost: 2

Availability: 1

Game Notes: Each dehydrated food pack contains enough nourishment for a human for one meal (does not include liquids).

FIBRA-ROPE

Fibra-rope is synthetic rope manufactured in small, thin spools. The rope is fairly durable, consisting of three large fibrous “cables” that are tightly woven together. These filaments are usually between six and eight centimeters in diameter. While fibra-rope is bulky, it is capable of supporting up to 750 kilograms of weight.

FIBRA-ROPE

Type: Standard fibra-rope

Cost: 10 per 25 meters

Availability: 1

Game Notes: Can resist up to 750 kilograms of force before breaking.

GYRO-GRAPPLER

The gyro-grappler was originally designed for used in the Republic military, acting as an aid to scaling walls or sheer inclines such as mountains or cliff-faces. The gyro-grappler is essentially a large grappling hook that is equipped with powerful micro-thrusters that propel the

MISCELLANEOUS ITEMS

The following items are also fairly common “adventuring gear” that appears in the *Tales of the Jedi* era. Many of these items can be requested during character generation, and have an average cost of five credits if a character attempts to purchase them during an adventure.

Bandoleer

Belt

Blaster Holster

Boots

Chemise

Cloak

Datadoc

Flight Jacket

Gloves

Heavy Coat

Portable Computer

Pouch

Sheathe (knife or sword)

Stow Bag

Torch

Tunic

hook (and any rope attached to it) forward. This thruster package is extremely quiet and allows throws up to 120 meters.

GYRO-GRAPPLER

Type: Standard gyro-grappler

Cost: 15

Availability: 1

Game Notes: The gyro-grappler has built-in microthrusters that activate upon throwing, propelling the device forward in the intended direction. All climbing skills rolls have a bonus of +1D for characters employing a gyro-grappler in their ascent.

INFRA-GOGGLES

These common night-vision devices decode ambient infra-red and ultra-violet light and enhance the image, allowing greater visibility in near-dark conditions.

INFRA-GOGGLES

Model: Drolan Plasteel Infra-goggles

Type: Infrared goggles

Cost: 300

Availability: 2

Game Notes: Reduces darkness-related attack difficulty modifiers by 2D. However, if intense light (from a glowrod or other sudden source of illumination) is shined directly on the goggles, the wearer must immediately make a Difficult willpower roll or be blinded for 1D rounds.

MED-AID

Med-aids are small medical kits that provide rudimentary first aid gear for dealing with burns, cuts or contusions. More expensive kits also contain anti-venom supplements and pain-killers.

MED-AID

Model: Jassim Design QuickMed

Type: Emergency medical kit

Cost: 250

Availability: 1

Game Notes: Med-aids convey a +1D bonus to any one *first aid* skill roll. Each med-aid may be used only once.

PTP LINK

A PTP (point-to-point) link is a multiple-channel personal communications device. These devices come in a variety of styles and sizes, and are capable of audio transmissions only. The range on PTP links is fairly short; 25 kilometers is average transmission distance. On some Core World planets, the Republic has begun setting up PTP link transmission boosters and relays, though the program has been plagued with delays, cost-overruns and malfunctions.

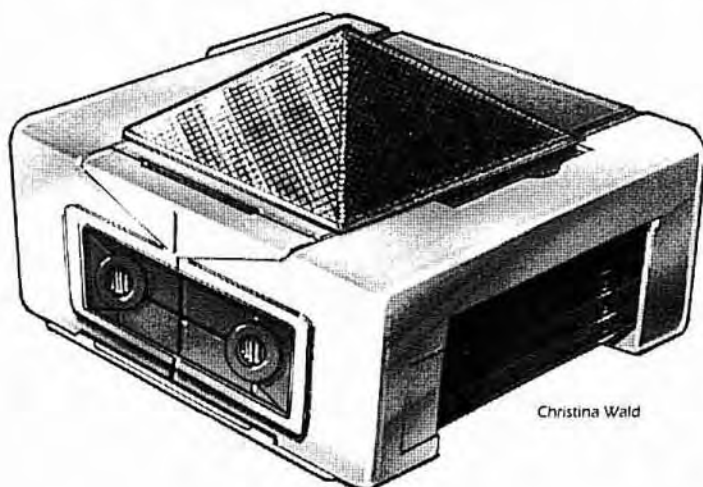
PTP LINK

Type: Point-to-point multi-channel personal communication device

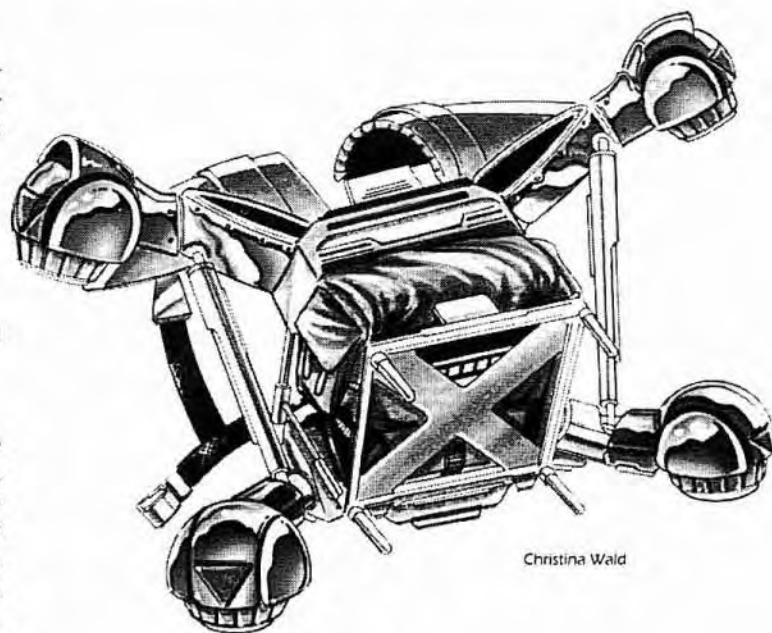
Cost: 150

Availability: 2

Game Notes: PTP links can reach distances of up to 25 kilometers. Average PTP links — as illustrated here — are simple communication devices, capable of audio transmissions only. More expensive models often contain encryption packages that help secure a channel that is in use. Such PTP links can cost as much as 1,000 credits, and require a *Moderate communications* roll to use successfully. If successful, the channel is secured and cannot be deciphered.



Christina Wald



Christina Wald

ROCKET PACK

Rocket packs are a rather exhilarating form of personal conveyance. Generally, rocket packs are bulky, heavy modules that the user straps to her back. These packs contain combustible chemical fuel that provides thrust. Because of this, rocket packs do not require outside air to generate thrust, allowing the devices to operate in space as well as inside an atmosphere. The main danger in using a rocket pack in combat is the chemical fuel cell; a stray shot can cause a rocket pack to explode.

ROCKET PACK

Model: Zim Systems ROCKET

Type: Personal rocket pack

Skill: Rocket pack operation

Cost: 750

Availability: 2, 3

Game Notes: The ROCKET can carry 80 kilograms up to 40 meters vertically and 120 meters horizontally on a single charge. The pack has 10 charges.

WIDE-SCAN BINOCs

Wide-scan binocs are image-intensification devices that allow the user to see for distances greater than with eyes alone. No sophisticated computer technology exists within this type of device; image intensification is achieved by the manipulation of a series of lenses. Several control knobs on the surface of the device allows adjustments in focus and magnification. As such, wide-scan binocs do not require power cells.

Some enterprising technicians at Jassim Design have begun experimenting with electronic wide-scan binocs that can be jacked into a computer system for greater range and accuracy, though no commercial model of such a device has been produced.

WIDE-SCAN BINOCs

Model: Jassim Design VX3 Scanner

Type: Wide view binoculars

Cost: 100

Availability: 1

Game Notes: Wide-scan binocs provide a +1D bonus to *search* skill rolls where the target individual or area lies more than 20 meters from the viewer.

ARMOR

Armor is commonly used by military and law-enforcement agencies, and even by some Jedi Knights; Ulic Qel-Droma favors link armor, for example. Most armor is useful against physical attacks, with reduced resistance to pulse-wave or other energy attacks.

CONCUSSION HELMET

Model: Core World Arms CT3

Type: Personal armor

Scale: Character

Cost: 375

Availability: 1

Game Notes: Head: +2 to front and back from physical (non-energy) attacks, including crash and falling damage.

CONCUSSION VEST

Model: Core World Arms CV14-B

Type: Personal armor

Scale: Character

Cost: 500

Availability: 1

Game Notes: Torso: +1D to front and back from physical (non-energy) attacks, including crash and falling damage.

FLEX-ARMOR

Model: Drolan Plasteel TYI flex-armor

Type: Personal armor

Scale: Character

Cost: 2,000

Availability: 2

Game Notes: Head, torso, arms, legs: +1D to all physical and energy attacks; -1D penalty to all *Dexterity* attribute and skill checks.

Possible Modifications: Flex-armor can be reinforced with steel wire or mesh, thereby increasing its protection to +2D against physical strikes. Defense against energy attacks, however, is forfeited in the process. This alteration requires a Moderate *armor repair* roll and one day of time.

DURA-ARMOR

Model: Core World Arms

Type: Impact-resistant molded armor

Scale: Character

Cost: 8,000

Availability: 3

Game Notes: Head, torso, arms, legs: +2D to all physical (non-energy) attacks; +2D to all energy attacks; -2D penalty to all *Dexterity* and *Perception* attribute and skill checks.

LINK ARMOR

Model: ProTech SupraLink

Type: Link armor

Scale: Character

Cost: 500

Availability: 1

Game Notes: Head, torso, arms, legs: +1D to all physical (non-energy) attacks; +2 to all energy attacks; -1D penalty to all *Dexterity* attribute and skill checks.

Possible Modifications: Characters may opt to create twin-layer link armor by weaving two suits (one slightly larger than the other) together. The modification changes the armor's statistics to the following: +1D+2 to all physical attacks; +1D to all energy attacks; -2D to all *Dexterity* attribute and skill checks. The alteration requires a Difficult armor repair roll, 550 credits, and one week of work.



Christina Wald

WEAPONS

The galaxy is by no means a safe place; countless civilizations have developed a myriad of weapons of varying types. Melee weapons — axes, knives, and so forth — are common on virtually every planet that has had any kind of history of conflict, and even energy weapons can be found throughout the Republic.

MELEE WEAPONS

AXE

Model: Standard axe

Type: Melee weapon

Scale: Character

Skill: Melee combat: axe

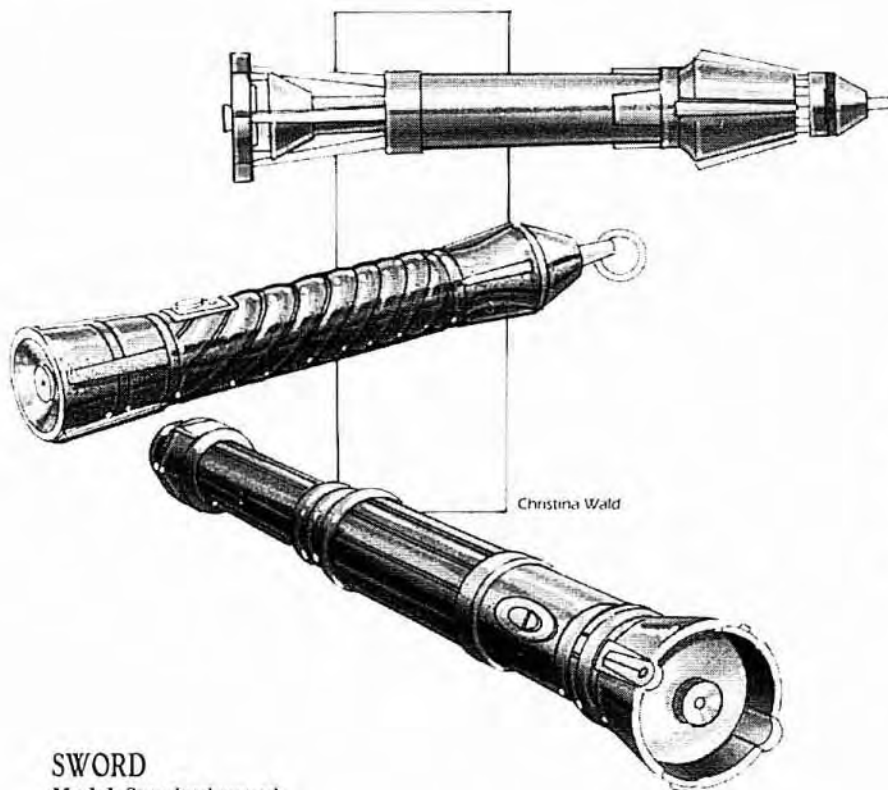
Cost: 100
Availability: 1
Difficulty: Easy
Damage: STR+2D (maximum: 5D)

KNIFE

Model: Standard knife
Type: Melee weapon
Scale: Character
Skill: Melee combat: knife
Cost: 35
Availability: 1
Difficulty: Very Easy
Damage: STR+1D (maximum: 6D)

LIGHTSABER

Type: Custom-made melee weapon
Scale: Character
Skill: Lightsaber
Cost: Unavailable for sale
Availability: 4, X
Difficulty: Difficult
Damage: Varies (average 5D)
Game Notes: If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not an opponent's *parry* total), the character has injured himself with the lightsaber blade. The wielding character sustains normal damage.



SWORD

Model: Standard sword
Type: Melee weapon
Scale: Character
Skill: Melee combat: sword
Cost: 200
Availability: 1
Difficulty: Easy
Damage: STR+2D (maximum: 4D)

RANGED WEAPONS

There are countless ranged weapons (weapons which can be employed against targets beyond arm's reach) on virtually every world of the galaxy. Primitive cultures use spears, bows, slings and other rudimentary weapons for hunting and defense. However, the advent of energy weapons has led to even greater diversity and ingenuity in weapons design.

The two main types of energy weapons used throughout the galaxy rely on either pulse-waves or lasers. Pulse-wave weapons fire spherical spatial disruptions that disperse as they are propelled forward. Blast-rifles, the latest in armament technology, shoot short beams of concentrated light (lasers) that cause severe heat damage to their victims.

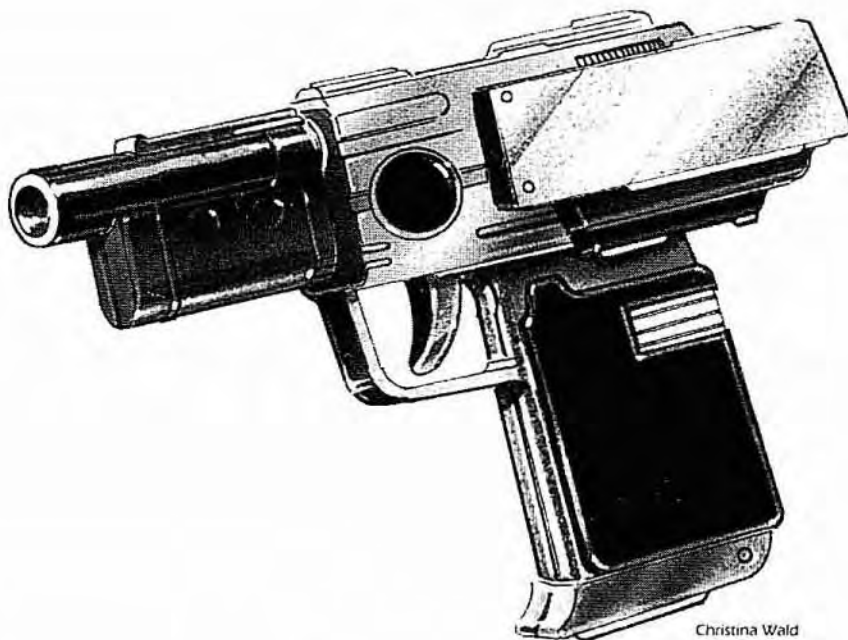
Wave-weapons, specifically developed for use against the beast-riders of Onderon and their warbeast mounts, fire streams of radiation that turn their targets into nothing more than smoking ash. This type of weapon has been outlawed on all other Republic member worlds.

AUTO-CASTER

Model: Drolan Plasteel Repeating Crossbow
Type: Crossbow
Scale: Character
Skill: Missile weapons: crossbow
Ammo: 20 quarrels
Cost: 700
Availability: 1, 2
Fire Rate: 2
Range: 3-8/20/35
Damage: 3D
Game Notes: Upon releasing a quarrel, the next projectile automatically loads into the firing groove.

BLAST-RIFLE

Model: Core World Arms BR1-Z
Type: Blast-rifle
Scale: Character
Skill: Blast-rifle
Ammo: 50
Cost: 1,500 (power packs: 50)
Availability: 2, F, R or X
Fire Rate: 1
Range: 3-15/30/150
Damage: 5D
Game Notes: At long range, increase difficulty by +5.



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QUICK-DRAW PULSE-WAVE BLASTER

Model: Greff-Timms SnapShoot DT3
Type: Quick-draw pulse-wave blaster
Scale: Character
Skill: Pulse-wave weapons: quick-draw blaster
Ammo: 3
Cost: 300 (power packs: 20)
Availability: 2, R, or X
Fire Rate: 1
Range: 2-3/6/10
Damage: 3D
Game Notes: The quick-draw feature of this weapon allows a character to draw and fire in one round without a multi-action penalty.

THROWING KNIFE

Model: Standard throwing knife
Type: Melee weapon
Scale: Character
Skill: Thrown weapons: knife
Cost: 50
Availability: 1
Range: 2-3/5/10
Damage: STR+1D (maximum: 6D)
Game Notes: May be used as a normal knife in melee.

PULSE-WAVE BLASTER

Model: Greff-Timms Industrial ATA Pulse-wave Blaster
Type: Pulse-wave blaster
Scale: Character
Skill: Pulse-wave weapons: blaster
Ammo: 50
Cost: 600 (power packs: 35)
Availability: 1, F, R or X
Fire Rate: 1
Range: 3-8/20/100
Damage: 4D

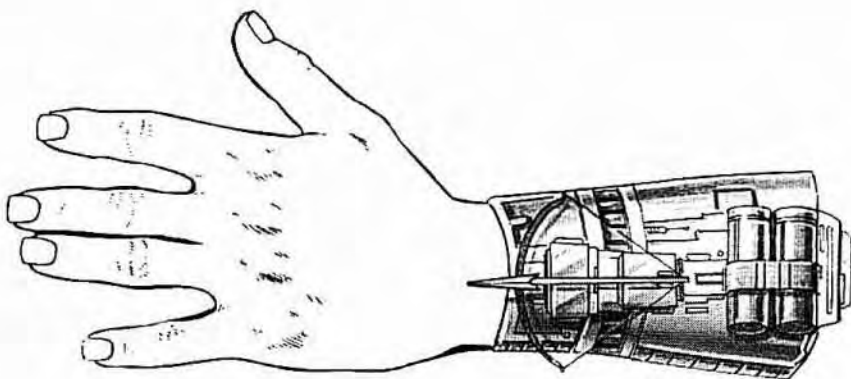
PULSE-WAVE LIGHT CANNON

Model: Greff-Timms Industrial Intimidator PC2
Type: Two-person pulse-wave cannon
Scale: Character
Skill: Pulse-wave weapons: light cannon
Ammo: 100
Cost: 7,000
Availability: 2, X
Range: 3-50/100/300
Damage: 7D
Game Notes: With slight modifications, this weapon can be mounted on any atmosphere-capable vehicle.

PULSE-WAVE RIFLE

Model: Greff-Timms Industrial Type A pulse-wave rifle
Type: Blaster rifle
Scale: Character
Skill: Pulse-wave weapons: rifle
Ammo: 50
Cost: 2,000 (power packs: 50)
Availability: 3
Fire Rate: 1
Range: 3-20/75/150
Damage: 5D

Model: Drolan Plasteel QuickShot
Type: Wrist projectile launcher
Scale: Character
Skill: Missile weapons: wrist projectile launcher
Ammo: 2 quarrels
Cost: 500
Availability: 2
Fire Rate: 1
Range: 1-4/10/20
Damage: 2D+2



Christina Wald

EXPLOSIVES

Explosives are uncommon outside of the military; personal explosives — grenades — are small and light and are designed to be thrown at an approaching enemy. Mines are generally stationary, detonating when an enemy moves too near.

GRENADE

Model: Greff-Timms Industrial Nitrocellulose Incendiary Device 0033X

Type: Explosive

Scale: Character

Skill: Grenade

Cost: 300

Availability: 1, R

Range: 3–7/20/40

Blast Radius: 0–2/4/6/10

Damage: 4D/3D/2D/1D

MAGNETA-MINE

Model: Greff-Timms Industrial Magnetic-fastening Explosive Device

Type: Explosive

Scale: Speeder

Skill: Demolitions

Cost: 1,500

Availability: 2, X

Blast Radius: 0–2/4/6/10

Damage: 5D/4D/3D/2D

Note: This mine can be attached to any ferrous metallic surface.

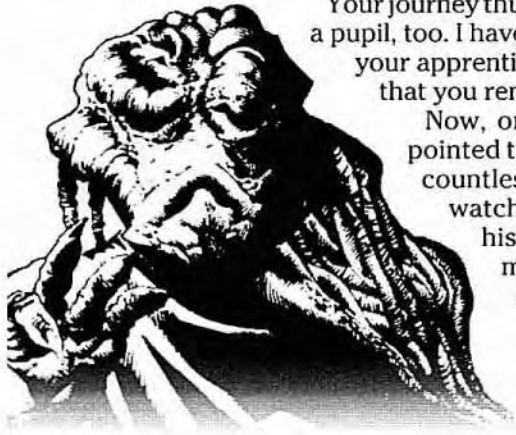
CHAPTER ELEVEN

SITES



Christina Wald

In this age of expansion and discovery, explorers
can become heroes...



Your journey thus far has been long and difficult — remember that I was once a pupil, too. I have not forgotten the rigors of my Jedi training. But the end of your apprenticeship nears with each passing day — provided, of course, that you remain dedicated to the Jedi Way no matter what the cost.

Now, on to more mundane matters. As a Jedi, you may be appointed the guardian of a system or planet, any one (or more) of the countless systems scattered across the galaxy. To effectively watch over your charge, you must understand the civilization's history, you must know its major imports and exports, you must have a grip on the latest political maneuverings. You must come to know the system as well as you know yourself. If not, your efforts will be wasted.

You cannot wait to begin your study of your system — yes, I know, you have not yet been commissioned. So how are you to know which system to research? The answer is simple: study them all ...

The planets and locations covered in this chapter appeared in the first seven *Tales of the Jedi* comics. All worlds visited by future *Star Wars* characters exist at this moment (considering the slow rate of galactic change), but they may remain beyond the confines of the Republic at the moment. Before using a planet from the Skywalker Epoch, check its history to determine whether or not it was a member of the galactic community prior to the Great Sith War. The following worlds (which are not described in this book) have been documented as existing in both eras: Antar 4 (home to the Gotal), Byblos, Corellia, Coruscant, Duro, Myrkr, Nal Hutta, Ryloth (the Twi'lek homeworld), Sriluur (the Weequay home planet) and Tatooine. This is by no means a comprehensive list, but it should serve as an ample starting point for gamemasters running a *Tales of the Jedi* campaign.

PLANETS

ALPHERIDIES

At one time Alpheridies bore no sentient species upon its surface. The world's flora and fauna existed in the normal state of slowly changing equilibrium for more than two dozen millennia. The system's red dwarf star, Aber, casts little in the way of visible light upon the planet, instead emitting infrared radiation that kept the atmosphere within a habitable range. Most creatures do not possess visual sense organs, relying instead on other methods of perceiving their environment (sound, smell, feel, infrared reception, and so forth).

Several thousand years ago, Miralukan scouts arrived to Alpheridies in their search for a new homeworld. The Miralukans' planet had begun to experience terrible geophysical and geo-chemical instability, and the peaceful species launched an intensive search for a new planet upon which to settle. Though not a perfect choice, Alpheridies possessed most of the criteria spelled out by the Miralukan leaders.

Soon after, the entire Miraluka population migrated to Alpheridies, leaving behind their crowded cities and most of their larger industrial technology. The 23 council members had unanimously agreed that this new world would not be abused as their previous home had been (which they believe contributed to the recent changes in the planet's structure). Only a few population centers would be constructed where corporations could produce necessary commodities including small computers, repulsorlift parts, and farming equipment. The remainder of the Miraluka would concentrate on agricultural activities.

Over time, the Miraluka gradually lost the use of their eyes, as the minimal amount of visible light on their new home planet did not provide enough illumination to rely on for sensory perception. At the same time however, a long-recessed gene gradually reemerged, allowing the Miraluka to sense the vibrations in the Force emitted by all objects.

Though the Miraluka claim not to have found it, several rumors purport that an ancient Sith warlord chose Alpheridies as his base of operations in what at the time was considered

a part of the Unknown Regions. A hidden citadel containing various dark-side "magicks" — artifacts, texts and other such items — supposedly lies hidden in some subterranean cavern deep within the planet's crust.

ALPHERIDIES

Type: Terrestrial
Temperature: Cool
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Hills, mountains, plains
Length of Day: 21 standard hours
Length of Year: 450 local days
Sapient Species: Miraluka
Starport: Limited service
Population: 1 million
Planet Function: Agricultural homeworld
Government: Oligarchy
Tech Level: Industrial (Information in population centers)
Major Exports: None
Major Imports: None
System: Abron
Star: Aber

AMBRIA

The ringed planet of Ambria lies within the borders of the area designated by the Republic Survey Team as the Stenness Node (or the Stenness Systems, depending on which team's report you read — the controversy over the correct name has rage as far as the Senate floor at times). At one time in its history, Ambria boasted a plentiful biosphere, complete with several indigenous sentient species.

Gradually, however, the world's resources were depleted by a Sith disciple driven mad by the power of the dark side. She enslaved the sentient species and used many of the native fauna as beasts of burden, concentrating all of her efforts on the creation of an enormous dark-side obelisk that rose into the sky like a black spike wedged into the planet's surface. Over hundreds of years the construction continued, the Sith sorceress's obsession as strong as ever.

As far as Jedi scholars have been able to determine, she attempted a complex Sith ritual that called on more power than any individual had asked of the dark side before. For some unknown reason, the rite failed, and the sorceress unleashed a wave of Force power that destroyed every living thing on the planet and infused the remaining elements with deep dark-side stains.

Jedi Master Thon, guided by the Force, eventually sought out Ambria and drove the darkness that had reigned upon the planet for millennia into an immense body of water he dubbed Natth, which means "cage" in his native tongue.

The world is dominated by a vast desert called the



BITTING OUT WITH HER PALLIDANT IN HER ARMS, NOWI FEELS HER OLD LIFE BEGIN TO CLOSE LIKE AN IRON GATE BEHIND HER.



PASSING A STEERING LAKE, SHE HEARS VOICES... VOICES THAT TELL HER TO TURN BACK, BEFORE IT IS TOO LATE.

"SOMETHING DARK LIES AHEAD," SAY THE VOICES. "YOU WILL REGRET EVERYTHING IF YOU CONTINUE."



HERE IS ANOTHER VOICE... NOT THE VOICE OF HER MURDER, BUT A VOICE LIKE SILENCE — A VOICE NOTHING.

"DO NOT LISTEN TO THE POWER OF THE DARK SIDE," IT SAYS.

NOWI BLINKS HER EYES ON, AND THE GATE OF THE PAST CLOSING BEHIND HER.

Ambrian Wastes, within which Master Thon set his training compound. With the help of Thon and time — and the eradication of the dark side with — the planet's biosphere has begun to return, but Lake Natth remains as foul as ever, seething and churning constantly, as if the dark side forces grow more restless with each passing night.

AMBRIA

Type: Barren terrestrial
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Arid
Gravity: Standard
Terrain: Rocky plains, desert
Length of Day: 32 standard hours

Length of Year: 176 local days
Sapient Species: None
Starport: None
Population: 1-4
Planet Function: Master Thon's Jedi training compound
Government: None
Tech Level: Stone
Major Exports: None
Major Imports: None
System: Ambria
Star: Amber
Orbital Bodies:

Name	Planet Type
Deeb	Moon
Mev	Moon
Toprel	Moon
Voth	Moon

would bring their students with them so that the training of new Jedi Knights would not cease.

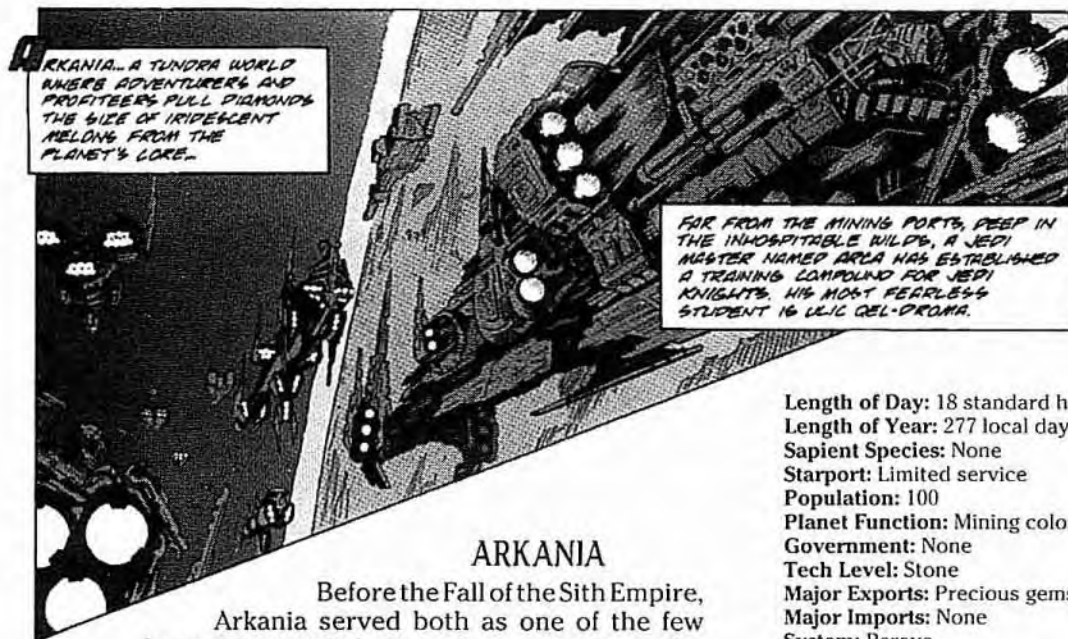
Master Arca Jeth set up his training compound on Arkania, discovering upon his arrival that the planet had become a mining colony. Geologists had found that the planet's core held pure diamonds the size of Ryloth melon-fruits, plus dozens of other types of gems.

Within months, Arca and his students had erected rudimentary living quarters and training areas. During that time he had also surveyed the remainder of the planet, searching for the presence of the dark side, no matter how slight. While he sensed no sentient beings with a dark-side nature, he did feel a general aura of Sith magic, though he has still not been able to discover its

source. Once he settles events on Onderon — the system of which he is the Jedi watchman — he plans to return to the search.

ARKANIA

Type: Tundra world
Temperature: Cool to frigid (at the poles)
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Tundra, canyons



ARKANIA

Before the Fall of the Sith Empire, Arkania served both as one of the few Imperial records halls and as a repository for Sith lore. A great library covered more than five square kilometers, and bore down into the planet's surface for countless levels. In sealed chambers Sith sorcerers conducted dark-side experiments and transcribed Sith rituals for their own use. For several thousand years the library grew in both knowledge and physical size, eventually becoming too large for even the most experienced Sith lords to easily locate the information they sought.

After the Fall, hundreds of Jedi Masters descended upon Veeshas Tuwan (the Sith name for the hall-and-library complex) and destroyed the entire structure. Not a single resource was saved, for the Jedi feared any remaining dark-side knowledge might allow the Sith to return to power at some point in the future. After the annihilation of Veeshas Tuwan, the world was left uninhabited for millennia.

When Jedi Masters on Ossus heard rumors of a re-emerging Sith brotherhood, the assembled Force scholars and teachers decided to place guardians at sites that had once held great dark-side power. The Jedi Masters

Length of Day: 18 standard hours
Length of Year: 277 local days
Sapient Species: None
Starport: Limited service
Population: 100
Planet Function: Mining colony, Jedi training center
Government: None
Tech Level: Stone
Major Exports: Precious gems
Major Imports: None
System: Perave
Star: Olim
Orbital Bodies:

Name	Planet Type
Arkania Hyperspace	Terminal Spaceport
Perave System Starport	Spaceport
Kaezeb Mining Operations Center	Spaceport

ONDERON

The relatively unimportant world of Onderon lies in the Japrael system of the Stenness Node. Its monarchical government has forever enforced an isolationist policy, refusing to become a Republic member world time and again — until now.

Four moons orbit Onderon in wildly varying paths, the closest of which, Dxun, at one time came so near the planet that an atmosphere bridge allowed the moon's native creatures to migrate to Onderon for a brief period during the summer season of the lunar calendar.

The great walled city of Iziz, which covers more than one thousand square miles and holds several million inhabitants, grew up out of a need for defense against the Dxun warbeasts. While most Onderonians live within

Iziz's confines, those who have been exiled have constructed their own strongholds in the forested wilderness. These exiles eventually developed a symbiotic relationship with the warbeasts, earning the derogatory name "beast-riders."

The Beast Wars raged on for centuries, ending only after the intercession of the Jedi Knights. Queen Galia, the first in her line to cast off the pall of the dark side that had consumed each of her ancestors, and the beast lord Odon Kira now rule Onderon in relative peace, and have recently requested admittance to the Galactic Republic.

The sarcophagi of King Ommin, Queen Amanoa, and Freedon Nadd lie on Dxun within a deep tomb sealed by the light side of the Force and guarded by warbeasts. Jedi Master Arca Jeth, watchman of Onderon, fears that other Sith devotees may attempt to steal away the sarcophagi in order to release the spirits of the dark siders. He plans to monitor Dxun closely.

ONDERON

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forests, plains, mountains
Length of Day: 28 standard hours
Length of Year: 405 local days
Sapient Species: Humans
Starport: Limited service
Population: 4 million
Planet Function: Homeworld
Government: Monarchy
Tech Level: Feudal
Major Exports: None
Major Imports: High technology, especially weapons
System: Japrael
Star: Prael
Orbital Bodies:

Name	Planet Type
Dagri	Moon
Dxun	Moon
Evas	Moon
Suthre	Moon

OSSUS

The planet Ossus has long been a center of Jedi learning and a meeting place for Jedi Masters to discuss recent events. Thousands of Force students congregate within the immense training complex, studying the lore and techniques of the Jedi Knights under the tutelage of their Masters.

During the events leading up to the Fall of the Sith Empire, Ossus served as a staging point for Jedi expeditions into Sith territory. Many Jedi received last-minute instructions and lectures from the leaders of the joint Republic-Jedi forces just prior to boarding heavy cruisers bound for the front lines.

Now Ossus is a world of peace, far from galactic conflict — although many Jedi Mas-

ters believe that another great war may erupt in the near future. Here Jedi students learn lightsaber construction and combat, Jedi history, and — for the more advanced students — the nature of the dark side. Special training areas throughout the complex allow would-be Jedi to practice lightsaber cadences or engage in battle with mechanical remotes, or, at times, with true Jedi Masters. Secluded chambers and gardens provide excellent sites for meditation and contemplation of the Jedi Masters' words. Large living compounds offer adequate, though sparsely furnished, rooms, and several dining areas handle the nourishment needs of all present.

The Hall of Knowledge contains hundreds of thousands of datacards (and ancient paper tomes) holding everything from the most current Republic planet logs to the oldest recorded words of Jedi Masters.





Most Jedi students eventually come to Ossus, whether as inexperienced initiates or apprentices on the verge of becoming full-fledged Jedi Knights.

OSSUS

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Hills, mountains, gorges, forests
Length of Day: 31 standard hours
Length of Year: 299 local days
Sapient Species: Any
Starport: Standard
Population: 2,500
Planet Function: Jedi training center
Government: None
Tech Level: Space
Major Exports: None
Major Imports: High technology
System: Adegan
Star: Adegan
Orbital Bodies:

Name	Planet Type
Mim	Moon
Nerit	Moon

TABOON

The collapse of a giant molecular cloud resulted in the creation of the yellow star Awer and its single satellite, the gas giant Taboon. Located along the border of the Stenness Node near the edge of the uncharted territory commonly called the Galactic Frontier, Taboon possesses one moon, named Vo Dasha by its owner, Bogga the Hutt.

Vo Dasha's Type II atmosphere prevents prolonged exposure to the troposphere, so Bogga has constructed a hermetically sealed fortress atop one of the moon's most prominent peaks. The Hutt uses this location as his base of operations for all of his illegal activities. The citadel includes meeting chambers, storage areas, docking and maintenance bays, weapons lockers, living quarters, a relatively large dungeon complex, and (of course) a throne room/audience chamber.

TABOON

Type: Gas giant
Temperature: Searing
Atmosphere: Type IV (environmental suit required)
Hydrosphere: Arid
Gravity: Heavy
Terrain: Gaseous oceans and rivers
Length of Day: 46 standard hours
Length of Year: 512 local days
Sapient Species: None
Starport: None
Population: 0
System: Aweris
Star: Awer
Orbital Bodies:

Name	Planet Type
Vo Dasha	Moon

VO DASHA

Type: Barren moon
Temperature: Hot
Atmosphere: Type II (breath mask suggested)
Hydrosphere: Arid
Gravity: Light
Terrain: Mountains, canyons, rocky plains
Length of Day: 12 standard hours
Length of Year: 167 local days
Sapient Species: None
Starport: Limited service
Population: 250
Planet Function: Criminal base of operations
Government: Dictatorship
Tech Level: Space

IMPORTANT LOCATIONS

GALACTIC MUSEUM

The Galactic Museum, located in the heart of Republic City on Coruscant, boasts artifacts from thousands of existing and lost cultures of every age of galactic history. A team of historians, librarians, scientists, anthropolo-



side of the Force has allowed the “whispers” of these artifacts to be drowned out by the “noise” of so many Force-users on the planet. Other such artifacts have come into the museum’s hands through illegal methods, so that no administrator or Jedi had the chance to inspect them.

Those seeking knowledge of Sith civilization, homeworlds, beliefs, magicks, and strongholds often come here to glean whatever information the millennia-old words and devices hold.

REPUBLIC CITY

The planet-wide metropolis covering Coruscant bears the name Republic City, for it is the physical and governmental heart of the Galactic Republic. All Republic policies and laws are legislated here in great senatorial chambers, from military actions to inter-system tariffs.

The multiple layers of the city climb hundreds of meters into the sky, growing taller in proportion to the expansion of the Republic’s boundaries. Millions of beings work together in an intricate interdependence on a daily basis to keep the government functioning as efficiently as possible. Most structures in Republic City are dedicated in some way or another to the administration of the government. Very few products are manufactured on Coruscant—there just isn’t enough available space. Most commodities, from food and clothing to computers and repulsorlift vehicles, are imported by trade conglomerates appointed by a Senatorial committee, thereby requiring even more personnel and resources to prevent governmental stagnation or complete shut-down.

At this point few areas on the planet’s surface remain undeveloped. Most of these sections contain large geographical features like lakes and wastelands which necessitate large amounts of terra-forming to convert into habitable areas

gists, and archaeologists constantly updates the museum’s archives, and construction on new halls and levels remains an ongoing process.

The complex itself is divided into halls containing objects belonging to individual cultures or to historically or physically close civilizations with small amounts of surviving artifacts.

Sith Hall, located in one of the twisting branches of the museum more than 40 levels below the top-most city structures, contains a collection of ancient Sith books, amulets, and talismans. A few of these items possess dark-side power, but these objects have been overlooked by Jedi Masters. Some Jedi have speculated that the quiet, seductive nature of the dark

ANCIENT RESEARCH

Any character who spends at least one week studying any particular culture (including the Sith) in the museum may increase their *cultures* specialization in that culture by 1D at half the normal rate (rounded up).

For example, an explorer seeking knowledge of the territory once ruled by the ancient Kashi Mer spends ten days researching that civilization in the appropriate hall of the Galactic Museum. He may now increase his *cultures: Kashi Mer* skill of 6D to 7D at a cost of five Character Points (six points for each additional pip (18), divided in half for the specialization (9), and halved again (5) for the Galactic Museum bonus).



(though, eventually the need will outweigh the cost, and these areas will be covered over with structures of duralloy and transparisteel).

Locating any particular person or structure in Republic City requires intimate knowledge of the city's layout (with base difficulty of Moderate for all *search* rolls within its confines). Hiring a guide for 50 credits per day, while outrageously expensive, is more often than not worth the outflow of income. Otherwise, a being unfamiliar with the city may find herself hopelessly lost within its maze of layers.

WHITEBEAM RUN

The Whitebeam Run ore route vaults cargo ships and mining vessels loaded with raw materials back and forth across the Stenness Node. One endpoint is the Stenness Hyperspace Terminal, from which a starship can reach other locations via coordinates provided by a standard jump beacon. The other termination point appears to dangle in empty space, as if the founders of the route realized they had gone too far.

The heavy traffic along the Run draws many pirate marauder vessels seeking newly mined ore. The weak defensive systems of most ore-haulers allows attackers to raid with relative impunity.

Since the Stenness Node does not currently belong to the Republic as a member system, no Republic forces patrol any part of the Run. Instead, several criminal organizations, most notably Bogga the Hutt, have taken to offering protection to those miners attempting to bring their ore to the hyperspace terminal. These advance guard units, as the "Nessies" (inhabitants of the worlds within the Stenness Node) have named them, either perform escort duty (for those willing to pay such exorbitant fees) or patrol sections of the Run in routine patterns (allowing pirates to predict their location at any given time).



REPUBLIC CITY

A SPRAWLING METROPOLIS BLANKETING THE ENTIRE SURFACE OF THE PLANET LORICANT.

HOUSED ONLY BY A SMALL WHITE BEAM, THE OLDEST AND MOST POPULOUS CENTER, CLUSTER NEAR THE EQUATOR. THESE BUILDINGS COMBINE OF LATER BUILT LAYER LAYER, A DENSE MESS OF INTELLIGENT BRICKS FROM EVERY PART OF THE GALAXY.

REPUBLIC CITY IS THE CORE WORLD WHERE THE GOVERNING BODY OF THE NATION EXTENDING THROUGHOUT REPUBLIC CHAMPION LONG AND DECISION TO THE ENTIRE GALAXY.

IN THE DEFENSE MINISTERS' CHAMBERS, A COMMITTEE OF SENATORS IS DEBATING THE MERITS OF JAIL OR DEATH FOR AGGRESSORS.

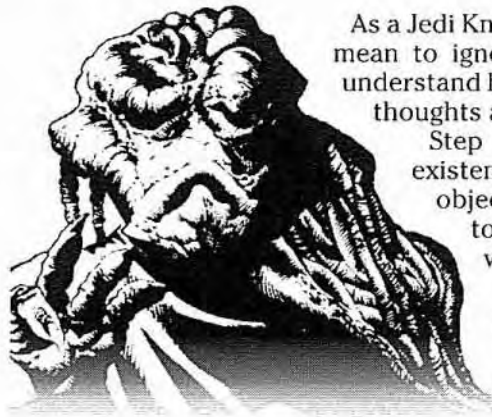
A few miners suspect collusion between the raiders and the protectors, but none have dared speak out, for if that belief is true, both groups will target them on every run to the terminal. These ore-haulers are, however, interested in finding mercenaries willing to provide protection against pirates and advance guard alike, paying as much as 500 or 1,000 credits per trip.

CHAPTER TWELVE

RUNNING A TALES OF THE JEDI CAMPAIGN



While the Jedi Knights are a force for peace,
they must remain vigilant against evil...



As a Jedi Knight you must learn to control your emotions. This does not mean to ignore them. On the contrary, you should make certain to understand how you are feeling at all times. Your task is to observe these thoughts and emotions, not to blindly act on them.

Step back for a moment from the cage that is your corporeal existence. Enter the vastness of the Force, where all beings and objects exist as one. There is where you will discover the answers to all of your queries, where you will find guidance, where you will finally recognize your role in the universe.

Throughout the adventures of your limited life you must always come to this place to find the true path, the way of light. Though this chapter of your training draws to a close, you must never cease your practice. It will merely take on a different form, but still it continues ...

AN ERA OF CONFLICT

This companion began with a discussion of the *Tales of the Jedi* era, some 4,000 years before the fall of the Republic and the rise of the Empire from its ashes. We have now come full circle, returning to the unfolding of events that may affect the future, that may determine the galaxy's course for the next several millennia, until a new epoch arrives.

So far this book has offered information on the state of the universe, the dozens of characters involved in the events leading up to the Great Sith War, the ways of the Jedi and the Sith, as well as the species, creatures, vehicles, starships, technology, and sites embroiled in the coming conflict. From these building blocks you can create your own adventures and campaigns set in this time period. This chapter gives advice on designing and running such scenarios, plus optional rules to infuse the *Star Wars Roleplaying Game* with elements that will give it a distinct *Tales of the Jedi* flavor.

STATE OF THE GALAXY

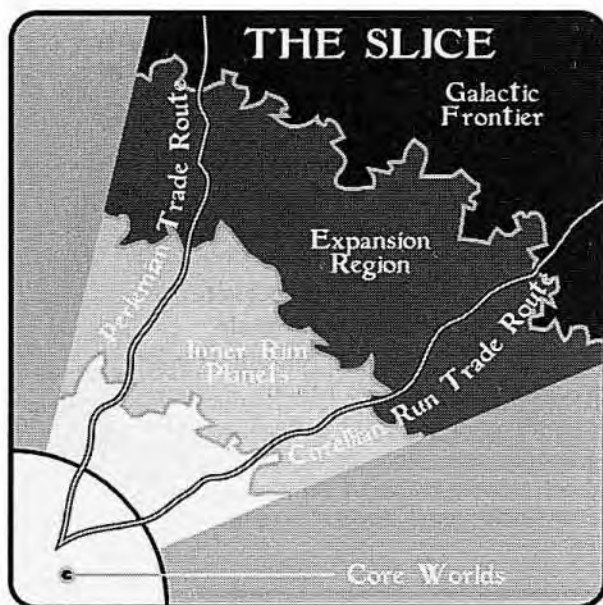
As should be apparent, the galaxy has entered a time in which the relative peace established after the Fall of the Sith Empire has been shattered. The Galactic Frontier has become a dangerous place even for Jedi Knights, and the Republic has taken its first steps toward full-scale preparation for war. A new breed of Sith devotees has emerged, with new cells blossoming every day across the Known Galaxy. Though many at first tried to deny the rumors, recent events have confirmed the suspicions of Jedi scholars: the Sith have returned ...

Brave adventurers are needed to maintain order throughout the Frontier, to preserve the established trade routes, to explore the Unknown Regions, to help the Republic prepare for war (through espionage, covert cargo transportation, and outright enemy engagement), and to join the ranks of the Jedi Knights before the war against the Sith erupts. The possibilities for adventures in this setting are unlimited.

THE LEVEL OF TECHNOLOGY

The long periods of time required for space travel and trans-galactic communication in this era (as compared with the Skywalker Epoch) serves to definitively separate the Core from the Frontier. The events occurring in one parsec may not even be known by the inhabitants of the next for several months, depending on the amount of traffic passing between the two.

Those beings who venture beyond the Expansion Region into the Frontier are essentially cut off



from the Republic. Though hyperspace jump beacons can be found throughout the Frontier, they are much less reliable and less safe than their Core counterparts. Explorers, traders, exiles, criminals, peace-keepers, and wanderers must have stubborn and resourceful natures to survive in the uncharted reaches of the galaxy.

SKILLS

The *Tales of the Jedi* incorporates almost all of the skills used in the *Star Wars Roleplaying Game*, with the exception of *blaster*, *blaster repair*, and *jet pack operation*, and the addition of *lightsaber repair*, *pulse-wave weapons*, and *pulse-wave weapon repair*. Below you'll find a complete list of the skills usable for this period of time.

THE JEDI KNIGHTS

Long called the guardians of peace and justice in the galaxy, the Jedi Knights continue to stand as bastions of good in times of evil, of hope in times of desperation. Few beings receive the Force's call to join this band of scholars, healers, and warriors. And of those who begin the journey, only a dedicated few eventually become full-fledged Jedi Knights.

Mastering the ways of the light side of the Force requires tenacity, serenity, concentration, and a willingness to remain open to possibilities that seem otherwise implausible (the character must be Force-sensitive). Most Jedi apprentices encounter difficulties with at least one of these areas, and therefore rely on an instructor — usually a Jedi Master — to help them recognize and overcome whatever obstacles stand in their path.

TALES OF THE JEDI CHARACTER SKILLS

DEXTERITY

Archaic guns
Blast-rifle
Bowcaster
Bows
Brawling parry
Dodge
Firearms
Grenade
Lightsaber
Melee combat
Melee parry
Missile weapons
Pick pocket
Pulse-wave weapons
Running
Thrown weapons
Vehicle blasters

KNOWLEDGE

Alien species
Bureaucracy
Business
Cultures
Intimidation
Languages
Law enforcement
Planetary systems
Scholar
Streetwise
Survival
Tactics
Value
Willpower

MECHANICAL

Archaic starship piloting
Astrogation
Beast riding
Capital ship gunnery
Capital ship piloting
Ground vehicle operation
Hover vehicle operation
Powersuit operation
Repulsorlift operation
Rocket pack operation
Sensors
Space transports
Starfighter piloting
Starship gunnery
Starship shields
Swoop operation
Walker operation

PERCEPTION

Bargain
Command
Con
Forgery
Gambling
Hide
Investigation
Persuasion
Search
Sneak

STRENGTH

Brawling
Climbing/jumping
Lifting
Stamina
Swimming

TECHNICAL

Armor repair
Blast-rifle repair
Bowcaster repair
Capital starship repair
Capital starship weapon repair
Computer programming/repair
Demolitions
Droid programming
Droid repair
First aid
Ground vehicle repair
Hover vehicle repair
Lightsaber repair
(A) Medicine
Pulse-wave weapon repair
Repulsorlift repair
Security
Space transports repair
Starfighter repair
Starship weapon repair
Walker repair

Those interested in learning of the Force and the techniques that manipulate it must locate a teacher willing to impart such knowledge to them.

FINDING AN INSTRUCTOR

Many would-be Jedi encounter their first test of patience and perseverance in their search for a teacher. While many more Jedi Masters exist throughout the galaxy than after Palpatine's Great Jedi Purge, the number of students seeking instruction causes teachers to carefully select those they believe most likely to complete their training. Some Jedi Masters even require a candidate to successfully perform a task or pass a test to earn an apprenticeship (see the solitaire adventure "Ruins of Kabus-Dabeh" in the next chapter for an example of such a task/quest).

To teach a Force skill to an initiate, an instructor must have a basic proficiency in that skill (whether it be *control*, *sense*, or *alter*) that is higher than his student's (if the pupil already possesses ability in that area). As potential Jedi Knights increase their prowess with the Force, they must locate more experienced teachers who can provide further instruction.

An individual who decides to take on Force students must tread carefully. The responsibilities associated with such a position may not become apparent until it is too late. An instructor must constantly watch for pupils with a propensity for seeking the easy path to power, who do not possess the will to resist the temptations of the dark side. Empowering such weak souls can have dangerous consequences — for both the instructor and the galaxy as a whole.

All Force teachers develop a permanent relationship with their students — the Jedi Way demands it. If a Jedi turns to the dark side, her instructor must expend every effort to return her to the light, or to destroy her if efforts to sever the dark side's grip fail. The taint of darkness does not easily wash away, and cannot be hidden from Jedi Masters. Any Knight who commits an act of evil knows to expect a visit from his former (or current) mentor in the near future.

A teacher must have at least 3D in the Force skill he wishes to teach, and must have a higher die code than his student. He can teach only those powers he has already learned.

Teaching Jedi abilities to a character with Dark Side Points results in an immediate Dark Side Point for the instructor.

APPRENTICESHIP

Along with the instructor, a student of the Force also has duties. Typically, a Jedi apprentice spends the majority of his time attending lectures, receiving one-on-one tutelage, practicing Jedi skills and powers, constructing a lightsaber, and reviewing what he has already learned. On rare occasions, he may find an unclut-

HOLOCRONS AND ANCIENT TEXTS

Individuals with a natural talent for the Force *may* be able to learn Force skills and powers without an instructor (at the gamemaster's discretion, of course). The being must, however, have access to a Jedi or Sith Holocron or a manuscript of some sort covering such abilities in explicit detail.

For such situations, increase the Character Point cost by 50 percent, and the training time by 100 percent. Characters may not increase any Force skill beyond 3D using this method, and may learn only those powers described within the holocron or text (which should be a limited number, usually somewhere in the range of five to ten).

tered moment to enjoy a favorite pastime or just a short respite from his daily work, but usually he remains focused on his efforts day and night.

In addition to Force-related study, an apprentice must also perform routine chores for his Master, from compound maintenance and cleaning to agricultural activities such as nerf herding, depending on the needs and life-style of the instructor. These tasks serve a more important purpose than mere upkeep, however. They teach a student humility and simplicity, two traits every Jedi Knight must possess to shield himself from the dark side in all of its shadowy guises.

LEARNING SKILLS AND POWERS

Learning to use and manipulate the Force occupies less than half of an apprentice's time. Rather, most Masters concentrate on teaching the responsibilities of possessing such power and the role of the Jedi Knights in the galaxy.

Grasping the basics of any skill typically requires one to three weeks, and great expenditure of effort on the part of the student (and the Master, as well, in some cases). Practice of the technique itself accounts for only a portion of that time, since the Master tempers progress with caution, ensuring that the would-be Jedi does not succumb to the lure of quick power. Those apprentices who ignore this aspect of acquiring Force skills often balances on a fine line between the light and the dark.

A long-standing debate over which skill to teach first, *control* or *sense*, rages on to this day. The majority of instructors do agree, however, that *alter* should always be taught last.

Learning a Force skill requires at least one week of



intense study and ten Character Points. After that period has expired, the character receives the skill at 1D, plus one Force power based on that skill (or a combination of the newly acquired skill and another Force skill already possessed by the character).

INCREASING FORCE PROFICIENCY

Raising a Force skill by one pip requires the following: a number of Character Points equal to the character's current die code in that skill (the value in front of the "D") and the same number of days of study and practice. If a Jedi does not have the benefit of an instructor, double the amount of Character Points and days. At the end of the training period, the character receives one pip in the skill plus a Force power based on it or on a combination of it and another skill the character possesses.

Learning a power without increasing a Force skill has

a cost of five Character Points and one week of study and practice. Powers that require multiple skills have a cost equal to the number of skills multiplied by five, although the training time does not increase.

FLEXING FORCE POWERS

At times, a Jedi may wish to use a Force power in a way not explicitly covered in its entry. If the proposed attempt is consistent with the spirit of the power, feel free to allow it. Experienced Jedi, especially, have learned to subtly alter the Force at a subconscious level, enabling them to extrapolate from the rigid parameters normally followed. Characters may not, however, create new powers in this manner.

To compensate for the unorthodox usage, the character must spend a Force Point (subject to normal rules for replacement based on the good or evil of the action), but does not receive the double-dice bonus.

OPTIONAL RULE: ELIMINATING REQUIRED POWERS

As noted in Chapter Three, "Jedi Powers," many Force power require one or more prerequisites. This rule helps restrict the use of potentially game-imbalancing abilities, but it also requires additional fact-checking and record-keeping.

One option to replace this rule revolves around a **learning difficulty**. To learn any Force power, a character must succeed in a *willpower* roll against the power's learning difficulty. Failure means that the character must wait at least one month before making another attempt to acquire the power (or that he may never learn the power thereafter, at the gamemaster's discretion). The character also loses the Character Points needed to obtain the power (or does not receive a new power if it was to be awarded "free" for improving or learning a skill) no matter whether he succeeds or fails in his learning attempt.

As a general rule, Force powers without prerequisites have a learning difficulty of five. Increase that value by five for each prerequisite power. For example, *absorb/dissipate energy*, which has no prerequisites, has a learning difficulty of five. *Combat sense*, which has two prerequisite powers (*danger sense* and *life detection*) has a learning difficulty of 15.

ASTROGATION GAZETTEER

The astrogation chart below indicates estimates of time required to travel from one system to the other on the most direct jump-beacon route (barring beacon malfunctions and starship traffic).

	Alderaan	Alpheridies	Ambria	Antar 4	Arkania	Byblos	Corellia	Coruscant	Duro	Kashi	Myrkr	Nal Hutta	Onderon	Ossus	Ryloth	Sriluur	Taboon	Tatooine
Alderaan	—	1d4h	9h	1d	1d9h	4h	6h	16h	8h	2d2h	1d14h	1d2h	2d1h	5h	3h	9h	13h	7h
Alpheridies	—	—	1d	9h	17h	1d	1d2h	12h	1d6h	21h	1d3h	10h	11h	1d1h	1d4h	1d16h	1h	3h
Ambria	—	—	—	1d2h	4h	2d	2d3h	1d22h	1d5h	12h	8h	1d7h	2h	1d3h	20h	1d	4h	6h
Antar 4	—	—	—	—	1d7h	9h	2h	6h	4h	1d3h	1d10h	8h	1d2h	6h	3h	14h	1d5h	9h
Arkania	—	—	—	—	—	19h	17h	21h	1d1h	1d7h	1d2h	23h	8h	11h	1d5h	1d3h	1d2h	23h
Byblos	—	—	—	—	—	—	1h	2h	6h	18h	1d3h	4h	1d4h	5h	2h	3h	1d6h	9h
Corellia	—	—	—	—	—	—	—	10h	8h	1d4h	1d	1d12h	1d13h	6h	3h	5h	1d2h	10h
Coruscant	—	—	—	—	—	—	—	—	7h	1d14h	1d20h	1d3h	1d11h	4h	7h	9h	1d15h	12h
Duro	—	—	—	—	—	—	—	—	—	1d4h	1d6h	6h	1d7h	9h	2h	1h	1d17h	1d
Kashi	—	—	—	—	—	—	—	—	—	—	1d15h	1d	2h	1d16h	1d19h	1d12h	18h	11h
Myrkr	—	—	—	—	—	—	—	—	—	—	—	12h	13h	1d9h	1d11h	5h	1d	19h
Nal Hutta	—	—	—	—	—	—	—	—	—	—	—	—	23h	22h	1d	15h	14h	18h
Onderon	—	—	—	—	—	—	—	—	—	—	—	—	—	13h	1d19h	1d7h	15h	1d14h
Ossus	—	—	—	—	—	—	—	—	—	—	—	—	—	—	1d23h	1d12h	17h	1d14h
Ryloth	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	4h	8h	3h
Sriluur	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	4h	2h
Taboon	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	8h

Legend d = days h = hours

OPTIONAL RULE: DRAMATIC FORCE USE

Many characters in the *Star Wars* movies, novels, and comics have invoked Force powers seemingly beyond their reach. These individuals possessed great natural ability in the Force. During times of immense stress, when the lives of others hang in the balance, they were able to call on the Force, allowing it to flow through them to produce a certain effect not necessarily under their control.

As an optional rule, you may allow a character to use a Force power he does not know at a cost of 10 Character Points and one Force Point. The character must have witnessed use of that power beforehand and must be in the midst of a dramatic situation, usually the culmination of a series of adventures. Even if the effect fails (since the character must still make the normal Force skill rolls), the Character Points and Force Points are lost. If the Jedi uses the power for selfish reasons, he automatically receives two Dark Side Points.



LIGHTSABER CONSTRUCTION

Jedi apprentices spend a great deal of time and effort constructing lightsabers, an elegant weapon of ancient technologies. The blade helps the Jedi focus, attuning him to the Force so that it more easily flows through him. It is used for combat only when other methods of conflict resolution have ended in failure.

Most Jedi build several lightsabers over a lifetime, each saber more powerful and well-balanced than the last. These improvements reflect the Jedi's increasing prowess in his use and understanding of the Force. The loss of a lightsaber can so demoralize a Jedi that he momentarily stumbles in his ability to access the Force (losing 1D from all Force skills until he constructs a new blade).

A lightsaber must have the following parts: a power cell, a handgrip, an activation plate, a safety, a belt ring (optional), a blade-length adjuster, an emitter matrix, a recharge socket, a lens assembly, a focusing crystal, and a power conduit. Most handgrips have a length of 24 to 30 centimeters, with the blades themselves extending up to 1.5 meters.

The type of crystal used to focus the energy from the power cell determines the harmonic resonance and

lethality of the weapon. Jedi Knights use Adegan crystals almost exclusively, as they have done for millennia. The Adegan family includes the following crystals in order of rarity (the die code in parentheses represents the blade's base damage when using that crystal): kathracite (3D+2), relacite (4D), danite (4D+2), mephite (5D), and pontite (5D+2).

To construct a lightsaber from its components parts takes a minimum of one month and requires a successful *lightsaber repair* roll against a Very Difficult difficulty. Decrease the difficulty by one level for each extra month spent building the saber, to a minimum of Easy.

Jedi characters may adjust a lightsaber's base damage die code through modifications (as indicated in the "Improving Vehicles, Vessels, and Weapons" section in Chapter Two, "Attributes and Skills," of the *Star Wars Roleplaying Game, Revised and Expanded*). Characters rely on their *lightsaber repair* skill to make such improvements.

OSSUS

The Jedi training center on Ossus makes a perfect starting point for a new *Tales of the Jedi* campaign. Characters can come to the planet at the request of their Masters or as initiates seeking tutelage in the Force.

As a base for both training and missions, Ossus provides many opportunities for bringing characters together, allowing them to learn new skills and powers, and giving them tasks that necessitate the intervention of the Jedi. So long as a character continues to stay true to the Jedi Way and accepts the duties assigned to him, all lodging and nourishment comes at no cost.

VISIONS AND PREMONITIONS

Jedi Knights and others with an affinity for the Force occasionally experience visions and premonitions that guide them toward certain decisions or point them to areas requiring the presence of a Force-user.

You can use this tactic in the game to steer your player characters in the dramatically appropriate direction, thereby preventing them from unknowingly wandering away from the adventure.

You may also use premonitions to show characters how their failure might affect the their friends, family members, charges, or the galaxy as a whole. If a valiant Jedi has a vision in which the young woman under his protection is murdered by an assassin because the Jedi had become momentarily distracted, he will form then on dedicate every second to watching over his charge. The tension of the situation has been exacerbated since the Jedi now has something to worry over, to make him question his own abilities.

Of course, you must use this technique sparingly, so that players do not feel that they do not have control of their characters' destinies.

REFEREEING A GROUP OF JEDI

Running a party of Jedi characters through an adventure (or an entire campaign) can quickly become a difficult task. The amount of record-keeping and rules involved in playing Jedi characters and their dark-side counterparts requires a fair amount of organization and cooperation among the players and the gamemaster.

To ease these pressures you may wish to take steps to prevent their occurrence in the first place. For example, make a photocopy of the Jedi powers list found in this book (in Chapter Three) so that you can quickly check difficulties and modifiers rather than having to waste time flipping through the text to find the chart.

You can cut back on the amount of rules-checking by determining the results of various skill attempts without referring to the information contained herein, instead relying on your judgment to come to a conclusion.

Also, make certain that all players have their turn to speak. *Star Wars* adventures should be fast and cinematic; don't allow one player to monopolize and thereby slow down the game. Questions whose answers do not affect the night's game session (like whether or not the gamemaster will allow a character to create a new Force power), should be put off until later.

All participants in a *Star Wars* scenario should strive to ensure that everyone else enjoys the adventure. If you can do that, you won't encounter any problems.

THE JEDI WAY

The following passage is an excerpt from *Becoming One with the Force* by the ancient Jedi Master Trayos Torengen:

The Jedi Way is more than just a system of techniques for controlling, sensing, and altering the Force. It is a philosophy of existence in which the individual sees his true nature as a part of a larger whole. The Jedi seek to live in harmony with the universe, focusing on discipline and awareness to reach his goal. Many are the temptations to grasp at ephemeral equilibriums, to create conflict between nature

THE CODE OF THE JEDI

*Emotion, yet peace.
Ignorance, yet knowledge.
Passion, yet serenity.
Chaos, yet harmony.
Death, yet the Force.*

and the mind, to fall onto easier paths. This the Jedi strives to avoid at all costs, no matter how dear.

Jedi player characters must at all times abide by the philosophies of the Jedi Way. Violation of any of its tenets results in the immediate reception of a Dark Side Point, a game representation of the character's faltering.

The Jedi focus their efforts on creating harmony between all beings. They detest violence of any sort, reluctantly engaging in combat only after all other attempts at conflict resolution have failed.

A Jedi must always act from a position of peace and understanding, never out of fear or anger. Using the Force for selfish purposes — self-gain, egotism, even convenience — crosses the boundary between the light and the dark sides.

Jedi characters may not allow evil to take place once they become aware of its working. To remain aloof in situations where a Jedi's intervention would prevent the dark side from attaining another foothold is grounds for a character to receive a Dark Side Point.

A Jedi must constantly be wary of his path, making certain he does not stray toward the dark side, but remains firmly in the light.

Refer to Chapter Nine, "The Force," of the *Star Wars Roleplaying Game, Revised and Expanded* for more information on the ways of the light side.

THE DARK SIDE OF THE FORCE

While the dark side does not outclass the light side in any way, it does offer a seemingly quicker — yet more costly — path to power. The dark side thrives on black thoughts, words, and actions, inducing beings throughout the galaxy to engage in such wickedness in exchange for ability to wield the Force to commit subsequent evil acts.

Often the darkness manifests itself in a subtle way to mask its presence from an individual as it coaxes him to stray further from the light. Only after the being has performed the act does the dark side reveal itself, pointing out how simple and easy power comes to those who fulfill its wishes. With such black-hearted deed, the being steps further down the path to full immersion in the dark side, losing most of his former self in the process.

A character may add 1D per Dark Side Point to

his Force skills during any Force power use. If this added ability to manipulate the Force is not used for the betterment of the galaxy, the character risks falling farther from the path of light, earning himself a Dark Side Point per power attempt.

If a character refuses to take advantage of the darkside's offering (i.e., the character does not add the dice bonus), increase the difficulty of any Force power use by at least one level to reflect the concentration exerted by that character to avoid the temptations of the dark side.

For more information on the temptations of the dark side see Chapter Nine, "The Force," of the *Star Wars Roleplaying Game, Revised and Expanded*.

ADVERSARIES

Jedi player characters (or any type of character in the *Tales of the Jedi* setting, for that matter) will encounter various enemies throughout the galaxy. Each poses a different form of threat and requires alternate means of confrontation to stop.

CRIME LORDS

Criminals from the Core to the Frontier ply their various forms of illicit trade on a constant basis. While the Republic and its member-world governments devote considerable resources to apprehending such villains, the sheer number of individuals involved in these activities prevents the obliteration of crime.

Many law-breakers have joined together to create criminal gangs, networks, and syndicates, increasing their probabilities for success and decreasing their expenditures by defraying the costs across the entire group. These organizations often possess large amounts of capital and durable goods (like starships, weapons, and the like).

When such a group continually escapes the constraining grip of the Republic or when it engages in activities that cause great amounts of harm to society, the Jedi Knights become involved in capturing those responsible and destroying the organization forever.

DISSIDENTS

Every once in while a separatist movement erupts somewhere within the Known Galaxy, often at the spinward edge of the Expansion Region or deep in the Galactic Frontier. Some groups resent the interference of the Republic, while others disagree with the policies of their own homeworld's government.

When the Republic or any planetary government encounters problems that require resolution, the Jedi Knights receive a request for mediation. The Jedi must travel to the system where the dispute is occurring and attempt to settle the argument peacefully. No matter the outcome, the Jedi must provide a recommendation to the Republic as to the proper way to proceed and

OPTIONAL RULE: A SLOW PROGRESSION INTO DARKNESS

A character receives a negative personality trait each time he gains a Dark Side Point (up to six, at which point he falls completely to the dark side). Each time a player character earns a Dark Side Point, either choose or randomly select (by rolling 4D) a negative trait from the following list.

Dice Roll	Trait
4	Arrogant
5	Compulsive
6	Contempt for non-Jedi
7	Deceitful
8	Depressed
9	Disagreeable
10	Disenchanted with the Jedi Way
11	Disloyal
12-13	Egotistical
14	Hateful
15	Hopeless
16	Impatient
17	Miserly
18	Obsessive
19	Paranoia
20	Phobia
21	Power-hungry
22	Quick to anger
23	Selfish
24	Suspicious

whether or not to become involved in the conflict.

Recently, Jedi Master Arca Jeth and his apprentices Ulic and Cay Qel-Droma and Tott Doneeta accepted Onderon's request for an arbiter in the dispute between the Iziz monarchy and the beast-riders of the wilderness. Though the Jedi attempted to end the centuries-long war in a peaceful manner, the presence of the dark side forced the dispute into a full-scale war, involving the beast-riders, the Iziz Royal Protectors, and Republic rocket-jumpers. Luckily, the battle did not last long, and the Jedi and their allies succeeded in restoring the light to Onderon.

PIRATES

The Galactic Frontier possesses millions of planets and other celestial phenomena rich in natural resources. Mining corporations from as far away as the Core Worlds

have set up permanent bases of operation throughout the Frontier, gradually pushing the borders of the Known Galaxy farther spinward. These companies employ hundreds if not thousands of mining vessels, sending them to collect minerals from designated areas and return them to the headquarters for refinement (for the more profitable corporations) or shipment to a refinery in the Mid Rim.

Some individuals have joined the rush for ore as well. These independent miners often possess only a single vessel, relying on it to carry the mined deposits back to the nearest hyperspace terminal where they can sell them to a trader headed coreward.

The amount of mining traffic and the lack of authority in the Frontier have enticed pirate bands to prey on weakly defended ore-haulers. Quickly, the pirates expanded their targets to include any vessel in their gun-sights, since most ships in the Frontier travel alone. While the Republic has increased its presence as much as it can, the sheer volume of space prevents constabulary vessels from becoming a serious deterrence.

RAIDERS

While pirates prey on relatively helpless starships, raiders target small encampments, colonies, and other planetary establishments throughout the galaxy, especially in the Expansion Region and the Frontier.

Often a Jedi Knight or a force of mercenaries may receive a request for protection from a world constantly attacked by raiders. These planets usually have little in the way of defenses, so the protector (or protectors) must provide their own armament.

THE SITH

The Sith and their dark ways have returned to the galaxy in recent times. The Jedi Knights have become aware of this resurgence, and have begun taking steps to counter it, but despite the best of efforts, the darkness continues to spread.

Player characters should encounter Sith sorcerers only rarely. Most of the time, only the Sith's minions (who may or may not possess the ability to call on the dark side of the Force) interact with the characters. The discovery of Sith involvement should come as a shock to Jedi or other Force-wielding characters.

Just the word "Sith" should strike fear into the hearts of the characters (as well as the players). Keep these dark-side creatures shrouded in shadows, immersed in mystery, and larger than life so that the characters never know what to expect. While a Sith character should not have the ability to act outside the laws of the *Star Wars* universe, he may have easier or quicker ways to manipulate the Force or to cause other occurrences normally thought beyond the purview of any being in this existence. Empower him with dark-side devices, new Sith powers, and a shield of seeming invulnerability. No matter what you have to do, make sure that Jedi characters never want to confront a Sith sorcerer.

CAMPAIGN/ADVENTURE IDEAS

The type of campaign or adventure that you run depends entirely on the interests of the players. Some groups may wish to create a band of Jedi Knights seeking to rid the galaxy of evil wherever it threatens. Others may rather play explorers venturing into the uncharted reaches of the Galactic Frontier and beyond. Still others might enjoy running an elite unit of rocket-jumpers performing infiltration, rescue, and limited-engagement operations in every sector from the Core to the Unknown Regions. A particular group could express a desire to partake in a smuggler campaign, bringing in ore from the Frontier (and avoiding tariffs and customs restrictions) and high-tech black-market goods from the Core, the Colonies, and the Mid Rim.

The *Tales of the Jedi* era provides an unlimited supply of possible adventures. And the more involved you become in the setting, the more opportunities will come to light.

JEDI CAMPAIGNS

Running a campaign centered around Jedi characters involves the most disparate elements of any of the types mentioned above. Therefore, this section provides a basic overview of each aspect.

JEDI PLAYER CHARACTERS

Encourage players to select Jedi characters with differing abilities. The character templates provided at the back of this book give an excellent starting point for creating a Jedi with a defining slant. For example, a player could choose to design a beast-master, a peacemaker, a warrior, or even a mystic, depending on his tastes. Of course, a Jedi character can have no particular focus, enabling him to fill in wherever he is needed.

ONGOING GOALS

Each Jedi should devote a portion of his time every day or week to constructing or modifying his lightsaber. An adventure could even center around the search for a particular type of crystal, a rare vein from the Adegan family, for example. A Jedi's lightsaber is an outward symbol of both his station and his current level of ability, so continual upgrading should be considered mandatory.

Jedi who have earned Dark Side Points by performing actions of an evil nature (or failing to prevent such actions), must dedicate themselves to atonement, undertaking tasks or quests to wash away the taint of the dark side.

DESIGNING ADVENTURES

You can create adventures in a variety of ways, depending upon its context in a campaign. The Jedi may be assigned to help restore peace on a war-ravaged planet, arbitrate a dispute between two systems, protect precious ore being transported to the Core for Republic ship construction, investigate a series of strange distur-

bances throughout a sector that might be the work of the dark side, or seek out and destroy a Sith sorcerer and his minions in a remote system on the Frontier.

One way to design an adventure is to skim through the Jedi Force powers and create situations that require one or more abilities, especially those that do not involve combat. These scenarios provide player characters an incentive to learn some of the more esoteric powers.

Another adventure type revolves around the backgrounds of the Jedi characters. Choose an element of a character's history that could return to "haunt" him, like a debt, a family feud, or even a lost relative.

Third, you can develop a scenario that allows Jedi characters to atone for dark-side acts or to find a new Master who will further their study.

The characters' Jedi Master might send the apprentices on test missions to gauge their level of proficiency and their understanding of the Jedi Way. Sometimes, the characters may even be paired with another group, such as a rocket-jumper or explorer unit.

The *Tales of the Jedi* comic series as well as this companion should spark a plethora of potential adventures. Reread sections every once in a while to discover those you missed the first time.

DEVELOPING A CAMPAIGN

When running a long-term Jedi campaign, you must carefully weave together the many different strands that represent the Jedi's responsibilities and goals. Alternate between adventures based on personal goals (lightsaber construction, finding an ancient Jedi Holocron, locating a Master proficient in a power the Jedi wish to learn) and those focusing on galactic duty (mediation, discovering dark-side devices, destroying Sith structures, defending helpless beings).

Where possible, combine the two, intertwining individual and societal goals. While the Jedi track down a wanted criminal, for example, they might stumble upon a holocron in the possession of an unscrupulous and stubborn collector.

Balance these two aspects of the campaign carefully, noting which your players seem to enjoy more. The point of the game is to have fun, so your job as gamemaster is to ensure it.



Well, my Jedi student, you have learned much in our time together. Our lessons must end here; while you have much left to learn, you must learn it for yourself. I only hope that you have come to understand the essence of the light side of the Force and the need for you to embrace it always. I have confidence in your ability, do not doubt that. It remains only for you to realize it yourself.

Good luck in your endeavors, and may the Force be with you on your journeys ahead ...

CHAPTER THIRTEEN

RUINS OF KABUS-DABEH



Brian Ewing

The first goal of a Jedi Knight is to maintain order and further the cause of peace...

A settler's life is never-ending hardship, Tallov Kersk thought, shaking his head ruefully. His family's harvester loomed over the Muzara savanna. It had crawled along the plains, leaving a swath of freshly tilled and planted soil in its wake. Now it stood silent, smoke wafting up from one of the immense heavy-duty tread assemblies. Another dislodged track would cost them a whole day's work and hundreds of credits at harvest time.

Tallov and his brother-in-law Karn walked around the assemblies assessing the damage. Up in the control cabin, their wives were busily shutting the rest of the harvester down to conserve their power supply. Tallov's son Vettle and Karn's daughter Cavvie had come with them down the lower inspection hatch stairway — they ran off to explore a lone tree standing on a nearby rise.

The two families had pooled their resources, purchased space aboard a Brentaal League colony ship, and leased a massive treaded harvester. Tallov's dream was to make this wild planet fertile, producing food for League settlements burgeoning on nearby systems. If Muzara could be tamed, it would be an ideal place to raise children — far away from the bustling Core Worlds with their crowded starports and conniving politicians.

It wasn't an easy dream to achieve. Like many on Muzara, they had endured a long and cramped journey aboard a colony cruiser. They had been plagued by mechanical breakdowns, malfunctioning droids and stale supplies. The League took all their money for the beat-up harvester, an obsolete model that spent more time burning lubricant and grinding servos than actually sowing crops.

Tallov surveyed the track hanging loose from the tread assembly. "We'd better break out the power jack and some spare links," he told his brother-in-law. "The lifter winch wouldn't hurt, either."

They were interrupted by shouts from the children. Vettle and Cavvie ran over from the tree, pointing to the horizon. "Daddy, Daddy!" they cried. "Something's comin' this way!"

A low cloud of dust hovered on the horizon ahead. Tallov pulled his macrobinoculars from the belt case and brought them to his eyes. Through the dust he could see hundreds, maybe thousands of bulky aliens dragging sledges piled with supplies, tents and other gear. He had heard Muzara was home to nomadic tribes that roamed the savannas, but so far few settlers had encountered them.

"Son, get the blaster rifles," Tallov said. "Looks like we've got first contact with the locals ..."

WELCOME, JEDI

Ruins of Kabus-Dabeh is an introductory solitaire adventure designed to draw you right into the mystical worlds of *Tales of the Jedi*. If you haven't played *Star Wars: The Roleplaying Game* before, it will teach you the basic mechanics you need to know when joining a *Star Wars* game. This section contains some short rules on how to accomplish certain tasks with your character, including how to roll your attribute and skill dice, and how to relate those rolls to your character's success or failure at certain tasks. There's even a sample Jedi character for you to try.

If you already know how to play the *Star Wars* roleplaying game, skip ahead to "The Muzara Negotiations," where the real adventure begins. Gamemasters can also use this quick adventure to introduce new players to the rules, and give experienced players a taste of the *Tales of the Jedi* period. It's designed for beginning characters.

YOUR CHARACTER: KEVAL RAFFAAN

The character provided with this solitaire adventure is Keval Raffaana, a Jedi peacemaker whose master has sent him on a mission to avert a small feud on Muzara between the indigenous Muza and the human settlers from the Brentaal League. Take a look at Keval's character template.

The right side of the template explains his background, personality and objectives — it's a good way to understand the character you're playing.

All of Keval's game statistics are on the left side of the template. Keval has six **attributes**, which are his basic qualities. Attributes are things you're born with — innate abilities. These are *Dexterity*, *Knowledge*, *Mechanical*, *Perception*, *Strength* and *Technical*.

Keval's **skills** are listed under each attribute. Skills are abilities you learn, and they include things like *pulse-wave weapons*, *dodge*, and *brawling*, as well as the Jedi skills *control*, *sense* and *alter*.

Keval has a **die code** for each attribute and skill. The die code is the number of six-sided dice you roll when you use the attribute or skill (for example, one die is 1D, two dice is 2D, three dice is 3D, and so on).

Example: Keval's *Mechanical* is 2D, so if he tries to operate an unfamiliar vehicle, his player rolls three dice and adds the rolls together. If the player rolled a 5 and a 2, Keval's *Mechanical* total would be 7.

Now take a look at Keval's *Perception* attribute. Notice that it's 3D+1. That means you roll three dice, add them together, and then add 1 to the total.

Example: Keval's *Perception* is 3D+1, so if he tries to notice something out of the ordinary in a crowd, his player rolls three dice, adds the rolls together and adds 1 to the total. If Keval rolled a 3, a 6 and a 4, and then added 1 for the "+1," Keval's *Perception* total would be 14.

The same system works for skills. All skills begin with the same die code as the attribute they fall under, but skills can be improved.

Example: Keval has the *running* skill listed under his *Dexterity* attribute. Since Keval's *Dexterity* is 2D+1, his *running* skill also starts out as 2D+1. *Pulse-wave weapons*, *brawling parry*, *dodge*, *lightsaber* and *melee combat* are also listed under *Dexterity* and they also start out as 2D+1.

Some skills are improved on the template: Keval's increased skills are *pulse-wave weapons*, *dodge*, *lightsaber*, *cultures*, *languages*, *bargaining*, *investigation* and *persuasion*. Don't worry about just how this works now — you'll learn while you play the adventure.

Keval also has two Force powers, *concentration* and *magnify senses*, which he uses with the *control* and *sense* skill die codes. *Concentration* allows the Jedi to clear all negative thoughts from his mind, adding +4D to any one action for a round. The Jedi must make a successful roll of his *control* dice: concentration is harder to use when

there are other distractions and emotions warring for the Jedi's attention.

Magnify senses is an easy power to use: when the character's *sense* skill is successfully rolled, this power augments a Jedi's existing senses. These powers will be demonstrated during the solitaire adventure.

Character and Force Points are explained below. Don't worry about Keval's listing for Move. This stat is used in the roleplaying game but is not necessary to play this adventure. It is provided here in case you wish to use this character in other *Star Wars* roleplaying adventures.

HOW KEVAL DOES THINGS

Every task that Keval might attempt in this adventure has a difficulty listed in the text. These tasks might include parrying with a lightsaber, bargaining with a merchant, or translating an alien language. There are six different levels of difficulty: Very Easy, Easy, Moderate, Difficult, Very Difficult, and Heroic.

There is also a difficulty number. This is the number you have to tie or beat with your die roll to succeed. In the adventure, these numbers are listed. (Of course, in the regular *Star Wars* roleplaying game, the gamemaster determines the difficulty numbers.)

The chart below lists the levels of difficulty and the numbers associated with them.

Roll the appropriate skill or attribute dice. If your roll is equal to or greater than the difficulty number, your character succeeds. If it's lower, your character fails.

Difficulty	Difficulty Number
Very Easy	1-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30
Heroic	30+

Example: Keval wants to see if he remembers anything about Muza customs. To determine this, he'd use his *cultures* skill, which is 4D+2. The gamemaster says the difficulty number for knowing this information is 10 (a Moderate difficulty level). Keval's player rolls four dice and adds 2 more points to get a total of 15. Keval's character remembers that the Muza are a nomadic people who revere certain geographical locations as sacred and others as unholy.

If you make a particularly bad roll, or if you want to improve a roll you've already made, you may spend a Character Point to roll an additional die and add the result to that skill roll. You may use up to two Character Points on any given roll. Since *Star Wars* is a game about heroes — and your character is a hero — Character Points give you a chance to improve your character's results, especially when your character needs it most. Keval begins this adventure with five Character Points.

TALES OF THE JEDI COMPANION

Character Name: Keval Raffaan

Type: Jedi Peacemaker

Gender/Species: Male/Human

Age: 17 **Height:** 1.7 m. **Weight:** 73 kg.

Physical Description: Medium height and slight of build, with neatly trimmed black hair. Wears brown Jedi robes with a tan tunic vest.

Dexterity _____ 2D+1

Brawling parry _____

Dodge 4D _____

Lightsaber 3D+1 _____

Pulse-wave weapons 3D _____

Running _____

Knowledge _____ 4D

Alien species _____

Bureaucracy _____

Cultures 4D+2 _____

Languages 4D+1 _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical _____ 2D

Astrogation _____

Beast riding _____

Repulsorlift operation _____

Space transports _____

Special Abilities:

Force Skills: Control 1D,
sense 1D

Control: Concentration

Sense: Magnify senses

Perception _____ 3D+1

Bargain 4D _____

Investigation 4D _____

Persuasion 4D+2 _____

Search _____

Sneak _____

Strength _____ 2D+1

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ 2D

Computer programming/repair _____

Droid programming _____

Droid repair _____

First aid _____

Move _____ 10

Force Sensitive? ☐ yes

Force Points _____ 1

Dark Side Points _____

Character Points _____ 5

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



PLAYER NAME: _____

Equipment: Lightsaber (5D), recording rod, thermacanteen

Background: Growing up on Chandrila, you never realized that someday you would become a Jedi. Life was filled with studies; reading the great literature of your age and examining the strategies of prominent politicians. When you graduated from school on Chandrila, you hoped to enroll in the Diplomatic Institute on Coruscant. You wanted to further hone your abilities and later go on to serve the Republic as a negotiator. Little did you know the Force would change your destiny.

You elected to leave the life of an average student and follow the Jedi Master Ma'tien. He and his apprentices had learned the ways of the Force; how to use it for achieving peaceful ends by avoiding conflict. At first you had difficulties — after all, your schooling had prepared you for negotiations, not for complex lightsaber techniques. Master Ma'tien saw potential in you. Your diplomatic abilities were already well-trained; you just needed to hone your skills as a Jedi.

Now it seems you've reached the end of this stage in your training, and Master Ma'tien is eager to put you to a test.

Personality: You're fairly outgoing, and especially confident in your diplomatic abilities. Your skill with the Force, however, could use some work, so you're hesitant to rely on it.

Objectives: To learn more about using the Force to successfully influence negotiations.

A Quote: "Diplomacy can resolve any conflict."

Connection With Characters: Another character in your group could be a guard assigned to help you implement peace. You might also require the services of a pilot to shuttle you from world to world. You may be accompanied by your Jedi Master or other Jedi Knights. An astromech or protocol droid might assist you in your missions.

Example: Keval finds himself confronted by a malevolent creature intent on killing him — he has drawn his lightsaber to strike at the attacking monster. Keval's *lightsaber* skill is 3D+1. Hitting the creature is difficult (requiring a skill roll of 15 or greater). So Keval's player rolls three dice and adds 1, for a total of 11. Rather than missing the creature — and allowing it to attack him — Keval decides to use one Character Point. After lowering his Character Point total from 5 to 4, he rolls the extra die, gets a 5, and adds it to his *lightsaber* roll of 11. With a total roll of 16 (just enough), Keval strikes the monster with his lightsaber.

Don't use up your Character Points too quickly. You never know when you'll *really* need them. It's always good to have a few around to help your character through the adventure's climax.

If you are faced with a particularly difficult task, you may choose to use your single Force Point to improve a roll. You must make this decision *before* you roll your skill dice. Spending a Force point doubles your attributes and skills for one round. If you're using a skill that's 3D, it becomes 6D! If you're rolling a skill of 2D+2, it becomes 4D+4. You may not use a Character Point if you've just used a Force Point to boost your skill.

Example: Keval falls into a chasm. Before he hits bottom he has an opportunity to make a *Dexterity* roll to see if he can grab onto anything protruding from the chasm wall. He needs at least a 17 to succeed. Rather than rolling his *Dexterity* of 2D+1, or spending one or two Character Points, he decides to use his Force Point. His *Dexterity* doubles to 4D+2. If after rolling four dice and adding 2 he doesn't get 17 or higher, he may not spend a Character Point to roll an extra die.

Very few entries in the adventure specifically advise

MUZARA

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Canyon, plain, plateau, lakes
Length of Day: 28 standard hours
Length of Year: 375 local days
Sapient Species: Humans, Muza (N)
Starport: Landing field
Population: 7,800 humans, 55,000 Muza
Planet Function: Agricultural colony
Government: Colonial administrator (humans), tribal (Muza)
Tech Level: Space (humans), stone (Muza)
Major Exports: Foodstuffs
Major Imports: Agricultural machinery, medicinal goods, mid-level technology

Capsule: Muzara is a small world in the Expansion Region covered with verdant plains, wide mesas and rough-hewn canyons. Much of its water evaporates from several large lakes, forming clouds which nourish the savannas with rain. It is home to the indigenous Muza, a tribal species evolved from nomadic ruminants. Although their civilization is not terribly advanced, they rule their world through force of numbers and the complete extermination of predators. Their cultural beliefs are difficult to dispel. They have no notion of property, although they revere and fear certain geographical features as sacred or unholy.

The first Republic settlers on Muzara were brought only a few months ago by a colony cruiser from the Brentaal League. They established a base atop one of the massive plateaus where they could oversee the agricultural enterprises planned for Muzara. The League intended to produce food here for export to nearby settlements which were not yet self-sufficient.

Immense harvester crawlers ply the savannas. These giant machines till the soil and sow crops in the spring, and collect and process the produce in the fall. Each harvester is run by several families, who have purchased rights from the Brentaal League to raise crops on vast territories staked out on the Muzaran plains.

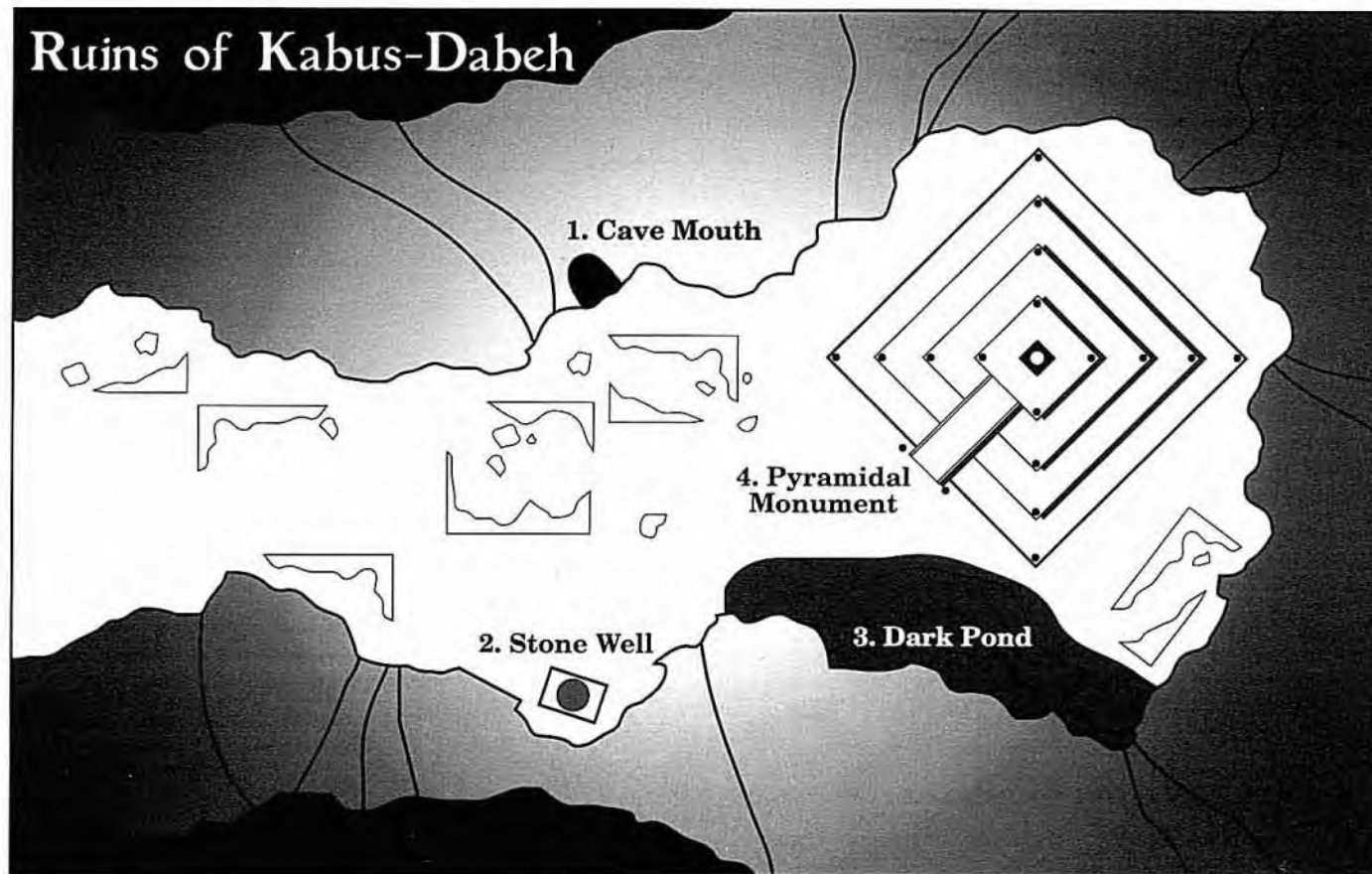


you to spend a Force Point. You may use it for any attribute or skill roll in the game — but you must spend your Force Point wisely, for you only have one. Save it for a nearly impossible task at which you must succeed.

You now know enough about the rules to start playing. You'll soon learn that a roleplaying game is more than rules — it's about being in a fun adventure. Playing this solitaire scenario will give you a feel for the game and the *Tales of the Jedi* setting. Simply read on and follow the directions.

You'll be directed to several numbered entries, sometimes determined by your own choice, and sometimes determined by how well you make your skill rolls. Don't

Ruins of Kabus-Dabeh



read the entire straight through, and don't read entries you're not supposed to look at — that will spoil any surprises. Just follow the instructions and you'll be okay.

Good luck, and may the Force be with you!

THE MUZARA NEGOTIATIONS

For decades the intrepid explorers and traders from the Brentaal League have been forging hyperspace routes deep into the Expansion Region. They've created a string of colonies to provide the League with new resources for a booming economy back in the Core Worlds. Many systems have no indigenous, sentient life — these are ideal for settlement and exploitation. Those worlds hosting native species pose problems. Can settlers and the local cultures co-exist?

You've recently heard talk of a conflict on a Brentaal League colony not far away. Settlers on Muzara are at odds with the native Muza, a sometimes aggressive nomadic species which has little concept of land ownership. The League settlers don't want a fight — they just want to farm vast sections of Muzara's fertile plains. The colony's administrator has tried to negotiate some kind of agreement with the Muza — the Brentaal League frowns on violence, and would much rather profit from a new species than instigate a conflict with it.

Fearing the situation could degenerate into open war-

fare, the settlers have called upon the Jedi Knights to intervene and find some peaceful solution. The matter has fallen under your Master's jurisdiction. Many Jedi are off handling other pressing conflicts, and few of your fellow students are prepared for such a challenge. Master Ma'tien has charged you with negotiating a truce between the Muza and the colonists.

A Brentaal League transport pilot picks you up from the tranquil Jedi retreat where you've been completing your studies. Master Ma'tien hands you a datapad containing a sourcefile on Muzara. After encouraging you to read up on your assignment, he bids you well. "Remember," he says, "A Jedi Peacemaker uses all his available resources but one: violence. Know the difference between a show of power and its blatant misuse. Now go: a greater galaxy awaits you."

You board the transport and blast off for Muzara.

The journey only lasts a few days in hyperspace. You use the time to read the information Master Ma'tien gave you on Muzara, and to review your negotiation techniques and the tactics used in classic debates of the past. You are confident in your diplomatic abilities to solve the conflict between Muza tribes and human colonists.

When you arrive at the Brentaal League settlement, it doesn't seem like you're going to display those talents yet. The colony administrator and several upstanding citizens escort you to the nearby Muza encampment.

You are brought before the clan chiefs, immense brutes with large, scoop-teeth overbites and massive forearms. They inspect you carefully with their tiny, retractable eyes. They spend a moment deliberating in their own language, then announce their decision. Before the Muza clan chiefs will recognize the authority of an outside moderator, he must pass a test of character, skill, and willpower.

The chief clansman explains: "Members of your kind have chosen you as adjudicator in this conflict. You must meet our standards before we accept your judgment. To the north lies a deep-cut canyon. At the end of it you will find ruins: all that is left of dark Kabus-Dabeh. They are the remnants of an ancient and evil people. You must go there. One of our bravest protectors has placed a *skuhm*-hide bag of metal coins somewhere in the ruin. You must find this bag and return it here. If you persevere, you will prove your worth. If you do not, we will not regard you as an honorable negotiator."

It seems you have little choice but to undergo the test. If you don't, you will doom the Muza and Brentaal colonists to a long and bloody war. You make sure your therma-canteen is filled with cool water and check that your lightsaber is securely clipped to your belt. After bowing before the Muza clansmen and the settlers, you begin hiking northward.

You travel barely a kilometer when you see the plains have been cut by a deep canyon. Following it from above, you eventually find an entrance. It seems the gorge was cut many years ago by a fast-flowing river which emptied out into one of Muzara's large lakes.

You continue up the canyon. A stream winds down one side of the rocky cleft: the water is dark and smells musty. As you walk deeper into the gorge, the walls begin to close in. Soon, though, the passage opens up. Crumbling ruins stand guard at the canyon's end. You have reached Kabus-Dabeh.

The remains of several stone foundations litter much of the ground. Several features catch your eye as possible hiding places for the bag of metal coins you're supposed to retrieve (refer to the Kabus-Dabeh map for specific locations). A dark cave mouth gapes at you from the left cliff face (location #1 on the map). The stream runs right by a stone well to the right (#2). A broken road seems to lead along the stream edge toward a small pond filled with dark water (#3). An immense pyramidal structure dominates the head of the canyon (#4). Peering upward, you see a bag sitting atop the uppermost platform ...

Here's where your adventure begins. Start with the numbered entry below which corresponds to the map area you wish to search first. Other entries will take you deeper into the ruins of Kabus-Dabeh ...

- *Cave Mouth: Entry #1.*
- *Stone Well: Entry #2.*
- *Dark Pond: Entry #3.*
- *Pyramidal Monument: Entry #4.*

1

You carefully approach the cave mouth. Very little daylight filters inside — it looks like the cavern goes deeper into the rock. The floor near the entrance seems flat enough, but you're not sure if it becomes more uneven inside. Unfortunately, you didn't bring along a glow rod, but your lightsaber could provide a meager source of light ...

- *You use your Jedi power magnify senses to discover anything else about this cave: go to 9.*
- *You proceed into the cave without a light source: go to 6.*
- *You ignite your lightsaber and enter the cave: go to 17.*
- *You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.*

2

The well's edge-stones were carefully set in place long ago. Each block is carved with some ancient rune. There doesn't seem to be any method of drawing water from the shaft — you don't see any syntherope lying around, nor are there any remains of a winch. Although the stream flows directly past it, the stone well seems dry. Its shaft disappears into inky darkness. You find a small stone nearby and toss it in. It falls for quite a time before clattering on the dry bottom. Perhaps the bag of coins is hidden down there ...

- *You search around the well for some way down: go to 29.*
- *You attempt to climb down the well unassisted: go to 37.*
- *You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.*

3

The pond seems unusually deep. The water probably seeps out from some subterranean spring. You notice a musty odor wafting up from the surface. It's possible somebody tossed the bag of coins into this pool.

- *You stick your hand into the water to grope around for the bag: go to 60.*
- *You use your Jedi power magnify senses to discover anything else about this pond: go to 59.*
- *You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.*

4

The large pyramidal structure overshadows the ruins. It consists of several square rock platforms set one atop the other. Their surfaces are smooth, and the upper edges of each level flare outward. The corners are decorated with statues of abominable creatures facing inward: their mouths are gaping holes and their claws are carved of hard stone. A staircase runs up the face to the uppermost platform. In ancient times this must have been some kind of evil sanctuary, for you feel a certain emotional darkness around it.

Looking to the top level, you see a pedestal with a *skuhm*-hide bag perched on it! This seems almost too easy.

- You head up the staircase to the top: go to 70.
- You warily search around the staircase for any traps: go to 63.
- You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

5

Your lightsaber comes to life with a "snap-hiss." Immediately Togarn screams out in agony, his eye slits shut tight. "No light! No light!" he cries. "It hurts my eyes, blinds me. Oh, turn it off!"

Your blade provides enough light to see behind his bloated snout. A slug-like body tapers back from the head, ending in a spiked tail that flails about in pain. The cavern continues no farther than the creature's tail — and you can find no sack of metal coins. Truly this is a creature of darkness, one which might have led you astray and done great harm. Jedi are merciful, not vengeful. Rather than torment this monstrosity any more, you hastily retreat out of the cavern and into daylight.

- You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

6

You step forward into the cave, careful not to lose your footing in the darkness. Soon you hear a raspy breathing sound ahead. An odor of rotting flesh fills your nose. You continue deeper. Ahead you see two shining yellow orbs moving in unison. Drawing closer, you realize they are eyes, the light of which illuminates the cavern in a dull glow. The creature they are attached to seems little more than a wide mouth surmounted by the lantern-like eyes. Two tiny clawed feet scratch anxiously at the ground. You hear a swooshing sound behind this

creature, but its eyes do not shine so far back in the cavern.

- You approach carefully ... go to 10.

7

You step from the glow of Togarn's eyes into the blackness behind him. The swishing sound grows louder here, and the air moves. You can't see it, but something large and heavy is swinging around back here. Whatever it is, it swipes at you! To avoid getting hit, use your *dodge* skill of 4D. Leaping out of the way is a Moderate task with a difficulty number of 12. Roll four dice and add up the total.

- If you roll 12 or higher, go to 11.
- If you roll 11 or lower, go to 16.

8

Ahead you see two shining yellow orbs moving in unison. Drawing closer, you realize they are eyes, the light of which illuminates the cavern in a dull glow. The creature they are attached to seems little more than a wide mouth surmounted by the lantern-like eyes. Two tiny clawed feet scratch anxiously at the ground. You hear a swooshing sound behind this creature, but its eyes do not illuminate so far back in the cavern.

- You approach carefully ... go to 10.

9

You take a moment to feel the Force flowing through the area around you. It will help you more finely tune your senses to examine the cave. Using this Force power is a Very Easy task (a difficulty number of 5). Roll your *sense* die of 1D. (Remember, if you don't feel you roll high enough, you can always spend a Character Point to add one die to your roll ...)

- If your roll is 5 or higher, go to 12.
- If your roll is 4 or lower, go to 15.

10

The creature bids you to come closer. When it opens its mouth to speak, it bristles with needle-like teeth and is filled with a bloated tongue. "Who are you?" it croaks. "And what — *bluurp* — are you doing in Togarn's cave?" Its breath reeks of decay, and its glowing eyes watch you hungrily.

You introduce yourself, explaining your mission here in the ruins of Kabus-Dabeh. The creature nods when you mention the sack of metal coins you must retrieve. "Togarn knows about the sack. Keeps it at the back of cave." His entire body shudders as he tries to move on the anemic feet. "Ugh — Togarn cannot reach it. You look in the back of cave, the sack is there for you." As he invites you into the cavern's darkened recesses, the

ominous swishing sound behind him increases in tempo.

- *You stumble back into the darkness looking for the sack: go to 7.*
- *You ignite your lightsaber to illuminate the way back: go to 5.*
- *You decide to thank Togarn for his help, but leave the cave without searching for the sack: go to 18.*

11

You dodge just in time — something heavy swings by you, almost bashing you in the head. Now it's your move...

- *You ignite your lightsaber to see what's attacking you: go to 24.*
- *You ignite your lightsaber and attack whatever swiped at you: go to 19.*
- *You try to dodge toward the cavern entrance: go to 21.*

12

You focus all your senses on the cave depths. The darkness still obscures your sight; but your eyes can often deceive you. Your ears and nose reveal more about what lurks within the cavern. You notice a faint yet unpleasant odor emanating from within — it smells like rotting flesh. Deep inside you hear water dripping from the rocks. You also notice a heavy shuffling sound and an occasional raspy breath. Something's alive down there ...

- *You proceed into the cave without a light source: go to 6.*
- *You ignite your lightsaber and enter the cave: go to 17.*
- *You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.*

13

Whatever it is only grazes your shoulder. You are stunned — should you make a die roll in the *next entry only*, you must do so with a -1D penalty. Now that you've avoided whatever is swinging at you, you have several choices:

- *You ignite your lightsaber to see what's attacking you: go to 24.*
- *You ignite your lightsaber and attack whatever swiped at you: go to 19.*
- *You try to dodge toward the cavern entrance: go to 21.*

14

Despite the awful cries, you continue with your blade lighting the way. Ahead the lightsaber illuminates a hideous creature — the source of the shrieking. At first it seems little more than a wide mouth surmounted by two visual appendages — now shut tight against the light. Two tiny clawed feet scratch furiously at the ground. Behind the oversized snout a slug-like body tapers back, ending in a spiked tail that flails about in pain.

"Turn it off! Take away the light!" it cries. When it opens its mouth to speak, it bristles with needle-like teeth and is filled with a bloated tongue. The stench of decay wafts on its breath. Truly this is a creature of darkness, one which might have led you astray and done great harm.

The cavern continues no farther than the creature's tail — and you can find no sack of metal coins. Remember, Jedi are merciful, not vengeful. Rather than torment this monstrosity any more, you hastily retreat out of the cavern and into daylight.

- *You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.*

15

You focus all your senses on the cave depths. The darkness still obscures your sight, and you hear nothing but water dripping from the rocks; however, you notice a faint yet unpleasant odor emanating from within.

- *You proceed into the cave without a light source: go to 6.*
- *You ignite your lightsaber and enter the cave: go to 17.*
- *You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.*

16

You fail to dodge out of the way and are hit by something spiked and heavy. It swings down on you and bashes into your shoulder. To see how well you resist the damage, roll your *Strength* dice of 2D. (Don't forget, you may spend a Character Point to add a die to your roll, or use a Force Point to double your dice for this round.)

- *If you roll 10 or higher, go to 13.*
- *If you roll 9 or lower, go to 20.*

17

With a "snap-hiss" your lightsaber ignites. It provides enough illumination for you to see the cave floor and a little way ahead. You still proceed with caution. You round a bend in the passage and freeze as a raspy voice cries out: "The light! It burns Togarn's eyes. Shut it off! Stop the light!"

- You turn off your lightsaber: go to 8.
- You continue with your lightsaber illuminating the way: go to 14.

18

"Thank you," you say, backing away from the creature, "but I think I'll try exploring elsewhere in the ruins first." You turn to head toward the faint light of the cave entrance. Behind you comes a shuffling noise, then something heavy swishes through the air. It seems to be aimed at your head! To avoid getting hit, use your *dodge* skill of 4D. Leaping out of the way is a Moderate task with a difficulty number of 12. Roll four dice and add up the total.

- If you roll 12 or higher, go to 11.
- If you roll 11 or lower, go to 16.

19

Igniting your lightsaber, you see the nearest target is a large, fleshy tail sporting several spikes. To successfully strike it is a Moderate task with a difficulty number of 15. Your *lightsaber* skill is 3D+1. Roll three dice and add one to find your *lightsaber* skill total. (Remember, if you were stunned in the last entry, you only roll 2D+1 with the -1D penalty ...)

- If you roll 15 or higher, go to 22.
- If you roll 14 or lower, go to 25.

20

You've been wounded by Togarn's spiked tail! Pain seizes your body and you crumple to the cave floor, unconscious. Togarn gloats to himself. Another unwary creature has fallen into his trap — you'll make a tasty morsel. He was truly an ally of darkness. You might be able to escape his lair should you regain consciousness soon ... but that's another adventure.

- Go to 80.

21

To make a break for the entrance, you must evade whatever is thrashing about back here. To avoid getting hit, use your *dodge* skill of 4D. Leaping out of the way is a Moderate task with a difficulty number of 12. Roll four dice and add up the total.

- If you roll 12 or higher, go to 23.
- If you roll 11 or lower, go to 16.

DON'T FORGET THOSE CHARACTER POINTS

If you've made a roll and it's not quite high enough to succeed, you may spend one or two Character Points to roll an additional one or two dice. These dice are added to your skill total. Remember, however, that you only have five Character Points. You might want to save a few for later ...



22

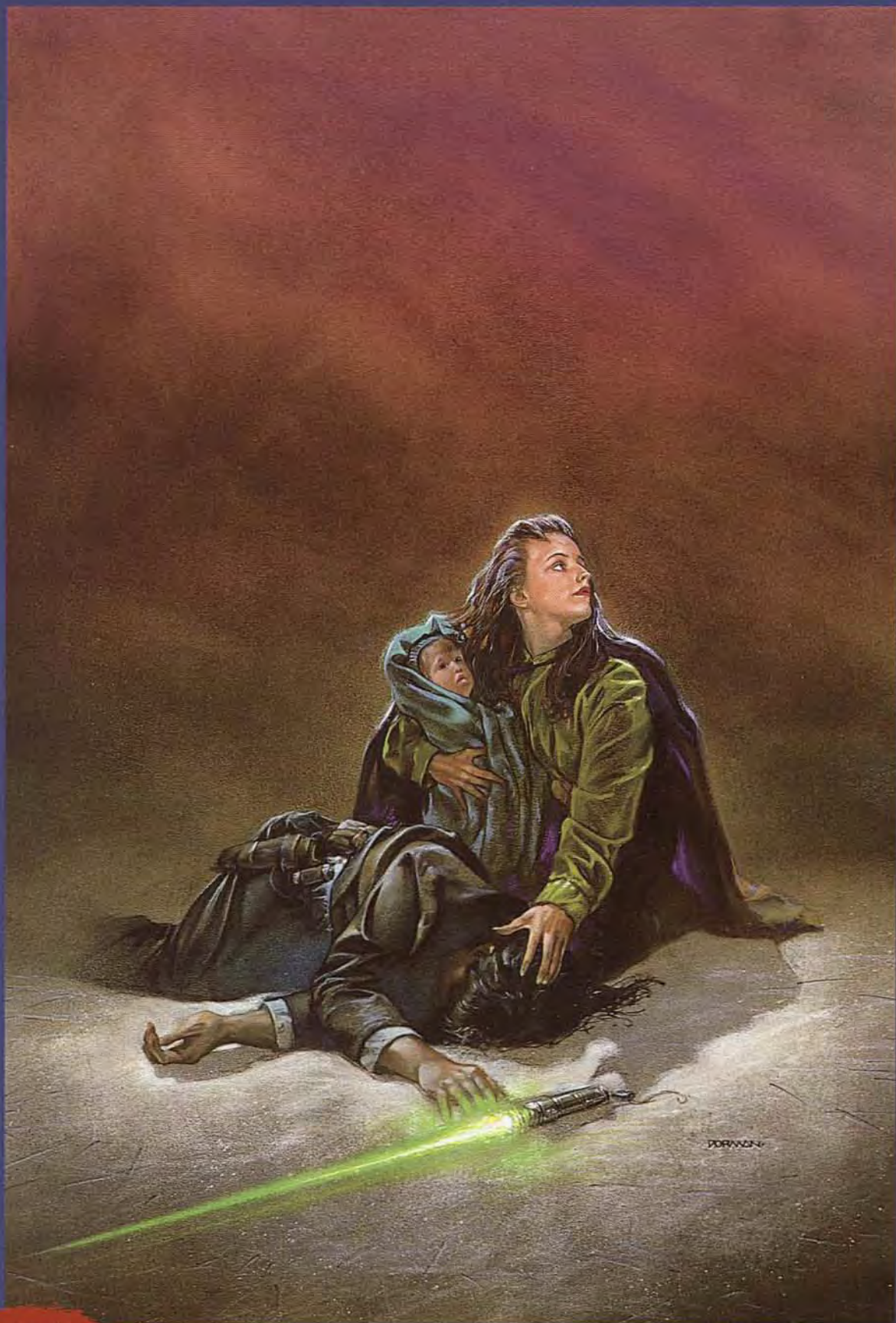
You swing your lightsaber and it slices through the tail just before it strikes you! The severed flesh drops heavily to the cave floor. The creature cries out in pain — the tail stump thrashes around and Togarn shuts his eye-slits tightly. "My tail! The light! Torment me no more! Remove the light!" While Togarn is distracted, you carefully back away from him and leave the cavern. Truly this is a creature of darkness, one which might have led you astray and done great harm. Jedi are merciful, not vengeful. Rather than torment this monstrosity any more, you hastily retreat out of the cavern and into daylight.

- You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

23

You leap out of the way just as something heavy smashes into the cave floor where you were standing. Running past Togarn's bloated head, you continue until you're outside the cave. The dark creature's laughter echoes from the cave mouth and fills the canyon. Truly he was a monster of darkness, one which might have led you astray and done great harm.

- You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.



DORRAN





EONS PASSED. TRIBAL CULTURE EVOLVED INTO TRUE CIVILIZATION.

THANKS TO THE MONSTROUS SPECIES FROM THE DXUN MOON, ONDERON CIVILIZATION DEVELOPED IN THE FORM OF ONE GREAT WALLED CITY.

CITY THAT GRADUALLY GREW, OVER THE CENTURIES, TO BECOME A VAST SPRAWLING FORTRESS PROTECTING SEVERAL MILLION HABITANTS.



24

Your ignited lightsaber has a terrifying effect on Togarn. Upon seeing the bright blade, the creature shuts his eye-slits tight — *he is screaming!* Shut off the lighting.

Togarn hates the light!" The tail is actually part of the creature, and it flails about blindly. While Togarn is distracted, you carefully back away from him and leave the cavern. Truly this is a creature of darkness, one which might have led you astray and done great harm. Jedi are merciful, not vengeful. Rather than torment this monstrosity any more, you hastily retreat out of the cavern and into daylight.

- You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

25

You swing your lightsaber at the tail and miss! Perhaps you lashed out too quickly, or allowed your fear or anger to cloud your judgment. Now you must suffer the consequences of your hasty attack ...

- Go to 24.

26

You look around the well for anything to help you climb down. The creeper vines growing up the cliff would be too weak to support your weight, even if you braided them into a rope. Nothing in the nearby ruins can help much. You step to the well's edge and examine the symbols carved on it — except for three stones which are inscribed with the same glyph. Each of these rocks is loose. Pressing down on one, then another, and finally the third, creates a grinding noise within the well. When next you peer down, metal ladder rungs have emerged from the shaft wall! You begin the easy descent into the well's depths. After climbing down for what seems like an eternity, you reach the bottom.

- Go to 41.

27

Shrugging your shoulders, you head back out of the canyon, leaving the ruins of Kabus-Dabeh behind. Perhaps someday you can muster enough courage and determination to face challenges worthy of a real Jedi Knight. In the back of your mind you hear Master Ma'tien chiding you for your failure. Being a Jedi Knight isn't easy — but if you don't succeed here, your only choice is failure. You think carefully. It's not too late to turn around and try again ...

- You explore another area within the ruins: go to the numbered map entry corresponding to that location. You may not return to any area you visited earlier.

- Otherwise, you abandon your quest and go to 80.

28

To climb down the well shaft requires your *climbing/jumping* skill of 2D+1. Roll two dice to get your skill total. Remember, you can use Character Points to roll extra dice if you do roll high enough.

- If you roll 20 or higher, go to 32.
- If you roll 19 or lower, go to 35.

29

Thoroughly examining the well and its entrance is an easy task with a difficulty number of 10. Your *search* skill of 3D+1 — roll three dice and add your skill total.

- If you rolled 10 or higher, go to 26.
- If you rolled 9 or lower, go to 33.

30

You successfully clear your mind and descend with the Force flowing through you. For the *next entry only* you may add +4D to your skill total. Since you'll be using your *climbing/jumping* skill, this means you roll 6D+1 instead!

- Go to 28.

31

You flail out blindly, trying to catch something while you fall deeper into the well. Somehow you manage to grab onto a stone which juts out from the shaft wall. You dangle precariously, clinging to the stone. After catching your breath and calming your frantic mind, you continue climbing down the shaft using whatever hand and foot holds you can find.

- Go to 41.

32

You carefully make your way down the well, groping for hand and foot holds and avoiding loose stones. After what seems like an eternity, you reach the dry bottom. Only a little light shines down from above.

- Go to 41.

33

You examine the well's edge and the crumbled stones nearby, but find nothing useful. A few creeper vines crawl up the cliff, but they're not strong enough to support your weight, even if you braided them together to form a rope.

- *You attempt to climb down the well unassisted:* go to 37.
- *You explore another area within the ruins:* go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

34

You close your eyes, clear your mind of all negative thoughts, feel the Force flowing through you, and focus on the challenge of climbing down the well shaft. Since you are relaxed and at peace, using *concentration* is an Easy task (difficulty number 6). Roll your *control* die of 1D to get your skill total. Remember, you can use one Character Point to roll an extra die if you don't feel you roll high enough.

- *If you roll 6 or higher,* go to 30.
- *If you roll 5 or lower,* go to 40.

35

About halfway down the shaft, you miss a handhold, slip, and plummet deeper into the well. If you act fast, you might be able to grab onto anything protruding from the shaft wall to stop your fall. This is a Moderate *Dexterity* task (difficulty number 12). Since your *Dexterity* is 2D+1, roll two dice and add one to get your skill total — this might be a really good time to use a Force Point, or you could spend one or two Character Points if your roll isn't high enough ...

- *If you roll 12 or higher,* go to 31.
- *If you roll 11 or lower,* go to 39.

36

To thoroughly look around the corridor for anything useful is a Moderate task (difficulty number 12). Your *search* skill has not been improved, so it has the same value as your *Perception*: 3D+1. Roll three dice and add one to get your *search* skill total.

- *If you rolled 12 or higher,* go to 44.
- *If you rolled 11 or lower,* go to 38.

37

Even though you can find cracks in the well-shaft wall, climbing down isn't going to be easy — it's a Difficult task with a difficulty number of 20. If you calm yourself and

feel the Force flowing through you and the rock, you might have a better chance of descending safely.

- *You use your Force powers to concentrate on climbing down:* go to 34.
- *You are hesitant to test your Force skills and rely instead on your own physical abilities — your climbing/jumping skill of 2D+1:* go to 28.

38

There's nothing here you could use to plug up the holes. The passage seems to be clear of debris, although you see plenty of cobwebs. You'll have to find some other solution.

- *You fire up your courage and dodge past the worms' lair:* go to 47.
- *You use your lightsaber to tempt the beasts out and then destroy them (not a very sporting thing for a Jedi to do, but it will get rid of them):* go to 55.
- *You leave the corridor, climb back out the well and search another area in the ruins:* go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

39

You flail out blindly, trying to catch some handhold while you plummet deeper into the well. Several protruding rocks whoosh by, but you are unable to grab onto them in time to stop your fall. It's a long way before you hit the bottom ...

- *Go to 80.*

40

You try clearing your thoughts, searching for the Force. You are afraid of slipping and falling during your descent into the well, and your concentration is replaced by fear.

- *You try climbing down the well, relying on your own physical abilities (and your climbing/jumping skill):* go to 28.
- *You give up on the well and try looking in another area within the ruins:* go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

41

The well bottom is dry, just like you thought. You don't even see the faintest trickle of water. Looking around, you don't find the *skuhm*-hide bag of coins you're supposed to retrieve — but in the dim light from above you see a level passageway that leads away from

the well shaft. Since it's already very dark here, and your lightsaber is your only source of light, you ignite it and proceed down the rough-hewn corridor.

Holding the bright blade out front, you follow the passage as it winds deeper underground. This must have once been part of Kabus-Dabeh, since the walls are cut smooth. Maybe at one time it was part of a system to supply this area with water.

You reach a point where there are four holes on the wall: two on each side, each properly aligned with an opposite one. They seem to have been carved more recently than the rest of the passage. You're not quite sure what these are, but your instincts tell you they could be part of a trap. You extend your lightsaber into the area between the holes ...

A gnashing sound echoes from one hole and some jabbering creature flies out. It seems like it's jumping the corridor to get to the opposite hole — but it hits your lightsaber instead and falls to the floor, dead. You carefully step forward to look at it. The creature is a rather muscular worm no longer than your arm. It's front end has no eyes or ears, just a gaping, needle-toothed maw. Now that you're closer to the holes — but not standing between them — you can hear other gnashing sounds deep inside. You've stumbled upon a nest of horrid creatures. It seems they catch their prey by burrowing into passageways so they can shoot from one hole to another. Anyone unfortunate enough to walk through would have one of these worms chewing into him.

The corridor continues beyond the holes, but you're not sure you can get past these little monstrosities.

- *You fire up your courage and dodge past the worms' lair: go to 47.*
- *You look around for something to plug the holes with: go to 36.*
- *You use your lightsaber to tempt the beasts out and then destroy them (not a very sporting thing for a Jedi to do, but it will get rid of them): go to 55.*
- *You leave the corridor, climb back out the well and search another area in the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.*

42

You strike the worm and wrench its grip on your side. It falls to the ground and struggles slowly back to one of its burrows. Now that you're past the worms' lair, you ignite your lightsaber again and continue down the rock-cut corridor.

- *Go to 50.*

43

Taking a running start, you leap past the holes. You can hear the worms gnashing at the air behind you as they fly between their burrows. You've successfully dodged through their warren. You ignite your lightsaber again and continue down the rock-cut corridor.

- *Go to 50.*

44

There's nothing here you could use to plug up the holes. The passage seems to be clear of debris, although you see plenty of cobwebs. Still, you conduct a thorough search — eventually you find something very interesting. Along one corridor wall you find a strange symbol, similar to the ones carved on the well stones above. You investigate further, finding that it's an individual square rock set in the wall. You press it gently and it sinks into the surrounding stone. A rumbling sound echoes through the passage. Two large slabs slide down from the ceiling to cover up the worm holes on both sides of the corridor. Although you hear the worms bumping against the stone panels, none are flying out of their burrows. The way is clear to pass.

- *Go to 50.*

45

The worm's bite has wounded you — mark this down on your character sheet; you'll need to remember it later. From now on, when you make any die roll (other than one for *Strength* when resisting damage), you must do so with a -1D penalty. The creature continues gnawing away at you, so you'd better do something to get it off.

- *You swipe at it with your fist: go to 48.*
- *You swing your lightsaber at the worm: go to 53.*

46

You focus your senses on the pool, but can see no farther into the dark water than before.

- *You stick your hand into the water to grope around for the bag: go to 60.*
- *You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.*

47

You shut off your lightsaber and clip it to your belt. To slip by and avoid getting bitten by one of the toothy worms is a Moderate task (difficulty number 15). You must use your *dodge* skill of 4D — roll four dice and add them up to get your skill total.

- If you roll 15 or higher, go to 43.
- If you roll 14 or lower, go to 52.

48

To strike the worm with your fist is a Very Easy task using your *brawling* skill. Since this skill hasn't been improved, it's the same value as your *Strength*: 2D+1. Roll two dice and add one to get your *brawling* total. Remember, if you're wounded or stunned you make this roll with a -1D penalty. You may spend Character Points to roll extra dice if you don't think your total is high enough.

- If you roll 5 or higher, go to 42.
- If you roll 4 or lower, go to 51.

49

Your lightsaber snaps to life. You swing it down and neatly slice the worm in two. It's toothy maw releases its grip and both halves drop to the ground. Now that you're past the worms' lair, you pick yourself up and continue down the rock-cut corridor.

- Go to 50.

50

You follow the passageway as it makes a few turns. Ahead it opens into a large cavern. Your lightsaber illuminates a sandy shore, one which stretches off into the darkness in both directions. You've found a dry underground riverbed. In ancient times it probably supplied Kabus-Dabeh with water through a system of cisterns and wells. Who knows where all the water went, or how far the caverns wind through the rock?

On the riverbank nearby you notice a *skuhm*-hide bag. You pick it up and find it's filled with antique metal coins. This is the bag you need to retrieve to prove your worthiness to the Muza! Your quest is almost over. Tying the bag to your belt, you manage to backtrack through the passages and climb out the well. You leave the ruins behind, hike out of the canyon and head back toward the settlement.

With your prize, you'll now be accepted by the Muza as a mediator in their dispute with the colonists. Now that you've conquered the challenges of Kabus-Dabeh, you feel ready to negotiate a solution here on Muzara. The hazards in the ruins tested your physical and Jedi abilities. Soon you'll rely on your well-trained diplomatic abilities to bring peace to this planet.

- Go to 80.

51

Your blow fails to dislodge the worm. It continues boring into your side. If you were stunned, you are now wounded and suffer a -1D penalty to all die rolls except when rolling your *Strength* to resist damage.

- You try swiping at the worm again: go to 48.
- You swing your lightsaber at the worm: go to 53.
- If you are already wounded before reading this entry, the worm's continued bite inflicts more damage: go to 54.

52

Taking a running start, you leap past the holes ... but you're not fast enough. You hear the worms rocket out of their burrows. One sinks his teeth into your side just as you clear the last hole. It has a pretty good grip, and continues gnawing into your flesh. To see how well you resist the damage, roll your *Strength* dice of 2D.

- If you roll 9 or higher, go to 58.
- If you roll 8 or lower, go to 45.

53

You swing your lightsaber around at the worm eating your side. Hitting the creature is a Moderate task with a difficulty number of 15. Your *lightsaber* skill is 3D+1: roll three dice and add one to get your skill total. Remember, if you were stunned in the last entry or were wounded, you suffer a -1D penalty for this action. Don't forget you may spend your Force Point to double your skill dice before you roll; or you may use one or two Character Points to roll extra dice if you don't think your roll is high enough;

- If your roll is 15 or higher, go to 49.
- If your roll is 14 or lower, go to 56.

54

Your attempts to knock the worm off were unsuccessful, especially since you were already wounded once. It continues boring into you, secreting a poison which renders you unconscious. The ruins of Kabus-Dabeh claim you as another victim ...

- Go to 80.

55

You step up to the holes and swing your lightsaber between them. The worms shoot out and are sliced up by your blade. After a moment, though, they stop coming out. You're certain there are more inside the burrows because you can hear their gnashing sounds. Perhaps they have quickly learned not to scoot out and attack a lightsaber ...

- You step past the holes, keeping your lightsaber ignited to ward off any more worms: go to 61.
- You fire up your courage and dodge past the worms' lair: go to 47.
- You look around for something to plug the holes with: go to 36.

56

You swing your lightsaber, but are wary of accidentally striking yourself instead of the worm. You miss the creature. It continues boring into your side. If you were stunned, you are now wounded and suffer a -1D penalty to all die rolls except when rolling your *Strength* to resist damage.

- You try swiping at the worm again: go to 48.
- You use your lightsaber and swing at the worm again: go to 53.
- If you are already wounded, the worm's continued bite inflicts more damage: go to 54.

57

Your hand finally touches something that feels like a *skuhm*-hide bag. Pulling it up, you find it fits the description of the sack you're looking for — but when you open it up and peer inside, you find it's filled with rounded stones. The pond was just a diversion.

- You give up searching the pond and explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

58

The worm's bite has only stunned you — when you make a die roll in the *next entry only*, you must do so with a -1D penalty. The creature continues gnawing away at you, so you'd better do something to get it off.

- You swipe at it with your fist: go to 48.
- You swing your lightsaber at the worm: go to 53.

59

Concentrating on the pond, you sense the Force flowing through the water, the ground, and your own body. Using this Force power is a Very Easy task (a difficulty number of 5). Roll your *sense* die of 1D. (Remember, if you don't feel you roll high enough, you can always spend a Character Point to add one die to your roll ...)

- If you roll 5 or higher, go to 64.
- If you roll 4 or lower, go to 46.

60

Rolling up your robe's sleeve, you plunge one hand into the pool and fish around. You peer into the dark water, looking for any sign of the bag filled with coins. Finding anything in this murky pond is a Moderate task with a difficulty number of 12. Use your *search* skill — since it hasn't been improved, it has the same value as your *Perception* attribute: 3D+1. Roll three dice and add

one to get your *search* total.

- If you roll 12 or more, go to 57.
- If you roll 11 or lower, go to 65.

61

Your lightsaber keeps the creatures at bay. None scoot out of their burrows. As you move past, the lightsaber isn't able to shine down all the holes. One ambitious worm shoots out and sinks its toothy maw into your side. It has a pretty good grip, and continues gnashing into your flesh. To see how well you resist the damage, roll your *Strength* dice of 2D.

- If you roll 9 or higher, go to 58.
- If you roll 8 or lower, go to 45.

62

Despite your efforts, you find nothing. When you remove your forearm from the pool, you find it has turned an ugly shade of gray! Perhaps it wasn't a good idea to keep your arm in that inky water for so long. That arm is now permanently discolored (you can jot that down on your character sheet to remind you ...). It looks pretty strange — a Jedi Knight with a dark gray forearm — but you'll get used to it.

- You give up here and explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

63

To find any triggers or traps on the staircase is a Moderate task with a difficulty number of 15. You'll use your *search* skill — since it hasn't been improved, use the same value as your *Perception* skill: 3D+1. Roll three dice and add one to get your skill total. Remember, if you don't feel you've rolled high enough, you can spend a Character Point to roll an extra die and add it to your skill total.

- If you roll 15 or higher, go to 73.
- If you roll 14 or lower, go to 66.

64

Focusing your senses on the pool, you think you can see a lumpy shape — perhaps a sack filled with old metal coins. You also get a gloomy feeling from the water, as if it's truly as dark in nature as it is in color. Something isn't right here, and you think there might be more to the pond than is apparent to the eye.

- You stick your hand into the water to grope around for the bag: go to 60.

• You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

REMEMBER THAT FORCE POINT?

If you're confronted with a task that seems impossible, you can call on the Force. You begin the game with one Force Point. Spend it before you make a particularly challenging roll — it allows you to double your die code! Use it carefully — once you've spent a Force Point, it's lost for the rest of the adventure.



65

You keep probing the waters with your arm, finding nothing but slimy stones. Maybe there's nothing in here. You can give up here and explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27. To keep looking in the pool, roll your *search* dice of 3D+1 again.

- If you get 12 or higher, go to 69.
- If you get 11 or lower, go to 62.

66

You look around the lower end of the structure, but find nothing except two grotesque stone statues guarding each side of the staircase. They're similar to the ones guarding the corners of each level. Both have their fanged mouths open, and they face the top of the pyramid.

- You climb the stairs to the uppermost platform: go to 70.
- You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

67

You search the uppermost platform, concentrating on the pedestal and its base. You don't notice anything out of the ordinary.

- You grab the bag: go to 78.
- You go back down the stairs and explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but

you'd like to give up your search, go to 27.

68

You close the statues' mouths. Nothing happens. Somehow they don't look as sinister with their snouts shut and their fangs hidden.

- You climb the stairs to the uppermost level: go to 70.
- You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

69

You finally find something and drag it out of the pool. It's a *skuhm*-hide sack — inside it's filled with small stones, not old metal coins. The water was a sinister decoy. You look at your wet arm and nearly jump back with surprise. Your forearm has been turned an ugly shade of dark gray! Perhaps it wasn't a good idea to keep your arm in that inky water for so long. That arm is now permanently discolored (you can jot that down on your character sheet to remind you...). It looks pretty strange — a Jedi Knight with a dark gray forearm — but you'll get used to it.

- You give up here and explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

70

You begin climbing the stairs to the top platform on the pyramidal monument. Along the way you feel the stone statues at the corners of each level staring. Their mouths hang open as if laughing at you. You pass three levels before reaching the uppermost one. There you find a pedestal with a *skuhm*-hide bag sitting on top.

- You grab the bag: go to 78.
- You search the pedestal for any snares: go to 74.
- You go back down the stairs and explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

71

You manage to find several hand and footholds in the wall and pull yourself out. Just as you're dragging yourself over the top, you look down and see the level you were standing on has descended into a pool of dark water — with something sinister floating just beneath the surface. It's barbed tentacles writhe in the murky water, whipping around for something to eat. You narrowly escaped a deadly trap.

You descend the staircase, wary of any more traps.

- You may explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

72

You take the bag from the pedestal. You listen carefully, expecting you've sprung some kind of sinister trap. Nothing happens. You open the sack and look inside — instead of the old metal coins you need to retrieve, you find small stones. The entire monument was a decoy.

- You leave the pyramidal structure to explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

73

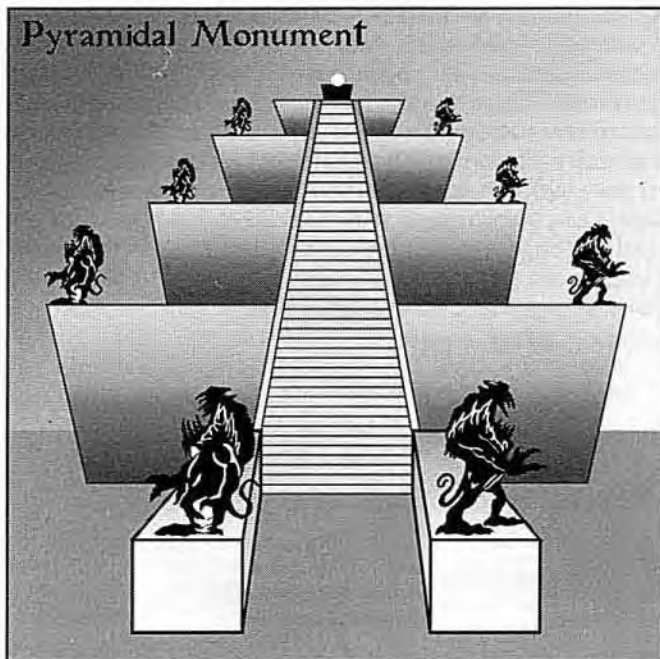
You look around the lower end of the structure, but find nothing except two grotesque stone statues guarding each side of the staircase. They're similar to the ones guarding the corners of each level. Both have their fanged mouths open, and both face the top of the pyramid. You examine one of these statues more closely. The lower jaw seems to move upward, allowing you to close the mouth. The other statue is just the same.

- You close the mouths on both statues: note this on your character sheet and go to 68.
- You leave the statues alone and head up the stairs to the uppermost level: go to 70.
- You explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

74

Successfully finding any traps is an Easy task with a difficulty number of 7. Use your *search* skill — since it hasn't been improved, use the same value as your *Perception* skill: 3D+1. Roll three dice and add one to get your skill total.

Pyramidal Monument



- If you get 7 or higher, go to 79.
- If you get 6 or lower, go to 67.

75

You try climbing the wall, but your grip is too weak and you don't find enough hand and foot holds. You've only gone a few meters up when you slip and fall. While you were trying to escape, the platform continued descending into a murky underground lake. As you splash into the water, you realize there's some sinister creature lurking down here. And it's very, very hungry ...

- This looks like the end of your adventure ... go to 80.

76

You also notice a small hole in the *skuhm*-hide bag. It looks like it's been worn away through continuous use. It isn't filled with coins, as you expected, but small stones! This entire monument is one immense decoy.

- You go back down the stairs and explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the sack of metal coins yet, but you'd like to give up your search, go to 27. If you're still intent on grabbing the bag anyway, go to 78.

77

You take the sack from the pedestal. Inside you find it isn't filled with old metal coins, but with small stones. This bag was a diversion. Suddenly the entire structure shudders, and you hear a grinding sound deep beneath your feet. You stare at the pedestal: it's sinking into the

platform! You turn to run down the stairs, but instead you find a solid stone wall. You are surrounded on all sides by walls — the uppermost level is sinking into the pyramid! There's only one way to escape: you must climb the rock walls. Doing so is a Difficult task with a difficulty number of 20. You'll use your *climbing/jumping* skill — since it hasn't been improved, it has the same value as your *Strength* attribute: 2D+1. Roll two dice and add one to get your *climbing/jumping* total. This is a good time to use your Force Point to double your skill roll to 4D+1 (if you haven't used it already ...).

- If you roll 20 or higher, go to 71.
- If you roll 19 or lower, go to 75.

78

You reach for the bag ...

- If you closed the statues' mouths earlier, go to 72.
- Otherwise, go to 77.

79

You search around the entire upper platform, concentrating especially on the pedestal and its base. It seems the pedestal can be lowered into the structure, either by pushing on it or possibly by lifting the bag from it.

- If you made a search roll of 12 or higher, go to 76.
- You grab the bag: go to 78.
- You go back down the stairs and explore another area within the ruins: go to the numbered map entry for that location. You may not return to any area you visited earlier. If you still haven't found the bag of metal coins yet, but you'd like to give up your search, go to 27.

80

Now you see how your character works in the game — every time you want to do something, you roll the appropriate skill or attribute dice as listed on your character sheet. If your roll is equal to or higher than the task's difficulty, you succeed. If your roll is less, you fail.

You've experienced one of many kinds of adventures set during the *Tales of the Jedi* era. Try running this solitaire scenario again to practice. Perhaps you didn't explore all of Kabus-Dabeh. Did you find out what was inside the cave? Did you climb down the well shaft the hard way? If you like, try running a different Jedi character with similar Force powers. If you've tested every possibility in this adventure, you might try running it for a group of other players. By adding more encounters and expanding others, this could be a challenging scenario to test beginning Jedi characters.

FURTHER ADVENTURES IN KABUS-DABEH

Enterprising gamemasters can use what's provided in this scenario to create other scenarios set in Kabus-Dabeh. Here are a few ideas for adventures involving Jedi Knights serving on Muzara:

THE MUZA DISAPPEARANCES

Since the Muza have been warned away from land cultivated by Brentaal League settlers, a tribe has been forced to camp two kilometers from the ruins. The past few nights lone Muza have vanished. Apparently something crept into the encampment and attacked them, dragging the bodies away. Muza scouts discovered a trail leading toward Kabus-Dabeh, but won't follow much closer to the ruins. They've asked the Jedi characters to investigate and hunt down the mysterious attacker.

The trail is easy to follow: it leads directly into the ruins and into Togarn's cave (location #1). Togarn — or a cousin of his, if he wasn't defeated in the solitaire adventure — is lurking there, becoming more hungry. He has fortified his cave against intruders, perhaps constructing primitive rock-fall and pit traps. Since he's afraid of the light, Togarn ventures out only at night. The Jedi characters must track him down and either destroy him or somehow imprison him within his cavern.

Togarn. All stats are 2D except: *Dexterity* 1D+2, *survival* 3D, *Perception* 3D, *sneak* 3D+2, *Strength* 3D, *brawling* 4D. Move: 4. Special abilities: spiked tail does 4D damage; when exposed to bright light suffers a -1D penalty to all attribute and skill rolls. Character Points: 3.

POISON WATER

Brentaal League harvesters have been having bad luck with crops sowed near the Kabus-Dabeh ruins. Fields downstream from the canyon entrance have grown dark gray and poisoned. Anything touching this water for very long is stained gray. Jedi investigating discover the brook flowing from the pool in the ruins has swelled. Something in Kabus-Dabeh has increased the flow of inky water. The characters must find whatever is causing the poison stream and destroy it.

The pool is connected to a watery cavern beneath the pyramidal monument (location #4). A hideous monstrosity sleeps there, only waking long enough to consume those who fall into the trap above. Recent harvester activity nearby — and possibly a lone Jedi's foray into the ruins — has stirred the creature. Intent on flooding the canyon and escaping into one of Muzara's larger lakes to hunt, it has found the black water's source and increased its flow.

The Jedi must enter the ruins, defeat the monster and find some way to plug the flow. The obvious way to find the creature is to trigger the trap atop the pyramidal structure. There might be another way inside through hidden caverns (perhaps a concealed entry within Togarn's cave, location #1).

The monster is black-scaled with four tentacles tipped with poisonous barbs. Two fins and a lumpy tail help it move. A fang-filled maw waits to gobble any characters unfortunate enough to be snared by the tentacles. Once they've destroyed the monster, the Jedi can probably stop the water flow with a carefully engineered cave-in. Remember, anything touching the water for a few rounds is stained gray forever.

Kabus-Dabeh Monstrosity. *Dexterity 3D, Perception 2D, Strength 6D, brawling 7D+2, swimming 8D.* Special abilities: maw does 7D damage; tentacle barbs do 6D stun damage. Move: 2 (crawling), 14 (swimming).

EVIL ARISEN

Muza shamans have visited the Brentaal League settlement claiming that a powerful evil has risen deep within the ruins. If something isn't done to destroy this force, it could overrun the entire planet. The colonists have no idea what the Muza are talking about and ignore their pleas.

The situation changes when a shuttle arrives bringing three mysterious strangers. They are keenly interested in any information they can glean from settlers and Muza regarding Kabus-Dabeh. When these newcomers leave the colony and head off for the ruins, people begin to whisper about dark Jedi and evil artifacts. The Jedi characters are sent after the strangers to discover their true purpose.

The visitors are really dark Jedi followers of the Sith intent on recovering a powerful artifact lost ages ago. They descend the well (location #2), and explore the dried riverbed. The underground cavern leads to other ruins, the remains of a decadent and long-dead civilization. Perhaps it is guarded by creatures similar to Togarn and the Kabus-Dabeh monstrosity above. The Jedi characters must locate the newcomers in a race to recover the Sith artifact from an underground temple. Only the winner can recover the artifact, and prevent evil from sweeping through the system.

TALES OF THE JEDI COMPANION

Character Name: _____

Type: Battle Master

Gender/Species: _____ /Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 3D

Brawling parry _____

Dodge _____

Firearms _____

Melee combat _____

Melee parry _____

Lightsaber _____

Pulse-wave weapons _____

Knowledge _____ 2D

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical _____ 2D

Astrogation _____

Beast riding _____

Repulsorlift operation _____

Starship gunnery _____

Starship shields _____

Special Abilities:

Control 2D, sense 1D.

Control: Remain conscious

Control and Sense:

Lightsaber combat

Perception _____ 3D

Bargain _____

Command _____

Intimidation _____

Hide _____

Search _____

Sneak _____

Strength _____ 3D

Brawling _____

Climbing/jumping _____

Stamina _____

Technical _____ 2D

Computer programming/

repair _____

First aid _____

Lightsaber repair _____

Move _____ 10

Force Sensitive? _Yes

Force Points _____ 1

Dark Side Points _____

Character Points _____



PLAYER NAME: _____

Equipment: Two lightsabers (5D), link armor (+1D physical, +2 energy, -1D Dexterity), robes, PTP link, pulse-wave blaster pistol (4D).

Background: As a child, you revered the Jedi Knights and longed for a chance to enter the ranks of this distinguished order. When the time came, you apprenticed with a Jedi Master who recognized your innate ability with the lightsaber and your natural talent for battle.

The road you walk is not easy; combat experts are more readily tempted to the dark side of the Force. Still, you have studied the texts of Jedi warriors who managed to walk that razor-edge without falling, and hope one day to prove that you are worthy of the title Jedi Master.

Personality: Brave and selfless, you are secure in the knowledge that the Force is with you. Despite your prowess in battle, you remain ever-mindful that the dark side of the Force is merely one aggressive act away.

Objectives: To serve the light side of the Force by defending those most in need of protection.

A Quote: "Move the first team around the hills to the southwest. The second team can flank from the east. I'll lead the charge down the center. Hopefully we can convince these deluded individuals to change their aggressive ways."

Connection With Characters:

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

TALES OF THE JEDI COMPANION

Character Name: _____

Type: Beast Master

Gender/Species: _____ /Nazzar

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 3D Perception _____ 3D

Brawling parry _____ Command _____

Dodge _____ Con _____

Firearms _____ Investigation _____

Pulse-wave weapons _____ Search _____

Lightsaber _____ Sneak _____

Knowledge _____ 2D Strength _____ 3D

Alien species _____ Brawling _____

Cultures _____ Climbing/jumping _____

Languages _____ Lifting _____

Survival _____ Stamina _____

Willpower _____

Mechanical _____ 3D Technical _____ 2D

Astrogation _____ First aid _____

Beast riding _____ Lightsaber repair _____

Space transports _____

Special Abilities: _____ Move _____ 12

Force skills: Sense 3D. Force Sensitive? _____ Yes

Sense: Beast languages, life Force Points _____ 2

detection, life sense Dark Side Points _____

Character Points _____

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Christina Ward

PLAYER NAME: _____

Equipment: Equipment: Lightsaber (5D), link armor (+1D physical and energy, -1D to Dexterity), PTP link, Greff-Timms SnapShoot DT3 quick-draw pulse-wave blaster (3D, ammo: 3)

Background: You are viewed with more than a little suspicion on your homeworld; Nazzar who elect to leave home and willingly join groups of off-worlders are considered "ill" or even heretical. Still, despite Ulizran beliefs, your sensitivity to the Force led to your decision to venture among the stars. If your fellow Nazzar can't accept your choices, so be it.

Your affinity for animals of all types is disconcerting to the uninitiated; it isn't every day that a citizen of the Republic sees someone talking to a pack beast... and then understand the response. Still, this ability has served you well, and has helped illustrate how life is intertwined with the Force.

Personality: Occasionally dour and homesick, you strive to keep your inborn zeal in check (though not always with success). You pour every gram of effort you can into the task at hand, often irritating those around you.

Objectives: To succeed at whatever task lies before you, no matter the personal cost.

A Quote: "The beasts know much that we do not."

Connection With Characters: _____

TALES OF THE JEDI COMPANION

Character Name: _____

Type: Ex-rocket jumper

Gender/Species: _____ /Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 4D

Dodge _____

Firearms _____

Melee combat _____

Melee parry _____

Pulse-wave weapons _____

Thrown weapons _____

Knowledge _____ 2D+2

Intimidation _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical _____ 2D+2

Beast riding _____

Rocket pack operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Special Abilities: _____

None

Perception _____ 3D

Bargain _____

Con _____

Forgery _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength _____ 3D+2

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ 2D

Armor repair _____

Demolitions _____

First aid _____

Pulse-wave weapons repair _____

Security _____

Move _____ 10

Force Sensitive? _____ No

Force Points _____

Dark Side Points _____

Character Points _____

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



PLAYER NAME: _____

Equipment: Pulse-wave pistol (4D), pulse-wave rifle (5D), quick-draw pulse-wave pistol (3D, ammo: 3), dura-armor (+2D physical, +2D energy, -2D Dexterity), PTP link, knife (STR+1D), 1,000 credits

Background: You were once a feared member of an elite Republic military unit until a training accident ended your career. The medics managed to patch you up pretty well, but not well enough for a medical tribunal: you were judged "unfit for duty" as a result of your wounds.

Still, the galaxy is a dangerous place, and you have skills that can help you pay your debts: quickness, toughness and ruthlessness. From the pirate-infested Stennes system to dens of iniquity hidden in the Core Worlds, you travel from system to system, a freelance "problem solver." Sometimes you act as a scout, other times as a bodyguard; one advantage of civilian life is that you get to cut your own marching orders.

Personality: Bitter and sarcastic, you still have some anti-Republic sentiment, though at heart you are still a loyalist.

Objectives: To once again feel like you belong to something important. If that means playing bodyguard to a corporate exec or acting as a bouncer in a seedy cantina, so be it.

A Quote: "It's not so bad... I ran into tougher customers during the Quesaya Border Conflict."

Connection With Characters: _____

TALES OF THE JEDI COMPANION

Character Name: _____

Type: Freedom Warrior

Gender/Species: _____ /Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 4D

Brawling parry _____

Dodge _____

Firearms _____

Melee combat _____

Melee parry _____

Pulse-wave weapons _____

Knowledge _____ 2D

Planetary systems _____

Survival _____

Mechanical _____ 3D+1

Astrogation _____

Repulsorlift operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Special Abilities:

None

Perception _____ 3D+2

Command _____

Hide _____

Search _____

Sneak _____

Strength _____ 3D+2

Brawling _____

Stamina _____

Technical _____ 3D+1

Computer programming/

repair _____

First aid _____

Security _____

Move _____ 10

Force Sensitive? _____ No

Force Points _____ 1

Dark Side Points _____

Character Points _____

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Christina Wild

PLAYER NAME: _____

Equipment: Flex-armor(+1D physical and energy, -1D Dexterity), PTP link, modified pulse-wave blaster pistol (4D+2).

Background: The Freedom Warriors, though not a Force-using group, assist the Jedi Knights in the upholding of justice and peace throughout the galaxy. These fearless soldiers take up responsibilities too politically inconvenient for the Republic government or too resource-heavy for the Jedi to handle, given the coming conflict.

You joined the Freedom Warriors like your father before you, and his father before him. You believe in the Force and the goals of the Jedi Knights, and you now serve in any way you can. You have recently been assigned your first duties as a full-fledged Warrior, and you hope to eventually become the leader of your unit.

Personality: You yearned to join the Freedom Warriors your whole life. Now that you've passed all of the requirements for membership, you can't wait to prove your prowess.

Objectives: To serve the light side of the Force in any way you can.

A Quote: "The light side knows my destiny, and that is all that matters."

Connection With Characters:

TALES OF THE JEDI COMPANION

Character Name: _____

Type: Mystic

Gender/Species: _____ /Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 2D

Archaic guns _____

Dodge _____

Lightsaber _____

Thrown weapons _____

Knowledge _____ 3D+1

Alien species _____

Cultures _____

Languages _____

Planetary systems _____

Survival _____

Willpower _____

Mechanical _____ 3D

Archaic starship piloting _____

Astrogation _____

Beast riding _____

Sensors _____

Special Abilities:

Forceskills: Control 2D, sense 1D.

Control: Force of will, hibernation trance

Sense: Life detection

Perception _____ 2D+2

Bargain _____

Con _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength _____ 2D

Stamina _____

Swimming _____

Technical _____ 2D

First aid _____

Lightsaber repair _____

Security _____

Move _____ 10

Force Sensitive? _Yes

Force Points _____

Dark Side Points _____

Character Points _____



PLAYER NAME: _____

Equipment: Lightsaber (4D+2), wide-scan binocs, hooded cloak.

Background: Your ancestors did not view the Force like the majority of the Jedi Knights do. To you, the Force lies hidden beneath the light and dark sides—it has an undiscoverable essence which beings in this existence are not meant to see.

Since joining the Jedi, you have become one of its best recruiters, spending most of your time abroad searching for potential apprentices. As a result, you have little time in which to study under a Jedi Master, so you focus yourself on your training whenever you return to Ossus.

Personality: Your different perspective on the Force has set you apart from most of your Jedi companions. While neither you nor they bear any ill will toward the other, you still feel somewhat uncomfortable in the presence of other Jedi. You therefore enjoy your current duties abroad, though you know that at any moment you may be called upon to perform other services.

Objectives: To find Force-sensitives who can fill the ranks of the Jedi.

A Quote: "I know you would do anything to become a Jedi. The problem is that you want it too much."

Connection With Characters:

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

TALES OF THE JEDI COMPANION

Character Name: _____

Type: Shadow

Gender/Species: _____ /Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 2D

Dodge _____

Grenade _____

Lightsaber _____

Missile weapons _____

Pulse-wave weapons _____

Knowledge _____ 2D+1

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Willpower _____

Mechanical _____ 2d+2

Astrogation _____

Repulsorlift operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Swoop operation _____

Special Abilities:

Forceskills: Control 1D, sense 1D, alter 1D.

Control: Enhance attribute

Sense: Life detection

Control, Sense, and Alter:

Affect mind

Perception _____ 3D

Con _____

Forgery _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength _____ 2D

Climbing/jumping _____

Technical _____ 3D

Computer programming/repair _____

Demolitions _____

Lightsaber repair _____

Repulsorlift repair _____

Security _____

Move _____ 10

Force Sensitive? _____ Yes

Force Points _____ 2

Dark Side Points _____

Character Points _____



PLAYER NAME: _____

Equipment: Lightsaber (4D), auto-caster (3D, ammo 20), code slicer, fibra-rope, gyro-grappler, PTP link, med-aid, infra-goggles, stow bag.

Background: The Jedi Shadows are a secretive band of Jedi Knights who devote most of their time to gathering information on the activities of those who ascribe themselves to the dark side of the Force, most notably the Sith. Often these Jedi must steal into the heart of enemy territory under cover of darkness or disguise. Though most operations last barely a few hours, some may run a week or more, as the Jedi gets nearer to the leaders of the dark-side organization.

You were selected for membership in the Shadows, but were at first trepidatious about such duty. After learning of the returning darkness, however, you eagerly accepted the charge set before you.

Personality: Though many call you aloof, if not apathetic, you have an unquenchable desire to hunt down the dark side at every opportunity. Your work has made you somewhat suspicious of others, however, since you have discovered the dark side in places you never would have dreamed, even in the midst of the Jedi Knights.

Objectives: To track down as many dark-side devotees as you can.

A Quote: "You never know where the dark side may be at work, so you must search everywhere, even in those places that seem bright with the light side."

Connection With Characters: _____

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

TALES OF THE JEDI COMPANION

Character Name: _____

Type: Healer

Gender/Species: _____ /Miraluka

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 2D

Dodge _____

Lightsaber _____

Melee combat _____

Melee parry _____

Knowledge _____ 3D+1

Alien species _____

Planetary systems _____

Survival _____

Willpower _____

Mechanical _____ 2D

Astrogation _____

Beast riding _____

Sensors _____

Space transports _____

Special Abilities:

Force sight: The Miraluka rely on their ability to perceive their surroundings by sensing the slight Force vibrations emanated from all objects. In any location where the Force is in some way cloaked, the Miraluka are effectively blind.

Force skills: Control 3D.

Control: Accelerate healing, control pain, detoxify poison

Perception _____ 2D+2

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength _____ 2D

Climbing/jumping _____

Lifting _____

Stamina _____

Technical _____ 3D

Computer programming/repair _____

First aid _____

Lightsaber repair _____

(A) Medicine _____

Move _____ 10

Force Sensitive? _____ Yes

Force Points _____ 2

Dark Side Points _____

Character Points _____



Christina Waldo

PLAYER NAME: _____

Equipment: Equipment: Lightsaber (4D+1), PTP link, 3 med-aid packs, stow bag.

Background: Your desire to become a medical doctor started you on the path toward being a Jedi healer, but you did not realize your sensitivity to the Force until half-way through medical training at the system's technical academy.

When a visiting Jedi Master noticed your innate abilities, you returned with him to begin your apprenticeship on Ossus, studying under one of the greatest Jedi healers of this age.

Personality: Always vigilant in both study and service, you spend most of your free time learning the anatomies of the various species of the galaxy—just in case you encounter an alien being in need of your medical knowledge. Joining the Jedi Knights was the best decision you ever made, and you have come to rely on the Force as your ally.

Objectives: To offer your expertise wherever it is needed.

A Quote: "I think he's gone into shock. Quick, someone hand me a med-aid!"

Connection With Characters:

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

STAR WARS

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