

STAR WARS

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ADVENTURER'S JOURNAL

ISSUE SIX

The More Things Change...

CELEBRATING OVER 30 YEARS OF *STAR WARS THE ROLEPLAYING GAME*



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**“You can’t stop the change, any more
than you can stop the suns from setting.”
– Shmi Skywalker**

GENERAL QUARTERS



Profoundly reverberating within me are two words. They have been heavy on my heart and mind since I started layout of this issue.

Thank You.

I look back over the past two years and I am truly impressed at what we have accomplished. We have come together over several continents, countries, and languages to contribute our stories, starships, adventures, distinct personalities, and art all in an expression of our shared love, fondness, and memories of playing *Star Wars: The Roleplaying Game*.

This issue marks our eighth publication, and the middle mark of our publication schedule. A schedule that still includes a Crossover issue, two more Galactic Guides, hopefully a Journal of Adventures, the daunting project of bringing *West End Games* veterans together for an all veteran issue, and the project of creating Issues 16-18 of the original Adventure Journal.

The title of this issue *The More Things Change*, represents the changes we have been through. Issues with mistakes, leading to a dedicated editor. Overload of four issues a year to a more focused and manageable two. Printing through Lulu being detached from our account. Recreating whole issues to facilitate edits, through frustration of my educational account being frozen on Lucidpress.

We have managed to adapt to these changes and press on, to correct mistakes, to break through frustration to reach the realization that our issues are featured alongside the *Star Wars Adventure Journal* on websites like *d6 Holocron*, the *Rancor Pit*, and *Star Wars Timeline*.

This change is represented throughout this issue, starting with our return to a full spread cover, some layout changes, and in the standardization of our modalities.

Because throughout every change we have experienced on this adventure ..*The More They Stay The Same*.

- Ranger General Jehro Mohrs

November 17, 2020

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ADVENTURER'S JOURNAL

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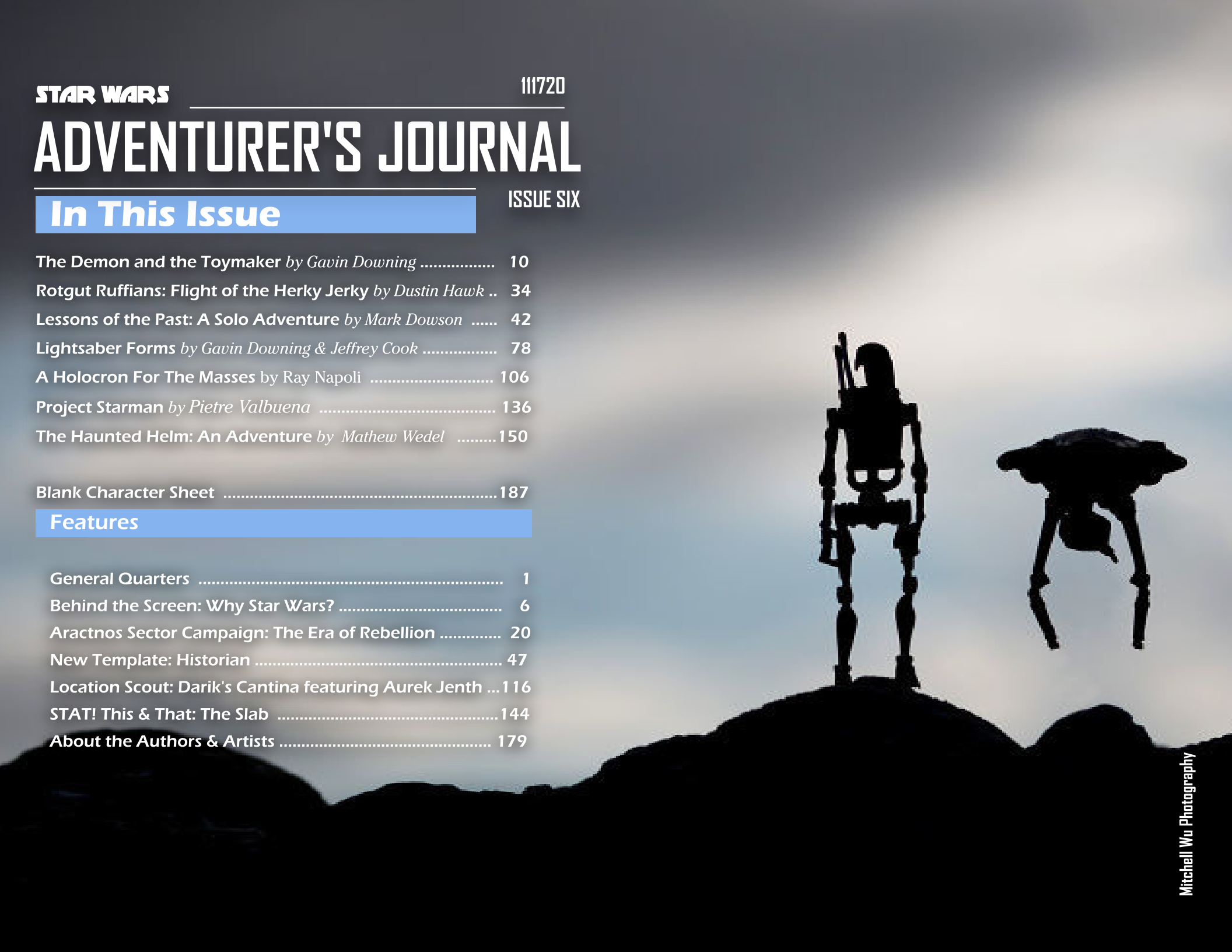
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STAR WARS Timelines

CANON

These articles take place within the canon *Star Wars* universe, any characters that are owned by *Lucasfilms Ltd.*, cannot be used as the focal or Point of View characters in any submissions and may only be used as background NPCs. They can be mentioned very briefly, perhaps a line or two, and are never directly interacted with.

LEGENDS / INFINITIES

Formerly known as the Expanded Universe (abbreviated EU), encompasses every one of the officially licensed, fictional background stories of the *Star Wars* universe, outside of the original six *Star Wars* films produced by George Lucas and certain other material such as *Star Wars The Clone Wars*, created before April 25, 2014. These characters may be used in a limited capacity.

i.e. Gen. Reiken meets with the characters in the article to give them a mission, and they will report to him HOWEVER these missions can not have a direct impact on the canon characters or canon events.

Within the Legends continuity timeline are the Infinities stories, written as parodies or presenting "What-If" circumstances, these stories are considered non-canonical within the officially licensed Legends continuity.

ADVENTURER'S

This is where we adventure into charted territory and established events and alter the landscape. Anything goes (as approved by the editors). Canon characters fully interact with those created by the contributor. Events can change and take a new direction. The story or article becomes part of the *Adventurer's Journal* in magazine universe and may or may not feature the persons, places, planets, and things that were first introduced in the journal.

Unless otherwise noted, all entries are considered to take place within the Adventurer's Timeline.

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WHY STAR WARS?

by Erik Pearsall

Why Star Wars? What brings your players together to play, specifically in your Star Wars universe, for an evening?

When generating adventures, what can you mix in to improve the immersion or increase the fun?

This is a compilation of notes and feedback from GM'ing Star Wars D6.

Good vs Evil

Star Wars is about choices, and the players should have to make ethical choices. There should be a turning point that the players have to make, and they will have to deal with the ramifications of their actions. Anakin chooses to join the Dark Side, Luke chooses to help his friends on Bespin and leave his training.

When witnessing evil, which side do your players choose? Do they make the universe a better place or not?

Star Wars Universe

This one is easy—we have all seen the movies, but it is worth mentioning nonetheless. Space travel should be mundane, and the universe should be used and run-down. There should be monstrous creatures straight out of pulp novellas, and grand archetypes such as pirate lords, princesses, gunslingers, and evil warlords; you name it.

There should be droids! There should be friendly aliens! The mystical Force is present, even if no party members can use it. There should be evil, there should be superweapons. And there should be a small kindling of hope, if the players can work together.

Star Wars is also about family, so working with players to bring in NPCs of spouses, parents, siblings, or even children, is fair game.

The WOW Button

This one bears its own section and mention—it's even mentioned in the rule-book. Star Wars blew people's minds with huge scale and special effects. The universe you create for your players should be no different. Don't confront a villain in a mere cave when a skyhook falling to a planet's surface would do.

What happens when some ship hyperspaces into a planet? One thing that is a good litmus test for the *WOW* button is: "What is the coolest thing that could happen next?" When you as a GM have the answer to that question, make it happen.

Building Star Wars Adventures

In broad brush-strokes, adventures you prepare for your players should have some time set aside for:

Roleplaying

This is Bespin, this is Mos Eisley, this is story time with Ewoks, this is the blue-milk-sharing moments that hold your story together.

Space Combat

Blasting out of Mos Eisley, escaping the Death Star, attacking the Death Star. These moments should be fast-paced with lots of risk.

Personal Combat

This is breaking into Theed Palace, a bar brawl in the Cantina, epic lightsaber duels with swelling music; Star Wars, like the Wild West, is a dangerous place.

Chase Scenes

The speeder-bike chase in Return of the Jedi, fleeing Storm Troopers on the Death Star, the Podrace; these scenes should ramp up the tension. These do have the danger of being drawn-out and too slow if you don't pace them well enough.

Sometimes they'll want to talk, sometimes they'll want to shoot.

If you, the GM, plan an awesome shootout at the opera and spent time crafting a map and planning stats for minions—make sure you spend some time on the villain's motivations. If the players try to talk the villain down, make sure you have interesting things prepared and planned for them to say—in their own voice.

Having a list of Star Wars names is good, but memorable characters are even better.

Lok Seb could walk into the bar and strike up a conversation with the players, or "Toothless" can saunter into the room, fat rolls sagging under his own weight, slosh his pistachio-scented ale at the players and demand they accompany him in karaoke.

Run Fast Combats

The turn-based initiative system combined with rolling large handfuls of dice can really slow things down. Try to lump NPC groups together in your rolls as GM, shooting for three with a single roll. Or roll ahead of time and cross batches of rolls off a pre-rolled list. If combats drag on and on, it can kill the speed of gameplay. Have easily achievable pass/fail requirements for combats in your games: *"The ship will be ready to make the jump to lightspeed in 4 rounds, but blammo! Green TIE Fighter blasts impact on the hull as the telltale whine screeches by. I'm going to need initiative from you."*

Obstacles, not Opponents

Combat doesn't need to be like two lines of infantry lining up and exhausting themselves until one side falls down. You can use combat as a hurdle to overcome for your players. This difference in thinking can best be phrased in the GM's mind as: *"My players need to get past this group of Imperial Guards somehow"* instead of *"My players need to kill this group of Imperial Guards"*. Treating the enemies as an obstacle is something the players will do, and this also helps you as a GM to think about other things you players may come up with.

Are the players separated from each other?

Try and flip between player groups if they are split up and attempting to achieve two separate goals. Just like in Return of the Jedi, you have a commando team on the Endor surface, and a Space Battle occurring in orbit. The narrative switches between the different participants. In game terms, this keeps players from twiddling their thumbs, and keeps the action moving. Something like, *"Okay, Calo and Crev are picking the lock.. ouch, a one on the wild die. Your keycard snaps in your hands. Lets flip back to Sroff waiting in the docking bay, when Stormtroopers knock on the ship's hatch..."*

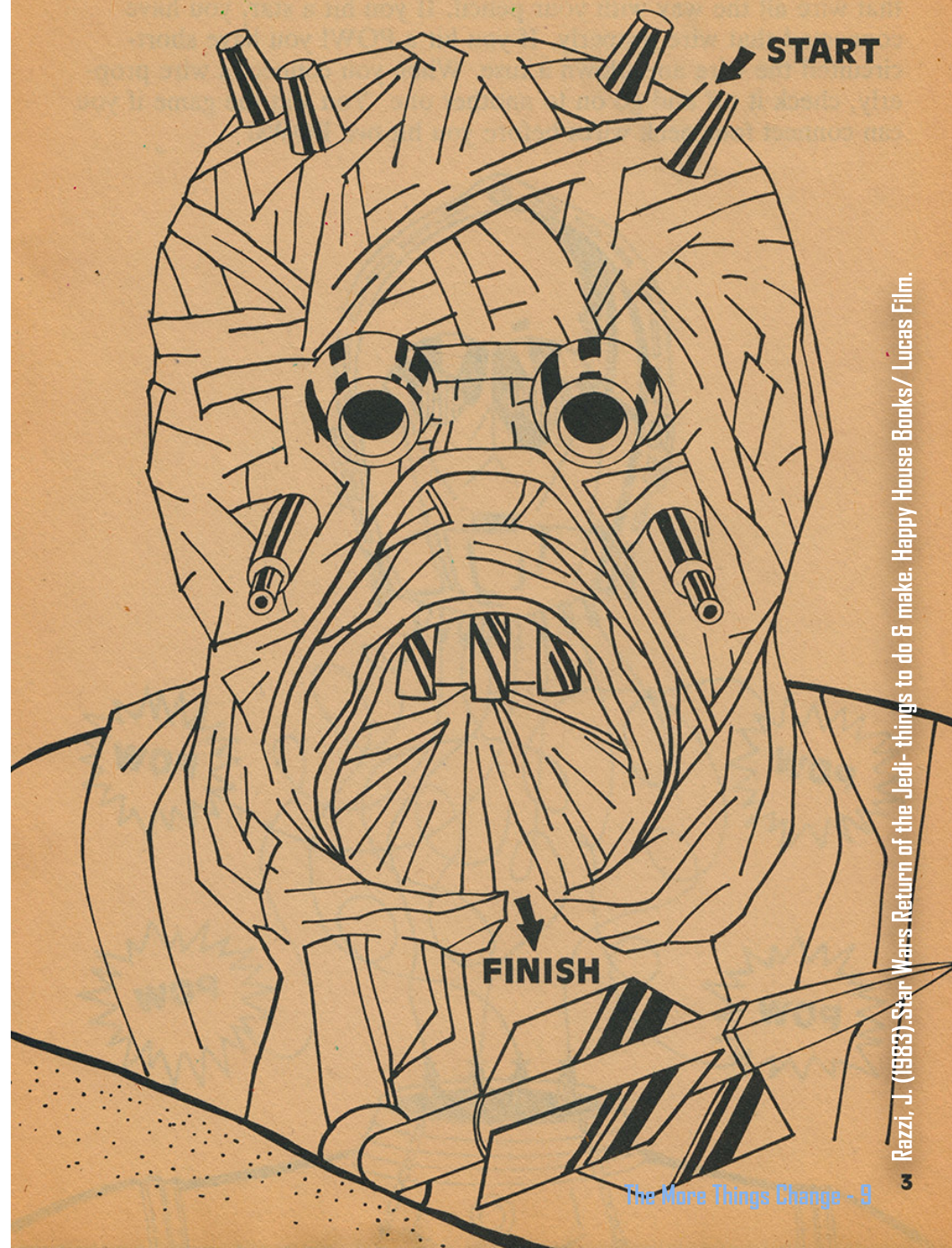
Encouraging Roleplaying

At the table, I will call players by their character name. Encourage them to talk to each other. Also encourage them to use first person.

A-MAZING TUSKEN RAIDER

This Tusken Raider will a-maze you. See if you can find your way from START to FINISH without crossing any lines.

(The answers to this and the other puzzles begin on page 45.)



Thousands of years before the Battle of Yavin, the Sith and Jedi warred over countless centuries.

THE DEMON AND THE TOYMAKER

The Sith Empire, based on Dromund Kaas and ruled by Emperor Vitiate and the Dark Council, was several thousands of years away from establishing the Rule of Two, and countless Sith warriors and inquisitors filled their ranks.

Despite their claims of complete freedom, they possessed inviolate rules, which were intended to keep the Sith from killing each other over every petty disagreement.



Lord Muroch strode through the merchant quarters of Kaas City. He might look as though he was heading somewhere specific, but the truth was, an angry walk was a form of meditation for him. He shoved the lesser people who weren't paying enough attention out of his way; at least one child was kicked to the side and probably would need medical treatment. Hopefully, his parents would better instruct the whelp to avoid a Sith lord next time, assuming he lived.

His anger focused on his apprentice, one of those savage beings known as Tusken Raiders from Tatooine. He had traveled to the desert world a decade before, and he had ended up slaughtering the entire tribe, even the children. But one youth surprised him; Muroch had sensed the youth's connection to the Force. He offered the youth one chance to survive: to become his apprentice. They did not speak the same language at first, but he made his offer perfectly clear.

In the years since, he had grown to regret making the offer to the savage beast. The warrior had skill, it was true: he was a talented warrior, and his ability in the Force was growing, even if he appeared to believe it was the work of invisible spirits, rather than the Force. But he was disrespectful of his master. And that was not to be tolerated.

The apprentice failed to even *speak* to him. He was fairly sure the sand person had come to learn the language in the years since he took him as a student. The apprentice certainly *seemed* to understand him, but even that was difficult to ascertain. The creature had not spoken a word, even in his native tongue, since Muroch had taken him from his slaughtered tribe so many years before. Muroch had hoped that the apprentice would someday surpass him, of course – if the Tusken Raider killed him, he would know that his training had made such a kill possible. In his own way, he would be immortal.

But the apprentice barely acknowledged his existence. He did everything Muroch commanded, suggesting he indeed understood Basic, but never said a word or even nodded in acknowledgement. Still, he had been successful on every mission he'd been sent to do: he'd been ruthless and brutal, killing everyone Muroch had ordered slain.

He needed to give the apprentice a reward for his good work, and yet, it would need to include an implied threat, one that would encourage him to communicate with his master more directly. But what?

He paused as something caught his eye, and he pulled himself from his rage-fueled stride to look to the side. Yes, there – within the slave-pens. A tiny brown robed creature, sitting in the corner of its cage, poking at scrap metal.

Yes, he remembered them now. He even understood the little rodents' trade language. Jawas, from the same blasted planet as Muroch's apprentice. They smelled a bit, but he recalled they had their uses as slaves.

He approached the cage and looked down at the creature. "You," he commanded. The Jawa looked up at him from the depths of its hood, peering at him with his glowing yellow eyes. "Do you understand the language of the sand people?"

"//The big people of the desert?//" the Jawa chattered. "//Oh, yes. This Jawa learned the language as a child, before brought off-planet!//"

Muroch turned away before the Jawa had finished speaking, and went to find the slaver. This would be the perfect double-edged gift.

His apprentice was standing by the window of his chambers, looking out on the city of Dromund Kaas, as he often was. Muroch wondered at times what the creature was thinking, but he pushed it out of his mind.

"Apprentice," he called. The sand person did not respond at all, even to turn in response. "I have brought you a gift." The Sith lord shoved the Jawa into the room. "You have served me well, so I give you this slave. It can translate for you... should you decide you need it." Muroch smiled, though it was without warmth or humor. "Perhaps you can tell it if you want a name beyond 'apprentice.'"

Muroch turned and left the room, and the small Jawa was left looking up at the sand person. Of course, if Muroch remembered properly, the sand people often slaughtered the Jawas when they were on their own, and his apprentice might just kill the slave. Ah, well. The master had done his duty; it was up to the apprentice now.

The Jawa looked up at the Tusken Raider, who finally turned around to acknowledge the tiny creature, fixing his eyes on the small creature's face, buried in shadows in its hood. The Jawa gingerly stepped forward and held out a hand. Within the furry hand was a small device made from scrap metal and small spare parts.

"//It is a toy wraid,//" the Jawa offered. "//You can have it. If you wind it, it will jump and bite.//"

The sand person stared at the Jawa for a moment, then at the toy. Then... slowly... as if unsure... it crouched down and took the offered toy.

"//What's big desert-demon's name?//" the Jawa chattered.

"//I have no name,//" the sand person replied. His voice was dry, uncertain, after years of disuse. "//My clan is dead. I am dead. I exist only for vengeance.//"

"//Oh,//" the Jawa replied. It thought for a moment. "//This Jawa's clan was killed, and this Jawa doesn't know this Jawa's name anymore.//"

"//Then choose a new name,//" the apprentice suggested. He wound the small toy wraid, then set it on the window sill. It skittered forward, opening and closing its jaws as it went.

"//This Jawa can do that?//" the Jawa asked. "//Oooh! Look! It works! It works!//"

"//Yes,//" the sand person replied, though whether in response to the Jawa's question or observation was unclear.

"//Then can big desert-demon choose a new name, too?//" the Jawa suggested. "//Maybe then big desert-demon could still be alive!//"

The sand person looked back down at the Jawa, his expression under his mask unreadable. The Jawa did not flinch, and just stared back up at the bigger Tatooine native.

"//That... could be possible,//" the sand person finally replied. Behind him, the toy wraid was slowing down significantly, as it wound down. "//The large males among the wraids, the most dangerous and vicious, who have successfully defeated the other alphas, are hulak wraids. If I kill my master, then I shall be Hulak.//"

"//Neat! Big desert-demon gets Hulak name soon, I hope!//" She pondered in thought for a long moment. "//Then if this Jawa makes big desert-demon happy, this Jawa will be Utinni!//"

The sand person turned away and continued to stare out the window. "//Very well.//" The toy wraid finally finished its skittering, and gave out its last hop forward, closing its jaws. "//...Utinni.//"

Five months had passed since Muroch had given the slave to his apprentice. Five months. And if anything, she had made things worse. The apprentice almost *doted* on the foul-smelling thing. It spoke to the slave in his native tongue, but still failed to so much as acknowledge Lord Muroch's existence. He did everything he was ordered to do, of course, but never with so much as a nod Muroch's direction.

It was as if he treated the slave with more respect than he treated his master. And that was unacceptable.

Muroch had sent his apprentice out to kill a target. He'd be gone for some time. He would return to find that his slave had been killed. Muroch would explain that the slave had disobeyed. If he wanted a new slave, he'd have to *ask* for one. And then the apprentice would be forced into actually acknowledging his master's existence.

The Jawa was in the apprentice's quarters, working on some sort of device, as she always was.

"Slave," Muroch spat from the hall outside the door. "Come here. Now."

Utinni looked up at Muroch, then placed the device she had been working on down on the ground and started to get to her feet.

"Too slow, slave," he spat. It had not come "now." He could justify that he had killed it for disobeying. He lowered his hands towards the Jawa and unleashed a torrent of electricity towards the small being.

But before the lightning could reach its target, a snap-hiss of a saber igniting filled the room, and a yellow-black blade intercepted the attack. The apprentice moved from his hiding place by the other side of the door, wielding his unusually-colored blade.

Muroch's face twitched in anger: his apprentice had not left on his assignment. He had disobeyed a command – beyond his refusal to speak, he had never been rebellious. This, though, was outright insubordination. He poured more hatred, more rage, into his lightning. He would see his apprentice punished for this.

But the apprentice's masked face showed no emotion; he simply caught the electricity on his blade, even as it poured out in a stronger torrent. And slowly, the apprentice stepped towards his master, pushing against the power of Muroch's lightning... until, with a flash of his yellow-blade blade, he severed both of Muroch's hands.

His master barely had time to cry out before another slash of the blade left the lord's head severed from its body.

Utinni scampered up behind the apprentice as the sand person kneeled before the dead master and dredged his fingers in the dead man's blood.

"//What happened?//" Utinni asked.

"//He wanted to kill you,//" the apprentice noted. He unfastened his rebreather; he needed to expose part of his flesh, but the Jawa was closest family now; it would be acceptable, especially for such a short time with Utinni still behind his back. With his fingers drenched in the dead man's blood, he touched his fingers to his lips and tongue. "//But he had killed enough of my family. The spirits warned me of his plan.//"

"//Oh.//" Utinni paused in thought. "//Does this mean big desert-demon is Hulak now?//"

Hulak replaced the rebreather on his mask. "//My tribe has been avenged. I am Hulak now.//" He turned back to the Jawa.

"//We are free. These beings, who use the spirits for power – they killed my clan, they enslaved you – they bind their hands with rules and laws. I have obeyed their laws in the method of my kill; they cannot seek retribution. We are free now, Utinni – you and I can go anywhere you like.//"

Utinni considered a moment. "//Utinni hasn't met too many people here on this planet. There might be all kinds of fun places around here, and parties to go to! Utinni and Hulak could go for a walk and find!//"

Hulak tilted his head in consideration; he had not considered the possibility that the Jawa would want to remain anywhere nearby. But he would not question her: whatever she wanted, she would have, and woe to anyone who threatened her.

"//Very well,//" he noted. "//We shall go for a walk, then. And if any threaten you, I will defend you.//"

Utinni looked up at her friend. "//Utinni likes Hulak.//" She turned to leave, then paused and scampered back to the device she'd been working on. "//Oooh! Oooh! Hulak should see what Utinni is working on! When it is done, Utinni will fly through the air with rockets and balloons, and will send shiny sparkles everywhere!//"

Hulak tilted his head. "//I see.//"

"//Hulak like?//" Utinni asked.

"//I swear upon the southwind of Tatooine's desert,//" Hulak

promised, "//that I shall do whatever is necessary to help you complete your project.//"

"//Yay!//" Utinni cheered, hopping in the air. "//Hulak likes it!//" She grabbed Hulak's hand and led him two steps towards the door, then let go and scampered ahead.

"//Come on. Utinni and Hulak go for a walk now!//"

Hulak followed the small Jawa out the door. No matter where she went on Dromund Kaas, even if she went to face members of the Dark Council itself... Hulak would follow and protect her. And any who threatened her would face the rage of a ghost of Tatooine.

Lord Hulak Savage Lord of the Sith

Hulak was always an outcast among his tribe. He was different, and seen as a threat by the local shaman. He was allowed to live on the outskirts of the village, as long as he had the strength to survive there, but the rest of the tribe barely tolerated his existence.

Things changed when the outsider in black came. He slaughtered the village – the men, the women, the children, the banthas. Hulak did not know why, but he challenged this outsider, attempting to kill him. The outsider defeated him easily. When Hulak regained consciousness, he attacked again, and again was defeated. This was repeated several times; each time, the outsider had him at his mercy, but spared him. Eventually, the outsider made it clear: Hulak could live and learn from the outsider, gaining his strength and his power. Someday, when Hulak was strong enough, he could kill the outsider.

Hulak accepted the challenge. He served as the outsider's apprentice, learning as much as he could of the ways of the spirits. He refused to speak to his master, however, and eventually his master purchased him a Jawa slave to act as a translator.

Hulak bonded rapidly with the Jawa, dubbed Utinni. Utinni was the only being whom Hulak would acknowledge directly; while he did as his master bade, it was always without a word. A short while later, when his master threatened Utinni, Hulak drew his saber and slew his master.

Since that time, Hulak has ignored the Sith, despite being trained by their ways, and does not even consider himself to be one of their number. Indeed, the only being he acknowledges outside of combat is Utinni, whom he protects and aids however he can.

DEXTERITY 4D

Dodge 4D+2, firearms 4D+2, lightsaber 6D+2, melee combat 5D, melee parry 5D

KNOWLEDGE 2D

Intimidation 5D+1, survival 7D+1, tactics 4D, willpower 6D

MECHANICAL 2D+2

Beast riding 4D+1, repulsorlift operation 3D

PERCEPTION 4D

Search 4D+2

STRENGTH 4D

Brawling 5D+1, climbing/jumping 5D, stamina 6D+1

TECHNICAL 1D+1

Lightsaber repair 3D

Control 4D+1 / Sense 3D / Alter 3D+2

Force Points:2

Character Points:11

Dark Side Points:5

Move:10

Game Notes:

Sith Marauder :May “keep up” one combat-related Force power without penalty.

Djem So Journeyman: +1D to attack and damage rolls with a lightsaber.

Lightsaber

Hulak's lightsaber is powered by a rare crystal he found as a child in the Tatooine deserts. It provides a unusual blade with a black core surrounded by yellow light.

Difficulty: Difficult

Damage:5D+2

Utinni Enthusiastic Jawa

Utinni had a rough life. Her clan was destroyed by slavers while she was still young, and she was forced into servitude. Despite her difficult life, she attempted to look on the bright side of things, making small trinkets from scavenge and doing her best to make the lives of those around her better.

Her life changed when she was purchased as a gift for Hulak. The sand person became quite protective of the smaller creature, and when his master threatened to kill her, Hulak killed his master to save her. Hulak now assures that Utinni has what she wants, and allows her to live wherever she likes. She found Dromund Kaas quite boring after her freedom, and soon left to explore the galaxy. She enjoys the bright lights and technology found on Nar Shaddaa, and is safe there; everyone knows the Jawa is protected by a dangerous Sith lord.

She is kind-hearted, and can often convince Hulak to help save others in need. Should she be injured or killed, there is nothing that would stop Hulak's rage.

DEXTERITY 3D

Dance 4D, dodge 3D+2, pickpocket 4D

KNOWLEDGE 2D

Alien species 3D+1, business 3D, cultures 3D+2, languages 3D+2, scholar: parties 5D, streetwise 2D+1, survival 4D+1, value 4D

MECHANICAL 4D

Balloon operation 7D, beast riding 4D+2, communications 4D+2, jet pack operation 5D+1, repulsorlift operation 5D

PERCEPTION 3D

Bargain 5D, hide 4D+1, persuasion 3D+2, search 4D+1, sneak 4D

STRENGTH 1D+1

TECHNICAL 5D

Balloon repair 7D, computer programming/repair 5D+2, droid programming 5D+1, droid repair 5D+1, engineering: toy craft 6D+2, repulsorlift repair 5D+2, space transports repair 5D+1, weapon repair 5D+1

Character Points: 14

Force Points: 1

Dark Side Points: 0

Move: 10

Rocket Balloon

Utinni has a device she uses when she wants to travel somewhere quickly. A balloon, filled with floating gasses, holds her aloft, while a repulsorjet is strapped to her back and can guide her direction. A small energy converter attached to the repulsorjet send harmless sparks in all directions, almost like fireworks surrounding her travel. It's not a particularly fast mode of travel, but Utinni loves it.

Scale: Character

Height: 1.2 meters

Skill: Balloon operation

Crew: 1

Passengers: 0

Cargo Capacity: 5kg

Cover: None

Altitude Range: Ground level-10 meters

Move: 14; 40kmh

Body Strength: 1D+1

ARACTNOS SECTOR CAMPAIGN

THE ERA OF REBELLION

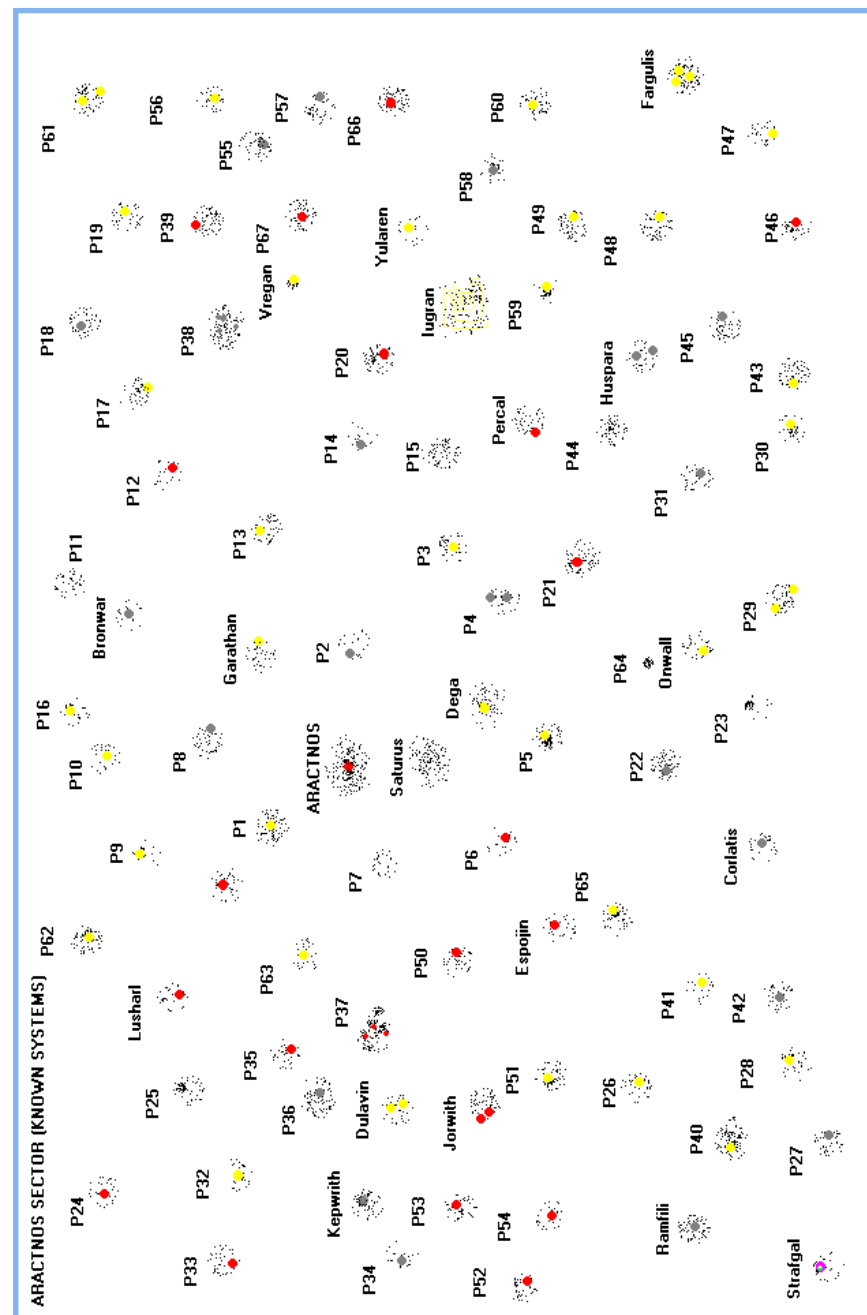
by Eric Rodriguez

“Even when the fate of the galaxy seemed forever entwined with the will of the dark Emperor Palpatine, there were some who were willing to resist. Several systems declared themselves in open rebellion—and were put down immediately. Nonetheless, they had inspired many to continue the fight.

Out of the ashes of defeat arose the Alliance to restore the Republic. In those first few years, the Alliance was quiet, slowly building up support and trying to avoid the attentions of the ever vigilant Imperial war machine. Many worlds and peoples secretly allied themselves with the Alliance in this great Civil War, knowing that conflict would come soon...”

On the edge of the outer rim territories lies the Aractnos Sector, a partially explored area of space that is lightly inhabited but does have an Imperial presence because of the various raw minerals and metals that can be found on several planets. The capital of this sector is the planet Luciens Pride, one of the few known planets that an environmental suit is not required. The Imperials keep their main forces present on Luciens Pride because of the numerous processing plants and factories that dot its surface.

Imperial bureaucracy is lax because the Emperor has not seen value in this area, rebel and pirate activity is almost non-existent and the now wiped out Jedi never established any kind of permanent presence.

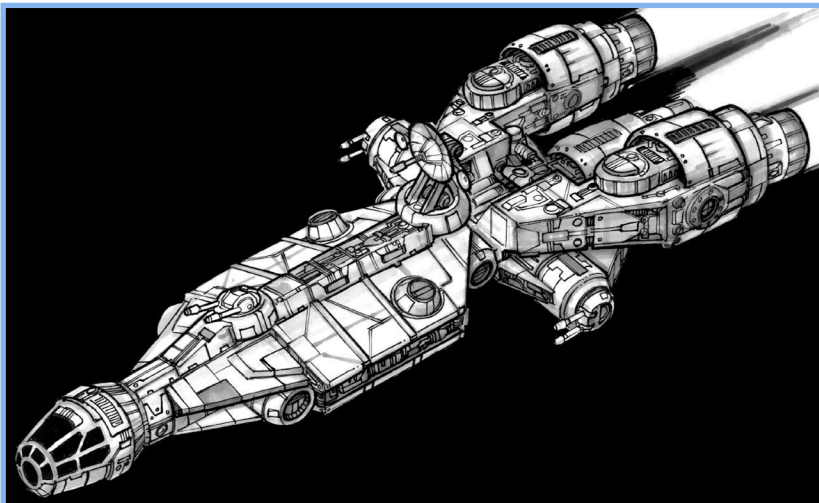


Editors Note: The Aractnos Sector first appeared in Issue One

The campaign... begins with the characters arriving in the ship *'Rim Fire'*, a Correllian engineering YZ-775 Light Freighter that has been modified as a troop assault ship. The *Rim Fire* has seen many different battles and hails from the planet Omega Dromin in the Salass Sector. Omega Dromin was, for a long time, a bastion world of the Old Republic that produced some of the greatest warriors and was known for defending the frontier for many years.

The Star Guard of Omega Dromin was known far and wide and was at several key battles with the Separatists during the Clone Wars. When the Emperor declared his Empire born, Omega Dromin was one of the first systems to declare themselves in rebellion and were in turn put down quickly by an Imperial battle fleet. The survivors of Omega Dromin Star Guard scattered to all points in the galaxy, vowing to work against the Empire and someday take back their planet. Fortunately almost three quarters of the Star Guard were away from the planet when the Imperial Strike Fleet attacked and they were able to slip away and start the fires of rebellion throughout many different sectors.

Your ship is made up of the survivors of Dragan's Wolves, formerly a battalion of heavy infantry, now only an under strength Platoon of 30 soldiers who are very loyal and dedicated to their Lieutenant Arras Helrod. The *Rim Fire* has been modified to carry the Platoon as well as two Mekuun Swift Assault 5 Hovercraft that ADVE are dented and worn looking, but still very functional.



ADVENTURES

Recruitment in Force

The heroes receive a code transmission or courier droid requesting their presence at Star Castle immediately. When they arrive Rebel Command relays that they have received word from a rebel cell in the fringes of an adjacent sector. This cell has informed Aractnos command that several mercenary groups were arrested and are being detained at Imperial Prison Facility A495 but is code named "Dark Cell" by the Rebellion.

The arrests are part of the Empire's plan to prevent any military organization that doesn't work exclusively for the Empire to be disbanded or incarcerated until such time as they see fit. There are just over 100 prisoners in the facility. Although the facility was not originally designed to hold that many prisoners, originally a planetary outpost, the prisoners are not that cared for and the accommodations are considered 'humane' in the Empire's eye.

The rebel cell that notifies Aractnos command is too small and with not enough resources to liberate the mercenaries. However they know that the liberation of these prisoners may provide Aractnos, and the rebellion, with trained warriors that are currently in high demand. Aractnos command will give the characters a loaner ship and a squad of infiltrators to sneak into the base and free the mercenaries and bring them to a pre-designated planet for transport to other areas.

A light Imperial Garrison is situated about 2 miles north of Imperial Prison Facility A495. It rarely sees use, being so far on the rim of the sector, however its troops will regularly switch out with prison guards to break up the monotony. The troops are average morale and number around 45 regular army troopers with 10 officers.

Mercenary Groups Being Held

Blades of Artosis Mercenary Group

Made up of aliens, mostly Nikto's, the Blades of Artosis come from an ancient order of Nikto's that roamed their home world, hiring out their services to the highest bidder. When space travel came to their world they took no time leaving and moving about the galaxy and selling their services to the highest bidder. There number around 15 members.

They are known to be loyal to the one that pays them the most.

They have never been known to break a contract and follow it to the extreme letter of the deal. They hate the Empire and will be allies of the rebellion, if freed, but will not join. Their leader is Crocto the Bold. If rescued, no matter what, Crocto will let the heroes know he "The Blades owe them one."



Hammond's Rangers

Hammond's Rangers originate from the planet Orison, near the Perlemian Way. They are a large group of soldiers, almost exclusively human, who were without jobs when the planet Orison was taken over by the Empire and removed its private standing army. Hammond's Rangers were actually known as the Orison Ranger Battalion before going mercenary.

They currently number about 40 individuals who for all intents and purposes are Spec Force trained Wilderness Fighters. They are extremely loyal and will gladly join the rebellion if they are freed and treated right. Their leader is Colonel Arias Shade. T

he Rangers have several equipment drops located in various sectors and would be happy to let the Alliance know where they are in case needed for other missions.



The Fire Bringers Mercenary Group

The Fire Bringers were originally an old Republic Special Forces unit that were part of the Clone Wars. Their entire battle group was wiped out in a space battle and only a couple of squads had escaped. Over the years the sons and daughters of those members have joined up and taken over their parent's spots as they grew older.

Currently the Fire Bringers are at 35 members strong. They specialize in heavy weapons and demolitions. They would gladly join the rebellion, if rescued, as long as they could pick up their families and take them to a safe world where they would be safe from Imperial retribution.

The families of the Fire Bringers are filled with advanced skilled laborers in all areas from weapons, munitions to electronics.



Droid Convoy Raid Adventure

The heroes have decided to do some privateering to acquire droid supplies to help operate their base. Unfortunately the only information they are able to gather is that a supply convoy that is low on the Rebel's 'hit list' is traveling through the sector and they don't have much time to gather information or prepare for a raid.

They are going to have to perform a raid without knowing what they are up against. If they are able to convince Rebel Command in this sector they may get the help of a squadron of Y-wings.



Imperial Gozanti Class Escort Ship "Uvista/Trollis"

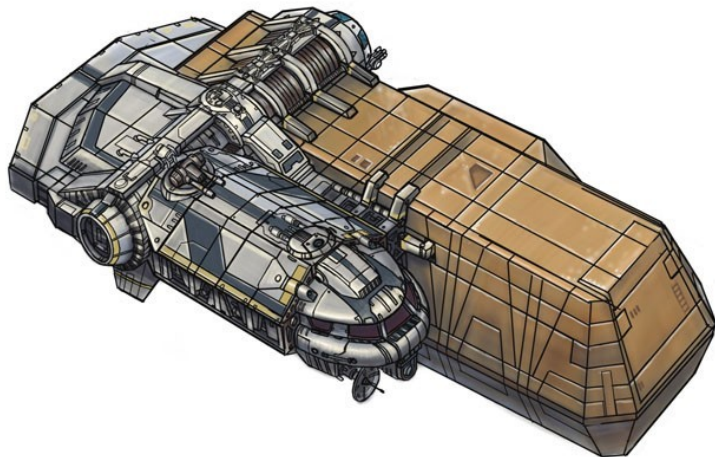
What the heroes don't know is that the convoy they are raiding is protected by two Gozanti Class Escort ships (4 TIE each) and is filled with (5) Action Freighters and one Zygerrian Slaver Ship. The Zygerrian Slaver ship holds 500 slaves from various races. One of the problems that may come up is that during the battle the heroes do not know which ship actually holds the droid manufacturing supplies and may accidentally try and capture the slave ship.

Although they will be very unhappy about this, the Rebels will see this as a great victory and the freed slaves will be a benefit down the road as many are important dignitaries and will provide information and resources to the Rebellion down the road.

Kalibac Industries

Kalibac Industries has recently come to agreement with the Empire to open several droid manufacturing companies and manufacturing plants on Lucien's Pride. They have had also no reason to fear raids or any other piracy because at the time the droid parts are of not of extreme value to most in this far rim sector.

However with this attack they will surely increase their security measures and ask for more Imperial warship escorts for their convoys.



The 'Fleetfoot' Wayfarer Class Medium Transport



Kuat Systems Engineering "Wayfarer" Class Medium Transport

Affiliation: General

Era: Old Republic

Type: Space transport

Scale: Starfighter

Length: 82 meters

Skill: Space transports: Wayfarer

Crew: 8, gunners: 2, skeleton: 2/+5

Crew Skill: All appropriate skills at 4D

Passengers: 6

Cargo Capacity: 220 metric tons

Consumables: 3 months Cost: 202,500 (new), 130,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 5D+1

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 50/2D

Focus: 3/3D

Weapons:**Laser Cannon***Fire Arc: Front**Skill: Starship gunnery**Fire Control: 1D**Space Range: 1-3/12/25**Atmosphere Range: 100-300/1.2/2.5 km**Damage: 4D***Quad Laser Cannon***Fire Arc: Left**Skill: Starship gunnery**Fire Control: 1D**Space Range: 1-3/12/25**Atmosphere Range: 100-300/1.2/2.5 km**Damage: 6D***Ion Cannon***Fire Arc: Front**Skill: Starship gunnery**Fire Control: 2D+2**Space Range: 1-3/7/36**Atmosphere Range: 100-300/0.7/3.6 km**Damage: 4D***Scientist Rescue Adventure**

The heroes hear of three scientist who are being forced to work for the Empire, creating some new type of armor plating that can be used on warships. The plating is made of Mobisium ore and gases mined in the Vregan system. The scientist are being held in an imperial research facility orbiting Dega Minor, in the Dega system.

The Imperial research facility code named 'UnderShield' was at one time an Old Republic frontier base. The scientist are using gases mined in the Vregan system to strengthen and harden Mobisium ore, making an armor plating that could revolutionize starship armor. The players must rescue the scientist before they complete their research.

Assigned to the research facility are:

1. One squadron of TIE fighters
2. Two Tartan System Patrol Craft
3. One Corellian Corvette
4. One company of Imperial Naval Troopers (100)
5. 200 civilian scientists
6. 34 loyal Imperial scientists



Y-Wing Delivery Adventure

Because of the high number of Y-wings being manufactured in the Aractnos Sector the rebel command has decided to start shipping Y-wings to other sectors that are low or don't have any star fighter support. Due to the lack of pilots and that these fighters are permanently leaving the sector, command doesn't want to risk sending individual pilots. They have decided to load up several different types of freighters with partially assembled Y-wings and deliver them like they would any other cargo.

The heroes are to escort one of these missions and safely deliver the cargo to an adjacent sector's rebel forces.

Several opportunities exist to steer the heroes from here:

- The 'rebels' who arrive are really pirates pretending to be rebels.
- An Imperial patrol ship happens to arrive nearby as the deal is going down.
- A ship malfunction causes the freighter to be stranded after an imperial probe droid just entered system.
- The heroes arrive to find the other rebels have been wiped out and it's their job to find out by whom and where to deliver the Y-wings.
- 'It's a trap'! Imperial forces are waiting for the heroes and they are captured and must escape.



STAR WARS WATCHES

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ROTGUT RUFFIANS

Dustin Hawk
presents

Flight of the Herky Jerky



"While covering the story out of the Rotgut Station regarding the Waffle Juice smuggling ring, I asked many of the locals about the history of the Herky Jerky. When they explained it to me, I was flabbergasted. How... and more importantly, why, would anyone pilot such a thing?!"

-Caerra Andin, TriNebulon News

"Herky Jerky" Custom-built quasi-freighter

Scale: Starfighter

Length: 17.3 meters

Skill: Space transports: Herky Jerky

Crew: 2; 1 pilot, 1 astromech (immobile)

Crew Skill: See Marendl and R3-G3

Passengers: None

Cargo Capacity: 5 metric tons

Consumables: 1 week

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Uses astromech (10 jump capability)

Maneuverability: 0D

Space: 4

Hull: 4D

Shields: 1D

Sensors:

Passive: 15/0D

Scan: 30/1D

Search: 60/2D

Focus: 3/3D

Weapons:

1 Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 3-15/35/75



"Maw-spawned ship is late with my shipment! Wonder if something happened to its owner again..."

-Dirk Dauntless, Rotgut Station entrepreneur

Atmosphere Range: 6-30/70/150 km

Damage 4D

Special rules:

- **“You came in THAT thing?”:** The Herky Jerky was never intended for interstellar travel, let alone space flight. When making Space Transport Repair attempts, three rolls must be made, at a Very Difficult skill. If all three rolls are successful, nothing is required. If two out of three are successful, a random component must be replaced, at the GM’s discretion. If only one out of three are made, further damage is inflicted upon the ship, requiring a repair at twice the regular cost. If zero out of three attempts of successful, a vital component of the ship fails, requiring the crew (ala PCs) to seek it out, and reattempt the repair (at the GM’s discretion).
- **“No!!! Turn it off!!! Turn it off!!!”:** With hundreds of different makes and manufacturers of its subsystem parts, the Herky Jerky can be... quarrelsome from time to time. When any starship-related skill is used while operating the ship, if a 1 on the Wild Dice is rolled, a random system malfunction occurs, resulting in a -1 modifier to whatever the die result is, for 1D rounds. Steam may shoot out of a pipe, or sparks could fly out of random electrical conduits; weird odors may emanate from the CO2 scrubbers, the ship’s overhead lights dim, the communication console starts translating into Bocce, etc., anything that creates a distraction for the player(s) for that duration.

Rotgut Station is the home port to a variety of bizarre, unconventional, and sometimes ungainly spacecraft. From uglies, to failed and/or limited production craft, or even various freighter and transports modified well beyond recognition, all of these are a common sight to behold within its confines and the immediate space around it.

None of these ships, however, have had such an unseemly, sordid, and colorful history as the Herky Jerky.



The freighter (if one was comfortable categorizing it as one) has mysterious origins and popped up three or four years after the rise of the Empire, operating to and from Rotgut Station while running cargo across the breadth of the Outer Rim Territories. As such, none of the locals seem even bat an eye at its ungainly appearance. Being long associated with smuggling, it has something of an unlucky reputation, having its ownership passed to no less than twelve beings since its initial run.

But despite the disappearances, arrests, or otherwise untimely departures of its previous operators, the Herky Jerky always finds its way back to Rotgut Station, like a pesky mynock that can’t seem to sate its own appetite.

With a hull comprised mostly of non-starship structures, those being the main cargo and troop compartment of an Imperial AT-AT (rumored to have been stolen from the Rotgut Station garrison itself and cut up), the cockpit of a Ubrikkian Steamworks 636-Iota ground tank, and four Koensayr ZM-ZM-301 light sublight engines, the Herky Jerky immediately casts doubt in most beings on whether or not it is actually space worthy.

Further inspection on its interior would reveal that its systems and subsystem components consist of hundreds of parts from various manufacturers, each one jury-rigged, wired, routed,

teed-off, bolted to, and programmed to work in conjunction with each other and somehow perform every vital ship function. The maintenance schedule alone is more than enough to keep its owner occupied, let alone piloting it.

A permanently-attached astromech, R3-G3, ultimately bears the burden of attempting to stifle the ship's various engineering issues, a situation that the droid sorely detests.

R3-G3 has been permanently affixed within the *Herky Jerky* and is interconnected to the freighter's systems and subsystems. As such, it is no longer capable of independent movement, save for its rotating dome, which is exposed through the top of the hull. Additionally, it is no longer equipped with the tool-set normally available to a standard R3 unit.

The present owner is a middle-aged Kubaz salvager named Marendl, who stumbled across the abandoned ship in the outskirts of the system, marked on the hull with a BoSS Disposition for Disposal Placard. The only clue regarding the fate of its previous operator was a manifest on a datapad hidden within one of its many smuggling compartments, titled "*Waffle Juice Invoice*." Unfortunately, any further data was corrupted and couldn't be recovered.

R3-G3 Immobile Astromech Droid

DEXTERITY 0D

KNOWLEDGE 1D

Planetary systems 6D

MECHANICAL 2D

Astrogation 5D, sensors 4D

PERCEPTION 1D

Persuasion 4D, search 3D+2

STRENGTH 0D

TECHNICAL 2D

Computer programming/repair 5D, security 5D, space transports repair 5D



Move: 0*

Size: 1 meter tall

Equipped with:

-Video display screen, Acoustic signaler, Holographic projector/recorder

Capsule:

A scant few years of service to the Rotgut Station Spaceport was the only data that R3-G3 could recover of the time before it became a permanent fixture of the ramshackle freighter *Herky Jerky*. The hapless astromech cannot recall when this happened, only that this seems to be its fate, although it longs to be free of the ship and ever growing list of maintenance insanity it inflicts. R3-G3's new master seems to be benevolent, although it secretly fears it will once again be abandoned once the Kubaz salvager has the credits to replace his old ship.

Marendl Kubaz Salvager

DEXTERITY 3D

Blaster 3D+2, dodge 4D, running 3D+2

KNOWLEDGE 3D

Bureaucracy: BoSS 4D, business 3D+2, business: salvage 4D+2, languages 3D+2, planetary systems 4D, value 3D+2, value: salvage 5D

MECHANICAL 3D+1

Astrogation 3D+2, sensors 4D, space transports 4D+2, starship gunnery 3D+2

PERCEPTION 3D

Bargain 3D+2, con 3D+1, hide 4D, search 4D+1

STRENGTH 2D+1

Stamina 3D

TECHNICAL 3D+1

Computer programming/repair 4D, demolitions 3D+2, droid

programming/repair 3D+2, space transports repair 4D+1

Character Points: 5

Move: 9

Equipment: Fusion cutter (3D damage), toolbox w/various tools, vacuum suit (+1D vs. Physical, +1 vs. Energy)

Capsule: A normally successful salvager in the Outer Rim, Marendl has fallen on hard times. With the Empire clamping down on independent operators and restricting salvaging rights, he's found it difficult to keep up with his operating expenses, loan creditors, and still have enough left over to cover his basic needs. A recent accident crippled his tug and forced him to commandeer the nearest ship, which happened to be the *Herky Jerky*. Despite its reputation, the ship is in relatively good-working order, though every component failure seems to daisy-chain into multiple ones that cut into Marendl's earnings. He hopes to eventually earn enough credits to finance another tug, and if any remain, to free the poor R3 unit that's spent years aboard the rickety freighter.



"Who owns that thing now? Oh no... not Marendl! He's such a nice being! What did he do to deserve that?"

– Roddz Wondo, a "local"

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All you have to do is send us a message telling us why you'd like to write, photograph, paint, or sketch, for the Adventures Journal. You should probably tell us a little bit about yourself and send it along with a one page sample of your writing or a single piece of artwork.

Send your proposals via an email at the following address: aurekjenth@gmail.com or visit us on our Facebook Group Page.



LESSONS OF THE PAST

A Solo Star Wars Adventure

By Mark Dowson



Ashara Deviline Malvosian, Historian

Character Option Rules

You have three choices: You can play the character of Ashara Deviline Malvosian and assign seven dice to her skills. The skills she gets to choose from are Blaster, Dodge, Melee Attack, Melee Parry, Running, Languages, Scholar, Starship Gunnery, Hide, Search and Climbing/Jumping. Alternatively, you can play one of three characters from solo adventures in previous issues of the *Adventurer's Journal* or create your own character.

The three characters from previous issues are Aurek Jenth from *Issue Two*, Ferris Hol from *Galaxy Guide One: Rotgut Station*, and Zerun Zartan from *Issue Four*.

They all have skills in their previous adventures which they do not get a chance to use in this one. Assume they still have those skills but from the seven skill dice you have to spend, pick only the skills they will get to use in this adventure, which are listed below. Effectively this will make them the more experienced characters they are, while still being on the same level as the new character, Professor Ashara, in this adventure.

Aurek Jenth has the following attributes: Dexterity 3D+1, Knowledge 3D+1, Mechanical 2D+2, Perception 3D+2, Strength 2D+2, Technical 2D+1.

He only gets 6 skill dice to assign, as he has three skill specialisations. The skills he can put skill dice in are Blaster, Dodge, Running, Languages, Starship Gunnery, Hide, Search and Climbing/Jumping.

Aurek Jenth's skill specialisations are in Heavy Blaster (meaning his *Blaster* skill is 1D higher when using his heavy blaster), Dodge Blaster Bolts (meaning his *Dodge* skill is 1D higher when dodging blaster bolts) and Jedi Lore (meaning as all the Scholar skill rolls in this adventure relate to the Jedi, he effectively has Scholar 4D+1).

Ferris Hol has the following attributes: Dexterity 3D, Knowledge 3D, Mechanical 2D, Perception 3D+2, Strength 2D+1, Technical 2D+2, Force Skill: Sense 1D+1 (which can be increased to 3D+1 with 2 skill dice).

The skills she gets to choose from are Blaster, Dodge, Running, Starship Gunnery, Hide, Search and Climbing/Jumping.

Zerun Zartan has the following attributes: Dexterity 4D, Knowledge 2D, Mechanical 3D, Perception 2D, Strength 2D, Technical 2D, Force Skill: Sense 3D (which can be increased to 5D with 2 skill dice).

The skills he gets to choose from are Blaster, Dodge, Lightsaber, Running, Starship Gunnery, Hide and Climbing/Jumping.

Creating Your Own Character

To create your own character, use the rules below. Just bear in mind that during the adventure there will not be the same level of description for how a character created by you reacts to what they experience, compared to Ashara, Ferris, Aurek and Zerun.

There are 6 main attributes: Dexterity, Knowledge, Mechanical, Perception, Strength and Technical, which start off at 2D. An extra 6D is allocated over the 6 attributes with no more than 2D being added to any single attribute, creating a possible maximum of 4D.

Regardless of how you determine your attributes, you then have seven dice to assign to skills. The most useful skills are probably Blaster and Dodge.

No more than two dice can be put into a skill.

If with Ashara Deviline Malvosian, you put one dice in Dodge that would give you Dodge 4D. If you put two dice in, it would give you Dodge 5D

Combat Rules

As there is mostly no narrated combat in this solo adventure, you have the choice of using the full rules from the Star Wars Role Playing Game or these simpler and faster rules detailed below.

At the start of combat, roll the dice in your Perception attribute (or Sense skill if higher) and then the dice in the Perception attribute of your enemy. If your roll is equal or higher than theirs you attack first. If it is lower, they attack first.

To make an attack, roll one less than the dice in your attack skill, be it Blaster, Melee Attack, Lightsaber, Sense (if deflecting blaster bolts with a lightsaber) or some other skill. If you roll equal or higher than the value in brackets next to your opponent's Dodge value, then you have beaten them. If not, then they shoot back at you.

To defend, roll one less than the dice in your Dodge skill, or if using a lightsaber, one less than the dice in your Sense skill if you have it higher than your Dodge. If you roll equal or higher than the value in brackets next to your opponent's Blaster skill value then they have failed to hit you and you can attack back. Note that if you are up against two opponents you make just one roll against their "combined fire" number.

If you are hit you can either spend Character Points to make your roll a success if you have any left, otherwise make a Strength roll. On a Strength roll total of 13 or less you are either dead or sufficiently wounded that your enemies can quickly finish you off.

On a 14 to 17 you are Stunned and at a -1D penalty to all your skills on both your next attack and defence rolls. On an 18+ the blaster burn is light enough for you to ignore. If the enemy is armed with a weapon that does only 4D damage, rather than 5D, add 3 to your Strength roll.

With Character Points you can choose to spend up to two of them to increase any skill or attribute roll or up to five of them for a defence skill or Strength roll to resist damage. For each point you spend, you get to roll an extra dice in that particular instance.

For this adventure you have the option of playing the Historian as represented by Ashara Deviline Malvosian.

Her background and character sheets can be found on page 47 and 48 respectively.

Once you've chosen your character and assigned your skill dice, packed your gear, and turn to page 50.

**GOOD LUCK AND
MAY THE FORCE BE WITH YOU.**

NEW TEMPLATE: HISTORIAN

Those who do not learn from the past are doomed to repeat it, and there is no-one who is more aware of this than the Historian. There are great examples of historians in books and film - from Tom Clancy's Jack Ryan and Robert Langdon of Davinci Code fame to the Watcher, Joe Dawson on the Highlander TV series or the Nicolas Cage protagonist in the National Treasure film series.

Historians are usually the ones recounting the stories of our protagonists, but much of history in Star Wars is hidden or secret and cannot be found in official records and digital libraries. The truth is out there and must be dug up and discovered and the historian is one of the few characters motivated enough to get up and go do it. While out in the galaxy searching for new knowledge, historians talk with people from all walks of life from nobles to criminals and inevitably pick up all kinds of more utilitarian skills - from how to pilot a ship or hack a computer database, to defending themselves with a blaster and dodging out of dangerous situations.

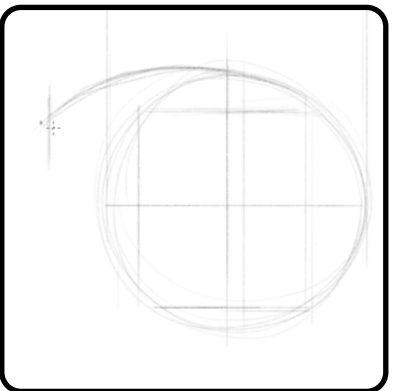
History can suggest alternate ways of dealing with encounters other than blasting one's way out. Knowing the history of a powerful family name can leverage some or help you bluff your way past others. Historical knowledge of ancient cities can suggest forgotten underground routes where the old city has been built-over by the new.

There is something captivating in watching a historian slowly unravel a mystery or reason their way through an adventure, with all sorts of asides and digressions along the way. If you choose to play a character using the Historian template, your greatest strengths will be your ability to make logical connections between disparate events and the ability to search vast stores of knowledge for that one piece of information the group needs to know.

A related good Scholar: History roll merits a small (+1D or so) bonus to a skill that can benefit from this historical knowledge - and this need not be your own skill roll, but that of another. This makes the scholar a useful addition to any party who makes regular use of skills related to a scholar's areas of expertise. When that fails, an adventuring historian's breadth of experience lends them all sorts of useful survival skills that they can use to help get them out of any predicament.



STAR WARS
ADVENTURER'S SHEET



Character Name _____

Player Name _____

Template _____

Species / Bender _____

Height / Weight / Age _____

Physical Description _____

Movement 10 Force Sensitive? _____

Character Pts 5 Light / Dark Pts 1 / _____

A Quote: _____

DEXTERITY **3D** _____

Blaster _____ Melee Parry _____

Dodge _____ Running _____

Melee Attack _____

KNOWLEDGE **4D** _____

Languages _____

Scholar _____

MECHANICAL **2D+2** _____

Starship Gunnery _____

PERCEPTION **3D+2** _____

Hide _____

Search _____

STRENGTH **2D+2** _____

Climbing / Jumping _____

TECHNICAL **2D** _____

WOUND STATUS

- STUNNED
- WOUNDED
- WOUNDED
- INCAPACITATED
- MORTALLY WOUNDED

GEAR - TECH - WEAPONS
Electro-slingshot (4D+2 Stun)
a few stinkbombs, a few doses of spice

The Adventure

1 If you are Ashara Deviline Malvosian, [go to 3](#).

If you are Ferris Hol, [go to 4](#).

If you are Aurek Jenth, [go to 5](#).

If you are Zerun Zartan, [go to 6](#).

If you are none of these, [go to 2](#).

2 Stood in the cockpit, behind where Dreena and Kur-karn are sat at the controls, you look through the windows of the cut off cone shaped canopy. From orbit, the surface of the planet is obscured by thick clouds. Fortunately, while the ship's sensors cannot detect the temple, Dreena and Ku-karn have the coordinates to guide them and begin the descent into the impenetrable whiteness. The visibility does not get much better as the ship, the Faithful Mina, approaches the ground but at least it does not get darker.

Mysteriously there are no records of this planet or the Jedi temple you have learnt is here, suggesting such information was deliberately destroyed.

There is the whine of the repulsorlifts being engaged by Dreena, followed shortly by the thud of the Faithful Mina touching down.

“Are you joining the five of us?” you ask Reska Jat.

“You’re kidding, right?” the sensual blue skinned female Twi’lek laughs. “Does some damp old temple really strike you as my scene? My charms don’t work on creepy crawlies and skeletons.” She shudders slightly with distaste. “I’ll stay here with Ku-Karn, Dreena and Izi and guard the ship. The five of you enjoy your crazy idea of fun and excitement without me.”

If you are Ashara Deviline Malvosian, [go to 7](#).

If you are Ferris Hol, [go to 8](#).

If you are Aurek Jenth, [go to 13](#).

If you are Zerun Zartan, [go to 10](#).

If you are none of these characters, [go to 29](#).

3 You are in your office at the University of Byblos, when the securely coded communication comes through. Your holoprojector flickers into life with the familiar face of Ferris Hol appearing in it. It has been awhile since you last heard from her. She has pale skin, blonde hair and from her heritage as a Kiffar, red markings around her eyes.

“Hey Ashara,” she smiles. “Hope I’m not interrupting anything important.”

“No, just struggling with translating ancient Mandalorian,” you grimace. “I can’t sit idly by while she who I shall not name publishes her ill-founded rancor dung...”

“So, you would prefer some fieldwork but then if this colleague is really irking you...?” Ferris knows exactly which detestable colleague you are referring to!

“I would absolutely love some field work,” you tell your friend.

“She who blasted well shall not be named can drown in her rancor dung publications. Discrediting her can wait. Please tell me, what have you got? And how, as a professional investigator, do you know about it? History’s my field, not yours, unless there’s crime involved.”

“I should warn you this is intensely short notice with me needing you to drop everything...”

“Which I can manage at a push. Why so short notice?”

“Ahem, my original choice was Marlowe Warwick...”

“Ferris Hol, I’m shocked I was not your first choice...!” you exclaim with mock annoyance. “Marlowe’s good and yes, I know he’s senior to me. Why’s he pulled out?”

“He didn’t have much choice. I gather he had an encounter with a gang of ruthless treasure hunters and was injured by blaster fire, while defending artifacts from them. You know the kind valuable enough for unscrupulous types like them to melt down and sell for a fortune, due to the precious metals they’re made from.”

“The fiends! How is Marlowe?”

“He’s been better and in no state now for this expedition, but the treasure hunters came off worse.”

“Good!”

“Marlow recommended you, so I had that to go on, as well as my own regard for you...”

“So kind of him,” you interject.

“This expedition will be dangerous though,” Ferris continues.

“Hostile critters don’t bother me, whether they slither, crawl or fly, providing the rewards are worth it. I’ll just bring my blaster and vibroblade. Just tell me already what it is!”

“The danger’s not from alien critters so much but Imperials.”

“Fine, we just make sure none of them live to tell on me for

whatever you're dragging me into. Now come on. Out with it!"

"It's a lost Jedi temple. I have the coordinates for the planet and the temple's location on it but no name for the planet."

"And we have to find as much as we can before the Empire gets their mitts on it?"

"Yes."

"And how did you come on this knowledge?"

"Some guy contacted me over a secure line on the holo-net. He'd heard I was good by word of mouth and trustworthy..."

"...No brainer there..." you grin. "But you do know you shouldn't talk to strange men on the holo-net?" Ferris just grins.

"Anyway," she continues. "He had the location and wants me to get a certain holocron for him. Says I will know which one, when I find it."

"Intriguing. You did say holocrons, as in those mystical artifacts the Jedi created for storing knowledge?"

"I did."

"And you really think there was any chance I would turn you down?"

"Heck, no! Just bear in mind this expedition is seriously hush, hush."

"Of course. Now I better get my leave okayed and cover provided for my absence without giving the real reason for it."

Getting released quickly from your responsibilities to the University proved a lot harder than you anticipated but fortunately you were up to the challenge.

Looking around at your wooden paneled office from where you are sat at your desk with its piles of papers, you contemplate how you will be exchanging this safe, secure and comfortable environment for one of a very different nature. Despite your bravado to Ferris, you really hope there will not be any alien critters on this expedition.

A few days later you are aboard the light freighter, the *Faithful Mina*, with Ferris Hol and seven others, on route to the planet of the lost Jedi temple. Only three of them will be accompanying you and Ferris Hol to the temple. These include Aurek Jenth, a former Antarian Ranger, and Zerun Zartan, who is some guy with shoulder length dark wavy hair and a lightsaber.

The anticipation is killing you. The truths which could be uncovered about the Jedi in the temple really excite you. Most of

the previously known sources of information on the Jedi the Empire has destroyed. Only the ones which can be twisted to support a narrative which paints the Jedi in a negative light have been allowed to remain. It seems this time your Rebel Alliance connections have provided you with an opportunity of a lifetime. Unfortunately, you suspect much of what you find will not be anything which will gain acceptance at the Byblos University.

[Go to 2.](#)

4 "Are you the professional investigator, Ferris Hol?" asks the potential client who has just contacted you through a very secure line on the holo-net.

"I am," you confirm, as you study his image. He is a striking man with short grey hair and a wistful sad face. You figure he is perhaps over fifty years old but in a good state of health and physical fitness.

"I am Istu-Dar and I have a job for you, which I believe you will find interesting and different."

"Tell me about it?"

"You will be working against the interests of the Empire."

"It makes my fee higher but otherwise is not a problem."

"Good, I'm glad to hear it."

"Do you need me to agree to confidentiality before we go any further, although that is standard practice for me?"

"Let's just say, I know you will take the job."

"I fail to see how you can be so certain."

"Neither the less I am. I know the location of a lost Jedi temple and I want you to assemble an expedition to it and locate a certain holocron which is there, before the Empire finds it."

"This is not really my line of work. Why me?"

"I have done my research and from word of mouth you come heavily recommended and can be trusted in this matter. Use certain contacts you have."

"I don't know what kind of contacts you think I have."

"Let's just say I know," Istu-Dar smiles. You know without a shadow of a doubt he is referring to your Rebel Alliance contacts. Bewildered, you agree to this job and the two of you speak awhile longer, finalizing the details with him passing on to you the coordinates both of the planet where the temple is and its location on that planet.

Over the next few days, you travel to the Idymar Rebel Alliance base, located inside an asteroid in the barren Idymar star system at the start of the Outer Rim. There you convince Ambren Rarek, the Commander, to authorize your assembling of the expedition.

You manage to put together a team you are very confident about.

The ship for the expedition is a light freighter, called the *Faithful Mina*, which belongs to Ku-Karn Low-garn and Dreena Matura.

Your Twi'lek friend, Reska Jat has recently joined the crew. Their job is only to get you to the planet and the temple on it. Reska however has a new associate with her, who is a former Antarian Ranger. This Aurek Jenth was a must have for the expedition into the temple and he has agreed to come.

Another member of the team is a lightsaber carrying individual, called Zerun Zartan, recommended by Commander Ambren Rarek himself. Zerun's tanned features and shoulder length dark wavy hair is familiar, but you cannot place where you have seen him before, suggesting it was a very brief encounter.

The historian, Marlowe Warwick was to be the fourth out of the five of you in the team. Unfortunately, he was seriously injured, while defending valuable ancient artifacts from ruthless treasure hunters, intent on melting them down for the precious metals they were made from. He is still recovering from the ordeal. As a result, you have called up on your friend, Ashara Deviline Malvosian, as she is a professor of history. Despite her responsibilities to the University of Byblos, she jumped at the chance to come on this expedition.

Looking good in her white, grey and blue clothes, Ashara appears to be taking the potential for Imperial trouble seriously, judging by the battle helmet, large knife and blaster hanging from her belt. [Go to 2.](#)

5 Since helping the Mizelines on Rardae, you have been travelling with Reska Jat, who you met there. A few weeks ago, the two of you took passage aboard the light freighter, the *Faithful Mina*, and through you and Reska Jat, the crew, Ku-Karn and Dreena, were drawn into the Rebel Alliance. It only took Reska Jat a few days to convince them to join the Rebellion, due mostly to her powers of persuasion.

Ferris Hol, an acquaintance of Reska Jat's, has asked you and the crew of the *Faithful Mina* to join her and three others on an expedition to a lost Jedi temple. The location of this temple was given to Ferris Hol by a mysterious client, who wants her to find a certain holocron there.

You, yourself are grateful for this opportunity. As a former

Antarian Ranger, you had thought that any involvement with the Jedi was in the past for you.

With the *Faithful Mina* currently on route to the planet where this lost Jedi temple is, you and Reska Jat are sitting on the couch in the ship's lounge area, playing holo-chess. It has taken you only a few turns to realize that when the blue skinned Twi'lek seems to be uncertain about the move she has made, that impression is completely fake to mislead you into a false sense of security. Unfortunately, you strongly suspect she has seen that realization on your face so will change her tactics to prevent you from exploiting that insight. For her, social interaction itself is a potential strategic battleground, which she has mastery over. As one of Reska Jat's colorful holographic monster playing pieces strides across the table towards you, you consider what new strategies she is planning.

Feeling the jolt of the ship coming out of hyperspace, you suggest,

"Shall we finish this later? I think we've arrived."

"Definitely later," Reska Jat smiles. "I'm not letting you escape that easily." Saving the game, the two of you stand up and head for the corridor at the far end of the wall to your left.

Along the corridor you reach the steps leading down into the cockpit. There the two of you are joined by Professor Ashara Deviline Malvosian, who you only know through reputation, but you recognize that on this mission, her knowledge as a historian might be useful.

Despite her academic background, Ashara looks like she could handle herself if there is any trouble. Dressed in white, grey and blue clothes, she has a battle helmet, a large knife and a blaster hanging from her belt.

Behind Ashara is a tall man with long dark wavy hair. This lightsaber carrying individual, called Zerun Zartan, you know pretty much nothing about.

Stepping down into the cockpit, you see the blonde-haired figure of Ferris Hol is already there. [Go to 2.](#)

6 Located at the start of the Outer Rim is the Idymar Rebel Alliance Base, inside an asteroid in the barren Idymar star system.

Having eventually returned here after your mission on Gartran you have just learnt from your close friend, Jacara, about the expedition to a lost Jedi temple.

Striding down one of the base's white corridors, you reach Commander Ambren Rarek's office and enter. There you see

sitting behind his desk the red skinned Mon Calamari Commander himself.

“Ah, Zerun Zartan, what can I do for you,” he asks, looking at you with his large eyes.

“I hear Marlowe Warwick is leading an expedition to a lost Jedi temple,” you tell him. “If it is not too late, I would very much like to join it. I have just heard that while the expedition should have left by now, it has possibly been delayed.”

“You are in luck. The expedition should have left days ago but has been delayed by Marlowe Warwick having to drop out. Ferris Hol has called upon Professor Ashara Malvosian to fill the role as the expedition’s historian. The team is in Launch Bay Three, aboard the light stock freighter, the *Faithful Mina*. I will contact Ferris Hol to let her know you are coming.” The Commander pulls out his comlink and speaks into it. You hear him say, “Zerun is worth having with you if you run into Imperial trouble,” then he looks back up at you and says, “You have ten minutes to reach Launch Bay Three.”

In the next minute you are running down the corridors to the launch bays. The *Faithful Mina* is the same ship you and Saekar traveled to Gartran on, so you know the crew, Ku-Karn Low-garn, Dreena Matura and their droid, Izi, also known as Rusty.

Passing the doors down to hydroponics, you reach the end of the corridor and step out into the expanse of Launch Bay Three. There you see the *Faithful Mina* with the boarding ramp beneath it down. Stood beside it, waiting for you, is a woman with blonde hair, pale skin, and the red markings around her eyes from a Kiffar heritage. This you guess is Ferris Hol. You sense she is strong in the Force and recognize her as someone you briefly saw at Rotgut Station, as an associate of your Rebel Alliance contact, Reska Jat.

“You must be Zerun Zartan,” she calls out. “Get aboard. We’re already running late enough for the Imperials to reach the temple first.”

Aboard the *Faithful Mina*, besides the crew you are familiar with, you find the blue skinned Twi’lek, Reska Jat, and a fellow called Aurek Jenth, who you gather is a former Antarian Ranger, whatever one of those is. Apparently, they use to work for the Jedi.

What little you know about the Jedi comes from the Jedi Knight in hiding who taught you the ways of the Force. Unfortunately, the Empire caught up with him. As you aspire to be a Jedi and like to think yourself as one, you wish to find out more about these defenders of peace and justice.

With a whine of repulsorlifts the ship takes off and a short while later you feel it enter hyperspace.

An hour later you meet Professor Malvosian, who despite her academic background, looks like she could handle herself if there is any trouble. Dressed in white, grey and blue clothes, she has a battle helmet, a large knife and a blaster hanging from her belt.

A few days later the *Faithful Mina* comes out of hyperspace above the planet where the lost Jedi temple is.

Reaching out with the Force to the world beyond this ship, you feel a cold chill, as you sense an echo of the Dark Side. Something really bad happened here. [Go to 2.](#)

7 Reska Jat’s attitude completely baffles you. *How could anyone not find the ruins of a lost Jedi temple exciting? Perhaps I should find the time to educate her on the journey home*, you think to yourself, as you adjust the harness for your holorecorder array. [Go to 29.](#)

8 Like Reska Jat, exploring an old ruin is not something you are familiar with but unlike the Twi’lek, you are more than open to this new experience. [Go to 29.](#)

9 Climbing up a set of stairs, you reach a wide pillared walkway, overlooking the entrance hallway.

Taking one of the stairs up to the higher levels of the temple, [go to 21.](#)

10 *This is not so much for me about fun and excitement but a journey of self-discovery*, you tell yourself. You might even learn more about the Jedi Knight who trained you. You are not even sure how much a Jedi like yourself is allowed to indulge in fun and excitement, but you would be lying to yourself if you denied such motivations.

You still know very little about Reska Jat, but you recognise she lives in a very different world to you. [Go to 29.](#)

11 Descending down steps which curve to your right, you reach a wide pillared walkway overlooking an entrance hallway.

If you wish to descend the stairs down into the hallway, [go to 35.](#)

To take one of the stairs up to the higher levels of the temple, [go to 21.](#)

12 Climbing up the turbolift shaft, you reach the doors of the next level above you and pulling them open, step onto the solid floor. You see a hallway stretching ahead of you and another one

to your left and right. From down the hallway facing you a squad of Stormtroopers appear and opens fire at you.

They have all stats 2D except Blaster 3D (11 against both or 8 if you have defeated one of them), Brawling Parry 3D (7), Dodge 3D (7). Blaster Damage 5D (17).

If you defeat two of them, [go to 24](#). If you are defeated, [go to 102](#).

13 While you do not share the Twi'lek's attitude, it does not surprise you. From the time you have spent traveling with her, you have learnt her interests are limited to males, clothes and makeup, music, politics and working to overthrow the Empire. [go to 29](#).

14 Climbing up the turbolift shaft, you reach the doors to the next level up. To pull them open and go through them, [go to 49](#). To continue climbing up, [go to 12](#).

To go back down, [go to 59](#).

15 The evidence of an uprising against the Jedi suggests they had mistreated the civilian population. You are aware however that leaping to simple conclusions is not good for objective observations and evaluations of the evidence.

One thing strikingly obvious to your trained eyes is that both defenders and attackers alike ended up dead with neither side presumably winning. Whatever happened here is going to be interesting to unravel.

Looking around at the architecture of the temple, as you lead the way, you note the different styles from what was fashionable during different periods of building and from the different cultures involved in the construction. These are all things you want to mention in the paper you will write on this find. You are certain you will come out of this expedition with some absolutely excellent holographic recordings.

Looking up at the statues of long dead Jedi Knights, you think to yourself how the pro-Imperial scholars at the University of Byblos would argue that they were evidence that the Jedi were motivated solely by their own glory. [Go to 36](#).

16 You enter a hall where the floor is patterned with red, light and dark grey stripes and at intervals circles. To your left are a number of surveillance screens and opposite them, on the other side of the corridor, is the cylindrical shape of an ancient holo-projector. Further along to your left is a doorway between two twin metallic grey columns, through which you can see dusty green banks of security and communication records. To enter the security records room and communication centre, [go to 27](#).

To go back the way you have come, [go to 48](#).

17 You manage to catch a cable at the last moment, saving yourself from a long fall you doubt you would have survived. To continue climbing up the shaft, [go to 14](#).

To leave the turbolift shaft through the open doors on the level you started from, [go to 39](#).

18 The five of you start using cables to climb up the inside of the turbolift shaft. Roll the dice in your *Climbing/Jumping* skill.

On a total of 10 or more, [go to 14](#). On less than this, [go to 62](#).

19 Ahead of you, Ashara leads the way, looking very much in her element. The arrangement of the skeletons for you form what could be viewed as the equivalent of an old crime scene. Unfortunately, there is nothing to reveal the motives of those attacking the Jedi. Somehow attackers and defenders alike ended up dying here with no one being victorious.

You brush your hand against the base of one of the pillars, as you pass it. The impressions you gleam from it and the entire temple through your psychometry, however, are indistinct, resembling the last few emotional traces of a faded dream. As skilled as you are with psychometry, it has always been hard enough picking up the memories of an object which are more than a few hours old so gleaming clear ones decades old from the stone is unlikely. Under the circumstances though you had not expected that particular talent of yours to be useful. [Go to 36](#).

20 You exit the room into a long wide hallway, stretching to your left and right. Tall oval windows line the silver walls behind you with columns on either side of them, some with doors in.

To go left along the hallway, [go to 11](#). At the far end of the hallway, up some wide dark steps and across another hallway are three turbolifts. To go that way and climb down a turbolift shaft, [go to 37](#). To turn left down the other hallway the turbolifts are in the side of, [go to 71](#). To turn right down the hallway, [go to 44](#).

To go back through the door in the column directly behind you, [go to 65](#).

21 The wide steps curve to the left and bring you and the others up into a long wide hallway. Tall oval windows line the silver walls to your right with columns on either side of them, some with doors in. To go through one of the doors, [go to 65](#).

At the far end of the hallway, up some wide dark steps and across another hallway are three turbolifts. To enter the shaft of one of the turbolifts and climb down it, [go to 37](#). To turn left

down the other hallway the turbolifts are in the side of, [go to 71](#). To turn right down the hallway, [go to 44](#).

To go back the way you have come, [go to 11](#).

22 Up the spiral staircase, twisting to your left, you enter a hallway stretching ahead of you. To go down it, [go to 71](#). To your left is another hallway with wide dark grey steps down to it from where you are. Along it there are several skeletons on the ground. Tall oval windows line the silver walls along the left side of that hallway with columns on either side of them, some with arched doors in.

To go through one of the doors in the hallway to your right, [go to 65](#). To continue to the end of that hallway, [go to 11](#). To your right are three turbolifts. To enter the shaft of one of the turbolifts and climb down it, [go to 37](#).

To go back down the spiral staircase behind you, [go to 44](#).

23 You shoot or cut down the last of the Stormtroopers. Along the hallway you reach another hallway to your right with wide dark grey steps down to it from where you are. Tall oval windows line the silver walls along the left side of that hallway with columns on either side of them, some with arched doors in.

To go straight on, [go to 44](#). To go through one of the doors in the hallway to your left, [go to 65](#). To continue to the end of that hallway, [go to 11](#). To your left are three turbolifts. To climb down the shaft of one of the turbolifts, [go to 37](#).

To go back the way you have come, [go to 71](#).

24 The last Stormtrooper falls to the ground. To go down the spiral staircase you see at the end of the hallway to your left, [go to 44](#).

To go along the hallway to your right, [go to 71](#). The wide long hallway facing you has dark grey steps down to it from where you are. Along it there are several skeletons on the ground. Tall oval windows line the silver walls to your left with columns on either side of them, some with arched doors in.

To go through one of the doors in the hallway facing you, [go to 65](#). To continue to the end of that hallway, [go to 11](#).

To return to the turbolift shaft and climb down it, [go to 37](#).

25 The last Imperial Scout Trooper falls to the ground. To go down the hallway ahead of you, [go to 71](#). The hallway to your left from where the Imperial Scouts attacked you, has wide dark grey steps down to it from where you are. Along it there are several

skeletons on the ground. Tall oval windows line the silver walls along the left side of that hallway with columns on either side of them, some with arched doors in. To go through one of the doors in the hallway to your left, [go to 65](#). To continue to the end of that hallway, [go to 11](#). To your right are three turbolifts. To enter the shaft of one of the turbolifts and climb down it, [go to 37](#).

To go back down the spiral staircase behind you, [go to 44](#).

26 Disturbed at the idea of an uprising against the Jedi, you consider the plausible possibilities. Perhaps the attackers had been manipulated by Darksiders or were members of some criminal organisation.

Glancing over to the others, you see Professor Ashara Malvosian scrutinising the scene with objective interest. You are pretty sure her only concern is discerning the truth of the situation with it not mattering to her whether the Jedi had behaved badly or not.

Looking over to Zerun Zartan, you only pick up a mixture of sadness and peace from him. With him being trained in the Force you suspect he can sense a lot more than you can. If the Jedi had done something unthinkable then surely Zerun would be reacting very differently to what he is picking up on. For him, like with you, it presumably matters that in his mind the Jedi remain paragons of virtue. [go to 36](#).

27 You enter a chamber filled with tall banks of security records with passages between them. The floor beneath you here is a polished brown. Finding nothing of interest, you head back into the hallways. You pass two twin metallic gray columns on either side of the door into the hall outside. The floor is patterned with red, light and dark grey stripes and at intervals circles.

To the right of the door you have come through are the surveillance screens and opposite them, on the other side of the corridor, is the cylindrical shape of an ancient holo-projector. [Go to 48](#).

28 Up ahead Professor Malvosian confidently leads the way. You do not sense the Dark Side here, only a sadness and how before the tragedy of the attack the temple had been a beacon of the Light Side. That left the question of what had caused those who had attacked the temple to do so? This event, you gather from the age of the weapons, predated the rise of the Empire.

Glancing Aurek Jenth's direction, you see the Antarian Ranger is looking troubled over what he is seeing.

If the Jedi Order had not been wiped out by the Empire, this might have been the kind of place where I would have grown up,

you think to yourself.

Admittedly with your people not originally being technologically advanced enough to be spacefaring, it was possible the Jedi would never have found you. The Old Republic might have left your people in peace in a way the Empire certainly had not. Leaving your family at a young age to train in the ways of the Force would probably have been worth it to step into that larger world. You suspect your parents would not have denied you that opportunity. Not being able to sense the Force would be like being blind. **Go to 36.**

29 Leaving the cockpit, you grab your gear then passing through the generator room, reach the cargo bay and lower the exit ramp. There is a hiss, as it opens, and cold damp air rises up to greet you. With a mixture of trepidation and excitement you and the others stride down the ramp then step out from the shadow of the ship above you. Looking around, you see slightly to your left a huge dark silhouette towering over you in the mist, which must be the temple, and the five of you start making your way towards it.

After half a minute you can make out the stonework of the temple and the darkness of a large entrance way, which looks to be around ten metres high and several metres wide. Proceeding forward, you enter the temple and activate your shoulder mount flashlight. Within you see a massive entrance hall, lined with pillars and broken statues of Jedi.

On the floor are skeletons. Some are arrayed as if they were defending the temple in a last stand against the others. The defenders are either clutching lightsabers or have them on the ground near them. The attackers have old civilian blasters.

It looks like at least some portion of this world's civilian population turned upon the Jedi.

If you are Ashara Deviline Malvosian, **go to 15.**

If you are Ferris Hol, **go to 19.**

If you are Aurek Jenth, **go to 26.**

If you are Zerun Zartan, **go to 28.**

If you are anyone else, **go to 36.**

30 To go up to the walkway to your left, **go to 50.** To go back the way you have come, **go to 38.**

31 You enter a very wide corridor with the walls and pillars picked out in creams and silver. There is a short passageway to your left and another to your right. Both lead to marble floored

chambers with large windows. On either side of the passageways through to these chambers are stairs leading up. To the side of the furthest away stairs to your left is a four-metre-tall metal statue of a robed figure. The stairs lead up to walkways running along the sides of the main corridor. Both walkways have two high up large windows in the wall alongside them.

Roll the dice in your *Scholar* skill.

On a total of 11 or more, **go to 61.** On less than this, **go to 30.**

32 You return to the stairs to your left in the large chamber and descend them. They bring you out onto a walkway overlooking a large chamber. Near you, to your left, are steps down into the chamber, and further along the walkway is a similar set of steps, also down. On the other side of the chamber is an identical walkway with two sets of stairs down from it and between them is an alcove, leading into a training room.

Descending the stairs, you turn right. **Go to 38.**

33 Around the corner the wide corridor stretches for some distance. Halfway along, to your left another corridor branches off this one.

Roll the dice in your *Perception* attribute or *Sense* skill if you have one and it is at least one dice higher.

On a total of 7 or more for *Perception* or 10 for *Sense*, **go to 52.** On less for these, **go to 45.**

34 Heading along the wide corridor, you descend down a dozen steps and see a short distance on, it opens out into a large entrance hall. **Go to 35.**

35 You step down into the entrance hallway just as a squad of white armoured Stormtroopers rush in, opening fire at the five of you.

They have all stats 2D except Blaster 3D (11 against both or 8 if you have defeated one of them), Brawling Parry 3D (7), Dodge 3D (7). Blaster Damage 5D (17).

If you defeat two of them, **go to 42.** If you are defeated, **go to 102.**

36 There are some stairs up to a walkway overlooking the hallway. To climb up to the walkway, **go to 9.** There is also the entrance of a very wide corridor facing you. To proceed along the corridor, **go to 53.**

37 Entering the dark cylindrical interior of a turbolift shaft and climbing down, you reach the doors to the next level down. To pull them open and go through them, [go to 49](#). To continue climbing down, [go to 59](#).

To climb back up the way you have come, [go to 12](#).

38 You have not gone far when you run into a squad of Stormtroopers.

They have all stats 2D except Blaster 3D (11 against both or 8 if you have defeated one of them), Brawling Parry 3D (7), Dodge 3D (7). Blaster Damage 5D (17). If you defeat two of them, [go to 69](#). If you are defeated, [go to 102](#).

39 You step away from the turbolift into a wide corridor stretching to your left, where it turns right. Down the centre the corridor is lined with pillars. To go around the corner, [go to 33](#).

For the five of you to return to the turbolift shaft and climb up it, [go to 18](#).

40 Around the corner the wide corridor continues a short distance. Towards the end of the wall to your right are three turbolifts. To try and use a turbolift shaft to reach one of the other levels of the temple, [go to 72](#).

To return the way you have come, [go to 33](#).

41 Near the far end of the wide corridor a squad of Stormtroopers charge into view and open fire at you.

They have all stats 2D except Blaster 3D (11 against both or 8 if you have defeated one of them), Brawling Parry 3D (7), Dodge 3D (7). Blaster Damage 5D (17).

If you defeat two of them, [go to 23](#). If you are defeated, [go to 102](#).

42 The white armoured form of the last Stormtrooper near you falls to the ground. To leave the temple by the great entrance before you, [go to 57](#). Alternatively, to continue exploring the temple, pick one of the following choices. To climb the steps up to the overlooking walkway behind you, [go to 9](#). To head down the hallway behind you, [go to 53](#).

43 Up the spiral staircase, twisting to your left, you enter a hallway stretching ahead of you. From another hallway to the left of the one you are in, four Imperial Scout Troopers step into view and open fire at you.

They have all stats 2D except Blaster 4D (11), Brawling Parry 4D

(10), Dodge 4D (10). Blaster Damage 4D (14).

If you defeat one of them, [go to 25](#). If you are defeated, [go to 102](#).

44 You find yourself descending down a wide spiral staircase, twisting to your right, and into a corridor ending in a door in the far end of the wall to your right. To go through it, [go to 67](#). Above the door is a single word in very faded ancient writing. To try and read it, [go to 70](#). In the wall facing you are three turbolifts, obviously without power. To enter one of the turbolift shafts and climb down it, [go to 59](#). To enter a turbolift shaft and climb up it, [go to 12](#).

To go back up the stairs behind you, [go to 22](#).

45 From along the corridor facing you, four Imperial Scout Troopers step into view and open fire at you.

They have all stats 2D except Blaster 4D (11), Brawling Parry 4D (10), Dodge 4D (10). Blaster Damage 4D (14).

If you defeat one of them, [go to 54](#). If you are defeated, [go to 102](#).

46 Unfortunately, the five of you are not quick enough in finding somewhere to hide. [go to 45](#).

47 With this being the Jedi Temple Archives you recall these places often had a holocron vault in them.

To search for the holocron vault, [go to 80](#).

To leave the Archives, [go to 74](#).

48 You enter a wide corridor, stretching to your left and right. From your right a squad of Stormtroopers opens fire at you.

They have all stats 2D except Blaster 3D (11 against both or 8 if you have defeated one of them), Brawling Parry 3D (7), Dodge 3D (7). Blaster Damage 5D (17).

If you defeat two of them, [go to 68](#). If you are defeated, [go to 102](#).

49 Pulling the doors open, you step out into a corridor ending in a door to your left. To go through the door, [go to 67](#). Above the door is a single word in very faded ancient writing. To try and read it, [go to 70](#).

To return to the turbolift shaft and climb down it, [go to 59](#).

To climb up the turbolift shaft, [go to 12](#).

Facing you, to your right is a spiral staircase through a wide doorway. To go up it, [go to 22](#).

50 At the top of the stairs you see to your right the walkway ends in stairs going up. Climbing them, you reach the doorway at the top and through it, step out into a large circular silver-grey chamber. The floor is patterned with a red ring around a yellow ring, surrounding a red circle. There is a double silver door to your left and another to your right.

To go through one of them, [go to 63](#). To return down the stairs, [go to 32](#).

51 The last Stormtrooper falls to the floor. There are three turbolifts near you against the side of the corridor to your right. To enter one of the turbolift shafts and climb down it, [go to 59](#). To enter a turbolift shaft and climb up it, [go to 12](#).

Further along to your left, through the wide doorway, which the Stormtroopers entered by, is a spiral staircase. To go up the stairs, [go to 43](#).

To go back through the door behind you, [go to 67](#).

52 From along the corridor ahead you hear the faint sound of approaching boots steps against stone from more than one person. If you wish to quickly hide, [go to 58](#). If you do not bother, [go to 45](#).

53 As you head along the wide corridor with its tall pillars down the centre, halfway along, after a dozen steps up, to your right you see another corridor branching off this one. To go down it, [go to 66](#). To continue along this corridor, where it turns left, [go to 40](#).

To go back the way you have come, [go to 34](#).

54 The last Imperial Scout Trooper falls to the floor, dead. To go along the corridor to your left, [go to 66](#). To continue along this corridor, [go to 34](#).

To go back the way you have come, [go to 40](#).

55 Turning back down the corridor behind you, you head along it to where it turns left then continue some distance. [go to 56](#).

56 Ahead the corridor opens out into another wider corridor. To go left along the corridor, [go to 34](#). To go right, [go to 40](#). To go down the corridor behind you, [go to 66](#).

57 In the next moment the five of you are running down the three sets of five-metre-wide steps from the temple and into the mist.

There is no sign of the Faithful Mina, as you run through the mist. In the white murky sky above, you can just make out the lights in the right formation to belong to two I Sentinel-class Landing Shuttles. They are descending towards you and the temple.

Your guess is it has become too hot out here for the Faithful Mina to hang around without being spotted by the Imperials. Hopefully, your friends will be back for you before the Imperials close on you. You can now hear the whine of the repulsorlifts of the Imperial Shuttles, with the pitch changing as they start to land. Between them they will have around a hundred Stormtroopers aboard, which is far too many for the five of you to face. The others all have the same thought and the five of you start running for it.

Roll the dice in your *Running* skill. On a total of 12 or more, [go to 81](#). On less than this, [go to 76](#).

58 Roll the dice in your *Hide* skill. On a total of 14 or more, [go to 64](#). On less than this, [go to 46](#).

59 Lowering yourselves down the turbolift shaft, you reach the next set of doors and pull them open. [Go to 39](#).

60 You are unable to work out what the word means just as much from how faded it is as from your unfamiliarity with the language it is written in. If you are Ashara Deviline Malvosian, [go to 73](#). If you are not, [go to 78](#).

61 You suspect the marble floored chambers through the short passages to your left and right are where children were trained to be Jedi. To go up to the walkway to your left, [go to 50](#). To go back the way you have come, [go to 38](#).

62 Unfortunately, you slip and losing your grip, fall down the shaft.

Roll the dice in your *Climbing/Jumping* skill again. On a total of 15 or more, [go to 17](#). On less than this, [go to 92](#).

63 Through the double metallic gray doors to your left you discover a circular chamber with chairs around the edges and a patterned floor, consisting of red ring surrounding a yellow ring, surrounding a gray and red central circle. Through windows facing you, you can see the murky whiteness of the sky. Returning to the larger chamber outside, you find through the double

metallic gray doors facing you is an identical chamber. **Go to 32.**

64 The five of you quickly dash into the cover of the corridor to your left and hear the footsteps from the Imperials pass you and fade away. If you wish to continue along this corridor, **go to 66.**

If you wish to return the way you have come, **go to 56.**

65 You enter a room with dark gray brown chrome walls and furnishings. Descending down a set of steps from the entrance way to the bottom of the chamber, you reach an old hologram projector war table in the centre. Returning the way you have come, **go to 20.**

66 The corridor ends in a right turn after a short distance then continues in that direction. At the end of it is a doorway into a white chamber with a large window making up most of the wall to your left. Against the window is an ancient computer station with a chair before it. Through the window you see a room with two antiquated SP-4 droids stood shutdown.

Roll the dice in your *Scholar* skill.

On a total of 15 or more, **go to 79.** On less than this, **go to 55.**

67 You enter a long great hall. On both sides are over a dozen alcoves with the walls made up of rows of ruined books. Above them is a gallery, giving access to a second level of alcoves.

The hall itself with its floor patterned in creams and browns, has tables down the centre at regular intervals. At the far end are three high up arched windows on the same level as the gallery. The centre window is taller than the ones on either side of it. Above these three windows is a circular window with a small oval one on each side of it.

Along the hall, in line with each of the walls of the alcoves, are the bronze busts of honoured Jedi on pedestals.

Roll the dice in your *Scholar* skill.

On a total of 16 or more, **go to 47.** On less than this, **go to 77.**

68 You deal with the last of the Stormtroopers. To go left along the wide corridor before you, **go to 31.** To go right along it, **go to 41.**

To go back the way you have come, **go to 16.**

69 Finishing off the Stormtroopers, you ascend some stairs which bring you up into a wide corridor. Along it you see a passageway to your right. To go down it, **go to 16.** To go to the end of the wide corridor, **go to 41.**

To go back the way you have come, **go to 31.**

70 Turning to face the writing, you attempt to read it.

Roll the dice in your *Language skill.*

On a total of 15 or more, **go to 75.** On less than this, **go to 60.**

71 Along the wide corridor you see a passageway to your left. To go down it, **go to 16.** Further on the corridor ends in some steps curving to the left and going down. To go down them, **go to 31.**

To go back the way you have come, **go to 41.**

72 Reaching the turbolifts, which are without power and after all this time probably would not even work if you could correct that, you get the doors of one of them open. Through them you see the dark cylindrical turbolift shaft interior, which the five of you could climb up if you wish. To proceed with climbing up the shaft, **go to 18.**

To leave the turbolifts, **go to 39.**

73 To go through the door below the writing, **go to 67.**

To enter one of the three turbolifts shafts in the wall to your left and climb down it, **go to 59.**

To enter a turbolift shaft and climb up it, **go to 12.**

To go up the stairs to your right, **go to 22.**

74 You enter a corridor where you see Stormtroopers rushing in from a wide doorway in the left side of it. Seeing you, they open fire.

They have all stats 2D except Blaster 3D (11 against both or 8 if you have defeated one of them), Brawling Parry 3D (7), Dodge 3D (7). Blaster Damage 5D (17).

If you defeat two of them, **go to 51.** If you are defeated, **go to 102.**

75 You identify the language the word is written in as an ancient form of basic. With it being so faded that some symbols are partially missing, makes it even more difficult to identify but your knowledge is up to the task.

"This is the word for "Archives", you tell the others.

To go through the door below the writing, [go to 67](#).

There are three turbolifts in the wall to your left, obviously without power. To enter one of the turbolift shafts and climb down it, [go to 59](#). To enter a turbolift shaft and climb up it, [go to 12](#).

To go up the stairs to your right, [go to 22](#).

76 A few moments later you feel the ground shake with the huge metal footsteps of an All Terrain Armoured Transport. The sound of blaster cannon fire opens up from the Imperial walker behind you and you do your best to avoid being hit, as you push yourself to run harder.

Roll the dice in your *Dodge* skill.

On a total of 15 or more, [go to 81](#). On less than this, [go to 102](#). *If you roll less than 15, you are advised to spend Character Points to make your dodge attempt successful.*

77 To explore this place further, roll the dice in either your *Search* skill or your *Sense* skill if you have it.

On a total of 12 or more on a *Search* skill roll, or 6 or more on a *Sense* skill roll, [go to 80](#).

To leave, [go to 74](#).

78 Brushing her black hair away from her eyes, Ashara looks up at the writing then says, *"This is the word for "Archives".* To go through the door below the writing, [go to 67](#).

To enter one of the turbolift shafts in the wall to your left and climb down it, [go to 59](#).

To enter a turbolift shaft and climb up it, [go to 12](#).

To go up the stairs to your right, [go to 22](#).

79 With this being the temple's analysis room, you suspect the Jedi Archives cannot be far away. [Go to 55](#).

80 Past rows of bookshelf alcoves you reach a pattern in the wall which you suspect is a secret door. To open it, [go to 86](#).

To leave the Archives, [go to 74](#).

81 Ahead you see the Faithful Mina descend through the fog with its boarding ramp lowered and reaching it, you leap aboard.

As you scramble through the cargo-bay, towards the generator room and the cockpit beyond, you hear the hydraulics of the

boarding ramp closing behind you. In moments you reach the cockpit.

Through the cockpit canopy windows you see the Faithful Mina tearing through the clouds of the planet's atmosphere before hitting the starry blackness of space. There you see above you the dark silhouette of an Imperial Star Destroyer with TIE fighters launched from it heading your direction.

"Rusty, top gun turret, please," says Dreena through the cockpit comm system.

"Affirmative. Already there, Mistress," you hear the droid's mechanical reply crackle through the microphone.

"Could one of you man the lower gun turret," requests Ku-karn. Volunteering, you dash up the steps at the rear of the cockpit, across the corridor and back through the generator room and into the cargo bay. At the far end of it you reach the gun well access and scramble down the ladder into the lower turret.

In moments you are sat before the double-barreled laser cannon and the turret's viewport. Two TIE fighters fly into view, firing at the ship. Leaving the higher of the two for Rusty to take care of, you pull on the vertical control stick, swinging the double laser cannon downward. As the starfighter comes into the crosshairs on your targeting computer screen, you release the firing stud and see the red lasers flash out at your enemy.

Roll the dice in your *Starship Gunnery* skill.

On a total of 9 or more, [go to 85](#). On less than this, [go to 90](#).

82 Having read all you could on holocrons, you have an inkling of the staggering amount of knowledge each of them contains so it seems incredible such knowledge is almost in your grasp. You have colleagues who you know would kill to get their hands on a holocron. Naturally, you grab a couple of them. [Go to 88](#).

83 Looking at the holocrons, now after all these years the Jedi do not seem so far away, even if they are effectively all dead. While Ku-Karn, Ferris Hol and Zerun Zartan all can do impressive things with the Force, you see them as a far cry from the Jedi Knights you remember.

Professor Ashara wastes no time eagerly grabbing a few of the holocrons. [Go to 88](#).

84 Thinking how that one holo-net message from Istu Dar has led to this moment, you step over to one of the cubes in the wide square pillar and pull out a holocron which seems to draw you towards it. Physically it is indistinguishable from any of the others,

as you feel the hard-crystalline surface of the cube against the skin of your hand. Ashara also grabs a few holocrons.

You and the others then leave the holocron vault and the Jedi Archives it is in. [Go to 74](#).

85 Red laser blasts from your double laser cannon lance through the ball shaped cockpit of the TIE fighter and it explodes into fiery debris.

A moment later you feel the Faithful Mina escape into hyperspace. With the ship now safe, you climb up out of the gun turret and back into the cargo bay.

If you are Ashara Deviline Malvosian, [go to 96](#).

If you are Ferris Hol and have the holocron, [go to 94](#).

If not, or you are one of the others, [go to 89](#).

86 An iris valve door twists open and you see beyond a short tunnel. In the centre of the chamber beyond you see a wide square pillar, made up of cubes, each with a blue glowing holocron in the centre. The walls of the chamber are also lined with these cubes, containing holocrons.

If you are Ashara Deviline Malvosian, [go to 82](#).

If you are Ferris Hol, [go to 84](#).

If you are Aurek Jenth, [go to 83](#).

If you are Zerun Zartan, [go to 87](#).

If you are anyone else, [go to 88](#).

87 You sense the Force strongly in every one of the holocrons and can almost feel the memories and knowledge contained in them. Professor Ashara wastes no time eagerly grabbing a few of them. [go to 88](#).

88 Ferris Hol steps over to one of the cubes in the wide square pillar and pulls out a holocron.

“Well we have what I came for,” she says.

After leaving the holocron vault, you and the others exit the Jedi Archives by the door you entered by. [go to 74](#).

89 Stepping out into the corridor after the generator room, you see Reska Jat coming up the steps from the cockpit. You turn left along the corridor, in the direction which leads to the lounge area and beyond it your cabin. Reska Jat joins you in heading that direction.

“So, was that ruined temple good for you?” the Twi’lek asks with a smirk.

“It certainly met expectations,” you reply. “How was staying on the ship?”

“Boring. There was no one interesting as you left behind.”

At the end of the corridor you find yourself back in the massive entrance chamber of the temple. It is lined with pillars and broken statues and above you is a very high ceiling.

It takes a second for you to realise it is just a holographic projection and you are indeed in the Faithful Mina’s lounge area. To your right Professor Ashara is sat on the couch, doing some work on a datapad, her black hair almost hanging over her eyes.

Looking up, she sees you and smiles, “Hi there you two. I’m just making a start on my paper. I hope you don’t mind the holographic projection. Very useful technology.”

Leaving Professor Ashara to her work, you return to your cabin.

If you have the holocron, [go to 91](#).

If you do not, [go to 93](#).

90 The TIE fighter evades your shots and strafes the Faithful Mina with laser cannon fire. The ship rocks and shakes and you get the impression another series of hits like that will be kaboom for you all.

Hitting a control pedal with one foot, you spin the cannon around, firing at the TIE fighter again.

Roll the dice in your *Starship Gunnery* skill.

On a total of 9 or more, [go to 85](#). On less than this, [go to 95](#).

91 A couple of days later you arrive back at the Rebel base and give your report on your findings at the Jedi temple. While you could not stop the Empire ransacking the ancient place, at least you managed to prevent the holocrons you found from falling into the wrong hands.

From one of the holocrons you learn what had happened to the Jedi of the ruined temple and indeed the inhabitants of that entire planet. One or more of the younger Jedi Knights had begun teaching how to use the Force to anyone who wanted to learn and had the potential. The culprit or culprits believed it was wrong not sharing the knowledge with all and exercised no discretion with regard to the moral character of students. They even taught those who made it clear they had no intention of exercising any kind of discipline or abiding to any code to prevent them falling to the

Dark Side. These students then taught what they had learnt to others. Most of these students used their newly gained powers for personal gain and many used them to prey upon normal people. Some turned fully to the Dark Side and formed under them immensely powerful criminal organisations, which completely undermined all law and order. Collectively they caused chaos and misery and distrust in anyone trained to use the Force.

The Jedi did their best to try and maintain justice and protect the innocent, but the influence of their enemies was too strong. Eventually things came to a head, leading to an uprising against the Jedi. Someone then used the Force to cause solar flares, which sterilised all life on the planet.

If you are Ashara Deviline Malvosian,[go to 97](#).

If you are Ferris Hol,[go to 98](#).

If you are Aurek Jenth,[go to 99](#).

If you are Zerun Zartan,[go to 100](#).

92 You fall down the turbolift shaft and a moment later, hit the bottom, breaking every bone in your body with the fatal impact.

The End

93 For the duration of the journey back to the Rebel Base you are haunted by the feeling there was something you missed at the ruined Jedi temple and more you could have done before leaving it to the Empire.

If you are Ashara Deviline Malvosian,[go to 97](#).

If you are Ferris Hol,[go to 101](#).

If you are Aurek Jenth,[go to 99](#).

If you are Zerun Zartan,[go to 100](#).

94 In your cabin on the Faithful Mina, you examine the holocron. Suddenly it starts glowing with a blue light and a luminous blue image of Istu-Dar, the man whose holo-net communication sent you on the quest in the first place, appears before you.

“I am Istu-Dar, keeper of this holocron...” he says.

“How?” you simply say, confused how this could be.

“To escape the purge, I transferred my entire knowledge of the Force into this holocron, leaving the living me no longer a Jedi.”

“Why would Istu-Dar have contacted me and sent me to find this holocron?”

“It seems likely he hopes you will restore to him his knowledge of the Force by bringing this holocron to him and intends to adequately compensate you for your efforts.”[Go to 91](#).

95 Once again your shots miss but the TIE fighter does not. As it rakes the Faithful Mina with green laser fire, one of the shots hits the engines and you die as the ship explodes.

The End

96 Stepping out into the corridor after the generator room, you see Reska Jat coming up the steps from the cockpit. You turn left along the corridor, in the direction which leads to the lounge area. Reska Jat joins you.

“So, was that ruined temple good for you?” the Twi’lek asks with a smirk.

“It was incredible,” you grin.

“Well if that’s the kind of thing which keeps you warm at night.”

“How was staying on the ship?”

“Boring. No one interesting had stayed behind.”

At the lounge area, while Reska Jat takes the corridor to the left, where the cabins are, you sit down on the padded couch built into the wall to your right. There you pull out your data pad.

Hitting the replay button on your holorecorder array, you project a three-dimensional holographic reconstruction of the temple all around you. Once more back in the massive entrance chamber, lined with pillars and broken statues and with a high ceiling above, you start writing down notes on everything of interest, while they are still fresh in your mind.

If you have the holocrons,[go to 91](#). If you do not,[go to 93](#).

97 In the weeks which follow you write and publish a paper on your finds from the Jedi temple, providing an evidence supported fair prospective on the Jedi. The Empire tries to suppress it but not enough to prevent dedicated researchers finding it. COMPNOR would have had you arrested on charges of sedition, but you were smart enough to publish the paper under an alias.

The End

98 You wait until you have left the Rebel base behind, before

using the holo-net on the Inner Rim planet, Atzerri, to contact Iсту-Dar. His lined face appears before you.

“Did you find it?” he asks.

“Yes, and the Keeper of the Holocron claims to be you.”

“Interesting.”

“So, you did not know?”

“I did not remember. Can you meet me on the planet, Balmorra, in the Colonies? I will make it worth your while.”

“Yes, I can do that.”

“In the capital there is a cantina called The Dwarf Star. I will meet you there in five days’ time.”

“I’ll be there.”

Five days later you are in the capital of Balmorra, where large weapon factories tower over the streets. Heading along the high up walkway you are on; you reach a plaza connected to other walkways. Among the buildings surrounding the plaza is the Dwarf Star Cantina.

Stepping inside, you see a dimly lit establishment with a few tables and chairs in the main area. Beyond them is the bar and to each side are alcoves with more tables in.

From an alcove to your left a hooded figure beckons you over. Sitting down in the chair opposite, you turn to face him. Beneath the hood you do indeed see the lined face of Iсту-Dar.

“So, you made it,” he says quietly.

“Yes, and here is what you hired me to get,” you reply, placing the holocron on the table in front of him. He places one hand on the holocron and with his left-hand places twenty thousand credits before you.

“I think you will be happy with this,” he says, closing his eyes. Under his hand the holocron glows slightly more brightly than the light from it fades completely before the artefact crumbles to dust.

When Iсту-Dar opens his eyes again, he looks different, stronger and more alert.

“I sense Ferris Hol that you are a good person, strong in the Force, and have the discipline and strength of character to learn the ways of the Force. I can teach you if you wish...”

The End

99 A few days later you and Reska Jat are given a new mission by Commander Ambren Rarek continuing your adventures against the Imperial forces.

The End

100 For you the quest to try and understand the Jedi Knights more is over, and it is back to doing your best to fighting to make the Galaxy a better place with your Force powers and lightsaber.

The End

101 A short while later you are onboard a passenger spaceship heading towards the Inner Rim planet, Atzerri, where you are sure you will be able to find more work, as a professional investigator. Using the passenger holo-net facilities in conjunction with appropriate security, you contact Iсту-Dar to give him the bad news. His lined face appears before you.

“Did you find it?” he asks.

“No. I’m sorry.”

“Well I’m sure you did your best,” he smiles sadly. “Thank you for trying.”

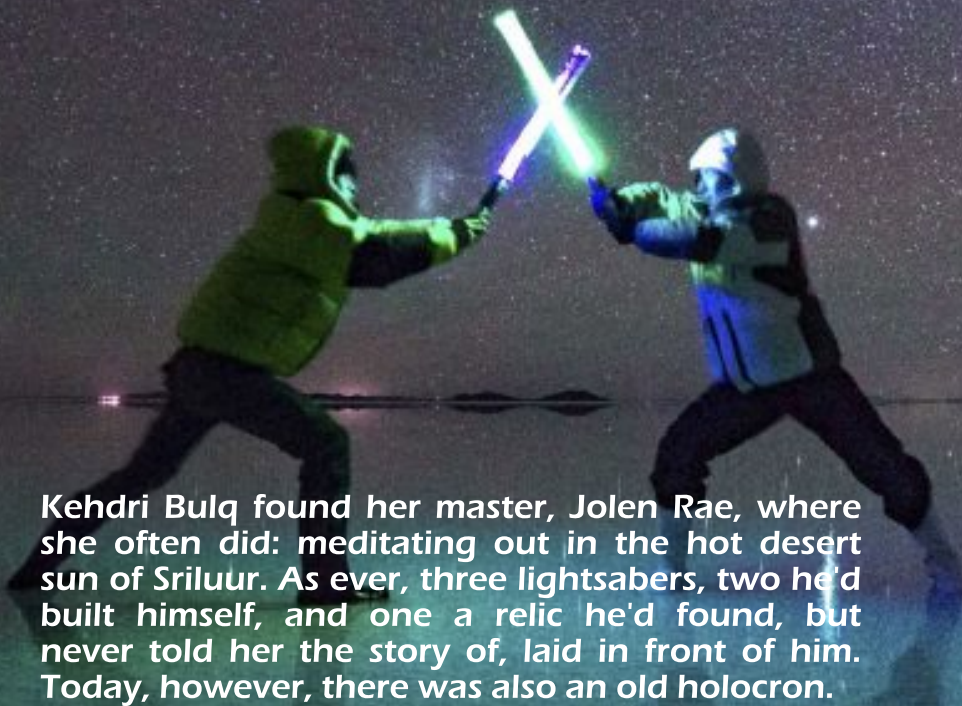
The End

102 An energy bolt hits you in the head, killing you instantly.

The End

LIGHTSABER FORMS

by Gavin Downing & Jeffrey Cook



Kehdri Bulq found her master, Jolen Rae, where she often did: meditating out in the hot desert sun of Sriluur. As ever, three lightsabers, two he'd built himself, and one a relic he'd found, but never told her the story of, laid in front of him. Today, however, there was also an old holocron.

"What's that?" she asked him

"A teaching tool. I think it's time for today's lessons anyway."

Kehdri reached for her own training saber at her belt, excited. This was always the highlight of her day – especially since he taught a lot of lessons, but most of them through the lens of saber practice. "What are we working on today? More Shii-Cho techniques?"

"First," Jolen cautioned, "we're practicing sitting patiently. You can hold on to your saber, but you won't need it in hand for today's lesson. After this, if you want to keep working at Shii-Cho, that's fine... but you know everything you need to."

The Weequay frowned, but sat, laying her saber in front of her as her master did. "What else would we learn, then?"

Shii-Cho is a solid form," Jolen explained. "Absolute mastery of the fundamentals of the lightsaber... offense, defense, avoiding mistakes. Every student should begin there. But for those, like you, with a knack for the saber, there's much more to learn."

Kehdri almost bounced back to her feet. She'd known he studied, and when alone, still practiced, styles far more advanced than what he'd taught her, but until now, hadn't given her a lot of chances to learn them. "So I'm going to learn to fight like you did, in the Clone Wars?"

"I hope not. But I will teach you to fight more true to yourself, and hope you find a nobler war than the war of my time... because I do not think there will be a time without war for a long time to come."

"I'm sorry, Master," Kehdri apologized. "I understand." She paused. "Except... no. I don't understand. I know you were a great saber master. And you've taught me so much. Why wouldn't I want to fight like you do?"

"Maybe you will," Jolen mused. "But... well... what is the first rule of the lightsaber?"

"Know when not to use it," Kehdri replied

He nodded. "And the second?"

"A lightsaber is an extension of the Jedi."

"Precisely. So if that's true, why would you possibly not wish to fight like me?"

"Because..." She thought hard. "Because how a Jedi fights when it is time to use a lightsaber should also be an extension of the Jedi, and we are different."

"Very good," Jolen acknowledged with a nod. "In addition to variants of the forms, there are seven primary schools of the lightsaber. I study five of them. This holocron contains information on the other two."

"Shii-Cho is the basic..." Kehdri began.

"Form I, yes. Form II, Makashi, was developed, instead of from the basics, on dueling techniques. Few Jedi of my era knew it, because they were unused to opponents with lightsabers. Count Dooku was an exception, as am I. Form III, Soresu, teaches a Jedi to defend themselves and others while goading an opponent into making mistakes. Master Kenobi was a proponent of this style for much of his career. Form IV, Ataru, teaches the greatest use of movement as an aid, creating openings and advantages by outmaneuvering an opponent. Master Yoda, as well as Master Jinn used this. Form VII, Juyo, is an incomplete style, but uses some of the most advanced techniques – Master Windu created his own personal completion of the style, as have I, building on the framework."

Her dark eyes widened. "That's a lot, but you skipped two. What about V and VI?"

"I passed over them," Jolen explained, "because the holocron will explain them better."

"Because you didn't learn those?"

"Precisely."

Kehdri frowned. "When you were studying so much with your masters, and obviously learned a lot, why not?"

"Because I lacked the aggression and instinct necessary to harness form V, Djem So, properly... it never fit my philosophy. And form VI, well... that's the diplomat's style."

"So, for the people who want more than Form I, but aren't going to be the greatest?"

Jolen frowned. "What's rule one?"

She repeated the rule. "Know when not to use it."

Jolen nodded. "Form VI was used by the greatest among us, more often than not, including my sister. The ones who understood the power of words, diplomacy, negotiation... and they, too, needed a style of fighting that made their lightsaber, when they needed it, an extension of themselves."

"I understand," Kehdri nodded. "So that wasn't you either?"

Jolen shook his head. "From my earliest days, I had an affinity for the saber... and quickly developed an understanding I was never going to be a great sage, or diplomat... but I valued what they did and learned to buy them all the time they needed."

"I remember the story – how you said your greatest goal in life was to no longer be necessary?"

"Yes," Jolen nodded. "And now you see why I told you that story... because how a Jedi uses their saber must also be an extension of the Jedi." He reached for the holocron.

"Let's begin."

The lightsaber is the weapon of the Jedi. While other groups are known to use the weapon, the unique energy weapon remains closely associated with the Jedi Order. Over the millennia, a number of combat styles and forms have developed, utilized by the Jedi... and by their opponents. There are seven primary forms, and a number of variant forms to be found.

While basic lightsaber training is difficult, a skilled user can learn to wield a lightsaber even without the Force. There are a number of "saber rakes" in the galaxy, from the Separatist general Grievous, to the duelists of the Tapani sector. The first levels of training in any of these forms are possible for almost anyone.

Those who are not Force-sensitive, yet are nonetheless extremely skilled, can learn most any of the forms. During the days of the Republic and the height of the Jedi Order, Padawans who were interested in different forms could learn those entry levels to the various forms.

However, with Force-training, one can go deeper into the forms. Most teachers considered Padawans to have insufficient skill or maturity to handle these lessons, and a certain level of training in the Force is required. While a trained warrior like Grievous might learn the moves of Ataru, to execute some of its deeper moves requires a greater awareness of the Force, with the capacity to perform impossible physical feats; otherwise, this level of training is simply impossible.

Truly mastering a form is rare, requiring long periods of training, alongside intense discipline and focus on training. Many

Jedi might know Shii-Cho, Ataru, or even Juyo, but few truly master its ultimate potential. This requires not only the awareness and skills of a highly-trained Force user, with an awareness of surroundings and impossible reflexes, but an almost instinctive and instant channeling of the Force to achieve the feats involved.

Forms cannot be used in concert in most cases. A Jedi might know multiple forms, but they can only use one form at a time. They might change forms mid-combat, but they can only do so at the start of a new round of combat. A skilled warrior might develop a new Form based on combining the strengths of multiple forms, as Darth Vader did when he combined Djem So and Shien, but this takes time, effort, and, most importantly, the game master's approval and coordination. The only exception to this is Jar'Kai, which can be utilized with different forms with ease.

For each form, there are three levels of knowledge, each with their own prerequisites:

- **Journeyman**

The saber wielder has learned the basic knowledge of this form, and can wield it in combat. No Force skills are needed to use this form.

- **Adept**

The saber wielder uses their knowledge of the Force and their dedication of lightsaber training to go deeper into the understanding of the form. This is a truly skilled and dangerous combatant.

- **Master**

The saber wielder has truly mastered this form, and is a truly deadly enemy with a saber.

Bonuses persist to higher levels.

An Adept can use Journeyman bonuses, and a Master can use both Adept and Journeyman bonuses.

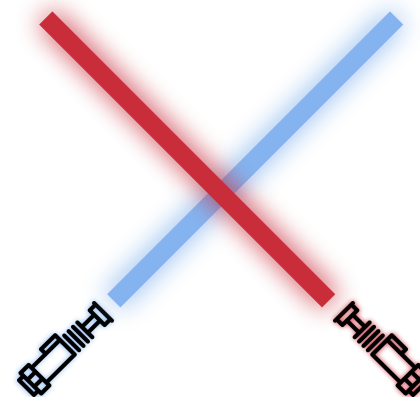
Each form does have a weakness. If a wielder is using that Form, they suffer the penalties of that Form. They may change Forms at the start of any round, and they may always return to their default, Shii-Cho, without any weaknesses, but most users of Shii-Cho also have no advantages, either, unless they have gone deeper into the form's techniques.

Learning New Forms

All one needs to learn a new Form is to have a teacher. This can include ancient texts or holocrons describing training katas, or a living teacher walking the student through the steps. Depending on the era, this can be relatively easy or difficult. During the Dark Times, finding a lightsaber teacher is quite difficult, though some lost holocrons stored the information, waiting to be found by a ready student. During the height of the Jedi Order, learning these forms was much easier. But even during the height of the Jedi's power, not every Jedi was trained in every form. Those who wished to learn often had to prove they had the skill and maturity to handle the training.

Those who have the teacher and spend time training (including during down-time between sessions) can learn a new form, or a new level of one of their existing forms. Each form has a Character Point cost associated with it. This cost must be spent to learn the form's bonuses.

If you already have one form, it costs 5 points less to gain a second form of the same or lower level. Shii-Cho and Medium style each count as one level lower for the purposes of calculating this break (treat Adept as Journeyman, and treat Master as Adept). This point break does not apply to Juyo, Vapaad, Tripzest, or Jar'kai.



Starting a character with a Form

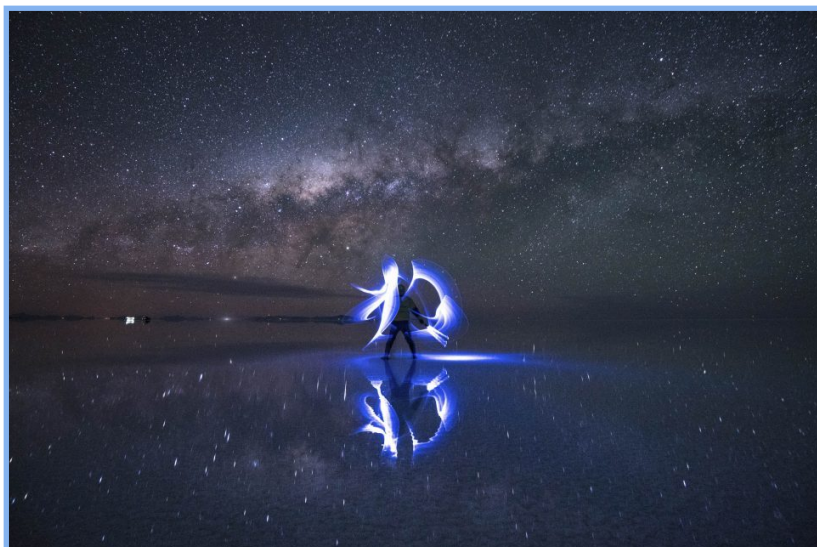
If the GM agrees, a starting character can start with a Form already known. If the Character Point cost is 10, it costs 1D of the character's starting skills. If the Character Point cost is 15, it will cost 2D of a character's starting skills. The cost is higher at character creation for those more expensive Forms; that is intentional. If the Character Point cost is more than 15, it is simply not available at character creation.

Form Zero

It is said that "Form Zero" should be a Jedi's first and most valuable lightsaber form. It is knowing when to draw the weapon – and when not to. Some Jedi were said to be masters of this form, and found peaceful and thoughtful solutions to a number of problems without ever drawing their blade. At the GM's discretion, this can be a Perception skill of its own.

Perception skill:

Form Zero: This skill is available only to Jedi, as it involves using the reputation of the Jedi to achieve their goals. This one skill may be used in place of *bargain*, *command*, *persuasion*, and even *intimidation*, but only in those instances where being a Jedi would be relevant. In other words, if the character's identity as a Jedi specifically is relevant to the roll, *form zero* may be used in place of those other skills.



Form I: Shii-Cho

Shii-Cho was the first lightsaber form developed, based on older melee weapon styles. It also bridges the gap between traditional melee weapons and the elegance of the lightsaber. This is the first form taught to those learning to use a lightsaber, and for most Jedi, that level of understanding of Shii-Cho is sufficient. However, some Jedi go deeper into this form, and find it a tremendously useful and direct style.

Kit Fisto is said to be a master of this form.

Weakness: None

Journeyman

- **Prerequisites:** *lightsaber* at 1 pip over *Dexterity*.
- **Cost:** Free
- **Effect:** None. This is what all beginning lightsaber wielders use.

Adept

- **Prerequisites:** 1D in all Force Skills, *lightsaber* at 6D.
- **Cost:** 10 character points
- **Effect:** +1D attack and parry rolls with a lightsaber, may use *Lightsaber Combat* along with the *lightsaber* skill with any melee weapon (but this weapon does not gain the ability to deflect blaster bolts).

Once a Force user has Adept level of Form I, they may spend 5 character points to use any melee weapon in combination with any single other Form the character knows.

Master

- **Prerequisites:** 5D in all Force Skills, *lightsaber* at 8D.
- **Cost:** 20 character points
- **Effect:** Increase bonus to attack and parry to +2D, may make a called shot at -2D less penalty



Kit Fisto's Lightsaber

Form II: Makashi

Makashi is the duelist's form. A graceful and elegant style, it is one of the best forms for dealing with another saber wielder.

Count Dooku is a master of this carefully controlled Form.

Weakness: -2D to blaster bolt deflection, and may not accurately reflect blaster bolts.

Journeyman

- **Prerequisites:** *Lightsaber* of 6D and at least 2D over *Dexterity*.
- **Cost:** 10 character points
- **Effect:** +2 to *lightsaber* when facing a melee weapon wielder; +1D+1 when facing a lightsaber wielder.

Adept

- **Prerequisites:** 3D in *Sense* and *Control*, *lightsaber* at 8D.
- **Cost:** 15 character points
- **Effect:** Double the Journeyman bonuses to +1D+1 vs melee and +2D+2 vs lightsabers.

Master

- **Prerequisites:** 7D in *Sense* and *Control*, *lightsaber* at 10D.
- **Cost:** 25 character points
- **Effect:** Triple the Journeyman bonuses to +2D vs melee and +4D vs lightsabers.



Count Dooku's Lightsaber

Form III: Soresu

A style that focuses purely on defense, Soresu is a form that gives the wielder as much defense against blasters as it does against lightsabers. A practitioner of Soresu may also use this form to defend others around them.

Obi-Wan Kenobi was said to be a master of this form.

Weakness: Must forfeit initiative; may not use Combat Sense to take initiative until an attack has been made against the Soresu user.

Journeyman

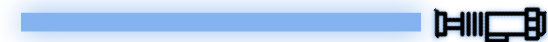
- **Prerequisites:** *Lightsaber* of 5D and at least 2D over *Dexterity*.
- **Cost:** 10 character points
- **Effect:** +1D+2 to parry melee or ranged attacks; may parry an attack for someone immediately behind the lightsaber wielder.

Adept

- **Prerequisites:** 3D in *Sense* and *Control*, *lightsaber* at 7D.
- **Cost:** 15 character points
- **Effect:** Increase the parry bonus to +3D+1; the first defensive roll of any round is a free action; may parry an attack meant for someone within 1 meter, provided they are not directly ahead.

Master

- **Prerequisites:** 7D in *Sense* and *Control*, *lightsaber* at 9D.
- **Cost:** 25 character points
- **Effect:** Increase the parry bonus to +5D; parries are now free actions. May parry an attack for any number of beings within 2 meters, provided they are not directly ahead.



Obi Wan Kenobi's Lightsaber

Form IV: Ataru

Ataru is an acrobatic form, best used in open spaces where the user can be in motion. It is an aggressive form, meant to allow the user to defend themselves by staying in motion and thus allowing them to focus on attack and finding openings.

Yoda demonstrated his skill in Ataru while dueling Count Dooku at the start of the Clone Wars.

Weakness: Must remain in movement to maintain the form. Should no movement actions be made, they suffer a -1D penalty for every round they spend in this form without movement.

Journeyman

- **Prerequisites:** *Lightsaber* of 6D, *dodge* or *acrobatics* of 5D, *Dexterity* 3D.
- **Cost:** 10 character points
- **Effect:** One free movement action, including dodges, for every 2D of *Dexterity*; +1D to *dodge*.

Adept

- **Prerequisites:** *Lightsaber* of 7D, *dodge* or *acrobatics* of 7D, *Dexterity* capable of 5D with *enhance attribute*, *telekinetic leap*, 5D in all Force Abilities.
- **Cost:** 15 character points
- **Effect:** Extra movement bonus changes to an extra action for every 1D in *Dexterity*, increase *dodge* bonus to +2D, may add *Sense* to *dodge* rolls.

Master

- **Prerequisites:** *Lightsaber* of 9D+2, *burst of speed*, 8D in all Force Abilities.
- **Cost:** 25 character points
- **Effect:** Movements and dodges do not cost actions; increase *dodge* bonus to +3D.



Master Yoda's Lightsaber

Form V: Djem So

Djem So uses solid blocks and parries, with strong counterattacks. It is often a favored form of larger, stronger lightsaber wielders, as it focuses on power and strength.

Anakin Skywalker was a master of Djem So.

Weakness: Must stay on the offensive, making at least one attack or deflection attempt every round. Failure to do so means the opponent gains +1D to attack and defend against the Djem So user until they make another attack.

Journeyman

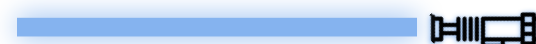
- **Prerequisites:** *Lightsaber* of 6D.
- **Cost:** 10 character points
- **Effect:** +1D to attack and damage rolls with the lightsaber.

Adept

- **Prerequisites:** *Lightsaber* of 7D, all Force skills at 4D.
- **Cost:** 15 character points
- **Effect:** +2D to redirection with deflected blaster bolts; may deflect and redirect blaster shots which were aimed at the Djem So user but missed; damage bonus increases to +2D.

Master

- **Prerequisites:** *Lightsaber* of 9D, 7D in all Force skills.
- **Cost:** 25 character points
- **Effect:** First attack of any round is a free action; redirecting blaster bolts only costs 1 action for every 3 bolts deflected; damage bonus increases to +3D; attack bonus increases to +2D.



Anakin Skywalker's Lightsaber

Form V: Variant: Shien

Shien is a variant of Djem So, one that utilizes a reverse-grip on the lightsaber. This allows for a more surprising vector of attack, as well as more precision when parrying blaster bolts.

Anakin Skywalker's padawan Ahsoka Tano preferred Shien to her master's Djem So.

Weakness: Must stay on the offensive, making at least one attack or deflection attempt every round. Failure to do so means the opponent gains +1D to attack and defend against the Shien user until they make another attack.

Journeyman

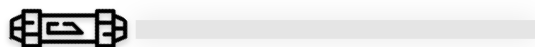
- **Prerequisites:** *Lightsaber* of 7D.
- **Cost:** 10 character points
- **Effect:** +2D to parry and redirect blaster bolts; opponents suffer -1D to their defensive rolls.

Adept

- **Prerequisites:** *Lightsaber* of 8D+1, all Force skills at 4D.
- **Cost:** 15 character points
- **Effect:** If the Shien user successfully parries or dodges the first attack targeting them in a round, they may make a free counterattack. Increase the bonus to parry and redirect blaster bolts to +3D.

Master

- **Prerequisites:** *Lightsaber* of 9D+2, 7D in all Force skills.
- **Cost:** 25 character points
- **Effect:** Whenever the Shien user successfully parries or is missed by a melee attack, their next attack against that attacker is made at +2D. Increase the bonus to parry and redirect blaster bolts to +4D.



Ahsoka Tano's Lightsaber

Form V: Variant: Djem So/Shien

After studying both Shien and Djem So, Darth Vader designed a form that combined both styles, holding his blade crosswise across his body.

Vader is the only known practitioner of this form.

Weakness: Must stay on the offensive, making at least one attack or deflection attempt every round. Failure to do so means the opponent gains +1D to attack and defend against the lightsaber user until they make another attack.

Journeyman

- **Prerequisites:** Adept in Djem So and Shien.
- **Cost:** 10 character points
- **Effect:** +1D to attack and damage rolls with a lightsaber; opponents suffer -1D to their defensive rolls, and -1D to resist the damage.

Adept

- **Prerequisites:** Master of Djem So and Shien
- **Cost:** 15 character points
- **Effect:** Increase the damage and attack bonus to +2D; gains one free attack every time they successfully parry a melee attack, or the attack misses.

Master

- **Prerequisites:** *Lightsaber* of 11D, 8D+2 in all Force skills.
- **Cost:** 25 character points
- **Effect:** Increase the attack and damage bonus to +3D. Up to 3 attacks (not limited to the lightsaber, and can include attacks through the Force) per round may be used as free actions.



Darth Vader's Lightsaber

Form VI: Niman

Also referred to as the Diplomat's Form, Niman is a diluted form, designed to combine many of the benefits of the other forms together. Many Jedi in the era of the Old Republic see Niman as the ultimate lightsaber form, as it provides techniques that are easy to learn, while not taking as much time to develop as some of the other, more advanced Lightsaber forms. This form gives the user enough skill that diplomats find it easier to intimidate others to stand down, or inspire their followers during combat.

Though some disregarded it as a less deadly form, in the hands of a Master, it could be exceptionally dangerous.

Weakness: May not use combat sense with Niman. -1D to attack rolls.

Journeyman

- **Prerequisites:** *Lightsaber* of 1D above *Dexterity*.
- **Cost:** 10 character points
- **Effect:** May make an *intimidation*, *command*, *Form Zero*, or *persuasion* roll every round as a free action. +1 to parry and dodge rolls.

Adept

- **Prerequisites:** *Lightsaber* of 5D+2, *bargain*, *Form Zero*, or *persuasion* of 6D, 3D in all Force skills.
- **Cost:** 15 character points
- **Effect:** +2D to *intimidation*, *command*, *Form Zero*, or *persuasion* rolls; +2D to parry and dodge rolls.

Master

- **Prerequisites:** *Bargain*, *Form Zero*, or *persuasion* of 8D, 7D in all Force skills.
- **Cost:** 25 character points
- **Effect:** Increase the *intimidation*, *command*, *Form Zero*, or *persuasion* bonus to +4D, and all such rolls are free actions. Also increase the parry and dodge bonus to +4D. The first defensive roll of every round is a free action.

Form VII: Juyo

Juyo is an intensely aggressive form, one that many Jedi consider too dangerous to learn. It requires the wielder to ride an edge of aggression, one that rides too close to the Dark Side for most Jedi to feel comfortable with. It has often been banned by the Jedi Council, and even it is not outright banned, it is heavily restricted, and only trained to the right apprentices.

The Sith, however, have also made use of this style, as Darth Maul is a known master of the style.

Darth Maul's Lightsaber



Weakness: Starting on the third round and for every other round, the Juyo user must make a Moderate *stamina* and an Easy *willpower* roll or lose the benefits of Juyo for the following round and suffer -1D to all actions due to fatigue. The Juyo benefits may be regained with a Moderate *stamina* roll, but the penalties remain until the lightsaber wielder can rest for a number of rounds equal to the duration of the Juyo stance. Any Dark Side Points gained while using Juyo will earn an additional point.

Journeyman

- **Prerequisites:** *Lightsaber* of 8D+2, Journeyman in 2 other styles.
- **Cost:** 10 character points
- **Effect:** May make 2 extra lightsaber actions per turn; +1D to lightsaber rolls, and gain +1D in bonuses that may be put towards Attack bonus, Defense Bonus or Damage bonus. (Can put the whole die into one, +1 to each, +1 to one, +2 to another, etc.)

Adept

- **Prerequisites:** *Lightsaber* of 10D, Adept in one other style, *martial arts* or *brawling* 5D, *Sense* of 7D and *Control* of 6D.
- **Cost:** 15 character points
- **Effect:** Increase the lightsaber bonus to +2D and the dividable bonus to +2D. Gain 1 free action per round which may be used for any combat action. This free action may be used at any time during the round, immediately following any other action, on the same initiative as the last action, before opponents act. If the action uses martial arts or brawling, opponents may not parry with a lightsaber. (Must dodge, use martial arts/brawling to parry, etc.)

Master

- **Prerequisites:** *Lightsaber* of 11D, *Sense* of 8D, *Control* of 7D, Adept in two other styles.
- **Cost:** 25 character points
- **Effect:** Increase the lightsaber bonus to +3D, and the dividable bonus to +3D. Free combat actions per round increase to 3 per round, which occur on the same initiative as the original action. (i.e. before opponents can act.)



Other Forms

Sokan Ataru

“Sokan” is part of Jedi lightsaber philosophy that involves using the environment to control a duel. Millennia ago, however, many Jedi combined this philosophy into a modified version of Ataru, one that is sometimes referred to simply as “Sokan.” This form uses the environment and the endurance of the wielder, making the wielder a mobile, dangerous weapon that almost becomes part of the environment itself.

Weakness: Must make a Very Easy *stamina* roll on the third round of combat or suffer a -1D penalty to all rolls until they have rested a number of rounds equal to the time they spent in Sokan stance. Make a new roll every other round, each time increasing the difficulty by one level. The benefits for this stance do not begin until the Sokan user has begun moving.

Journeyman

- **Prerequisites:** *Lightsaber* of 6D, *stamina* of 4D, *Dexterity* 3D.
- **Cost:** 10 character points
- **Effect:** Moving up to double the individual’s Move in a round does not cost an action; +1D to parrying or dodging.

Adept

- **Prerequisites:** *Lightsaber* of 7D, *stamina* of 5D, *survival* of 4D, *Dexterity* capable of 4D with *enhance attribute*, *burst of speed*, 4D in all Force Abilities.
- **Cost:** 15 character points
- **Effect:** One extra action for every 3D in *Dexterity* and *Sense*; may add *Sense* to all defensive rolls. Increase *parry* and *dodge* bonus to +2D.
-

Master

- **Prerequisites:** *Lightsaber* of 9D, *telekinetic leap*, *stamina* of 6D, *survival* of 5D, 7D in all Force Abilities.
- **Cost:** 25 character points
- **Effect:** May add +1 to all defensive rolls for every full 1D in *survival*.

Tràkata

Tràkata is a unique form, one that utilizes the lightsaber's unique quality: the ability for the weapon to appear and disappear as the blade is activated and deactivated. By keeping the blade closed, and activating it only briefly when attacking, this allows for unusual feints and tricks in the middle of combat.

Weakness: Every time a Tràkata user attacks, it counts as two actions for the purposes of calculating penalties for additional actions.

Journeyman

- **Prerequisites:** *Lightsaber* of 5D, *dodge* or *acrobatics* of 6D, *Dexterity* 3D.
- **Cost:** 10 character points
- **Effect:** May add *Sense* to *dodge* as long as the lightsaber is not ignited. The opponent is -2D to defensive rolls against the Tràkata user's first attack of any round.

Adept

- **Prerequisites:** *Lightsaber* of 7D, *dodge* or *acrobatics* of 7D, *enhance attribute*, *sense force*, 3D in *Control* and *Alter*, 6D in *Sense*.
- **Cost:** 15 character points
- **Effect:** Dodging does not count as an action as long as the lightsaber is not ignited. May make a called shot on the first attack of the round at -2D less of a penalty.

Master

- **Prerequisites:** *Lightsaber* of 8D, *dodge* or *acrobatics* of 9D, 7D in *Control* and *Alter*, 9D in *Sense*.
- **Cost:** 25 character points
- **Effect:** When the Tràkata user makes his first attack in the round, the target suffers a -1 penalty for every failed attack against the Tràkata user made in that round.

Vapaad

Vapaad is more than a fighting form; it is a state of mind that leads the user along the very edges of the Dark Side, allowing them to enjoy the idea of victory in combat.

Few people have learned Vapaad since it was designed by Mace Windu and Sora Bulq. Fewer still have managed to use it without falling to the Dark Side.

Mace Windu's Lightsaber



Weakness: Starting on the third round and for every other round, the Vapaad user must make a Moderate *stamina* and an Easy *willpower* roll or lose the benefits of Vapaad for the following round and suffer -1D to all actions due to fatigue. The Vapaad benefits may be regained with a Moderate *stamina* roll, but the penalties remain until the lightsaber wielder can rest for a number of rounds equal to the duration of the Vapaad stance.

Any Dark Side Points gained while using Vapaad will earn an additional point. In addition, whenever they make the *willpower* roll, if they fail to make a Moderate roll, they must either lose all benefits of Vapaad immediately or gain a Dark Side Point.

Journeyman

- **Prerequisites:** Juyo Adept
- **Cost:** 10 character points
- **Effect:** If the user is not corrupted by the dark side, they may spend a Force Point in an area strong in the dark side without being corrupted, provided they may make a Heroic *willpower* roll. Gain Juyo Journeyman abilities, plus: Opponents are -2 to all actions against the Vapaad user.

Adept

- **Prerequisites:** Juyo Master
- **Cost:** 15 character points
- **Effect:** Juyo Adept abilities, plus: Opponents are -1D+1 to actions against the Vapaad user. Rolls made to resist opposed Force powers are made at their full die code unless multiple such rolls are made in the same round.

Master

- **Prerequisites:** *Lightsaber* of 13D, *Sense* of 9D, *Control* of 8D.
- **Cost:** 25 character points
- **Effect:** Juyo Master abilities, plus: Opponents are -2D to all actions vs. the Vapaad user. +2D to resist/redirect opposed force powers.

Tripzest

Tripzest is a form originally designed to combine Juyo's aggressive acrobatics with the martial styles of the flying S'kytri species. This form requires flight, and is best in the hands of those who can fly naturally, though some have learned the style while utilizing jetpacks or similar technology.

Weakness: Must remain in movement and flying to maintain the form. Should no movement actions be made, they suffer a -1D penalty for every round they spend in this form without movement. Should the character stop flying, they lose all abilities of Tripzest.

Journeyman

- **Prerequisites:** *Lightsaber* of 8D, Journeyman in two other forms, flight.
- **Cost:** 10 character points
- **Effect:** Opponents are -2D to all defensive rolls against this wielder. By making an aerial attack, taking 3 actions, may give the target an additional -1D to defense. Alternately, the character may take 3 actions to attack then move out of range on the same initiative, before the opponent has an opportunity to counterattack.

Adept

- **Prerequisites:** *Lightsaber* of 9D, Adept in one other form, all Force skills at 6D
- **Cost:** 15 character points
- **Effect:** Increase penalty for opponent's defensive rolls to -3D. Also, give the aerial attack option +2D to damage. The character can also move close, attack, and then move out of range of a counterattack as three actions, but in the same moment in initiative.

Master

- **Prerequisites:** *Lightsaber* of 10D, 8D in all Force Abilities.
- **Cost:** 25 character points
- **Effect:** Increase penalty for opponent's defensive rolls to -4D. The aerial attacks or move-attack-move options now only take two actions.

Jar'kai

Jar'kai is not a style as much as it is a modification to any other style, allowing the lightsaber wielder to utilize two blades without difficulty. There are two forms of Jar'kai; one is defensive, focusing on using the spare blade on defense; the other is aggressive, following up attacks with additional attacks. Unlike any other form, Jar'kai can be utilized with any other form.

- **Prerequisite:** None.
- **Weakness:** Requires two lightsabers
- **Cost:** 10 per form
- **Aggressive:** If the wielder holds two sabers, he may follow up a successful attack with a free attack at -1. This may only be done once per action.
- **Defensive:** If the wielder holds two sabers, parrying does not cost an action.

New Jedi Order Forms

In his own training, Luke Skywalker lacked a lot of formal training. By putting together what he could and filling in the gaps, he originated the Strong style.

Kyle Katarn took this training, then combined it with his own training, melee skills, and what was known at the time of older schools to form three distinct new forms adapted with lightsabers in mind, often something of a blend of older schools. While they didn't have the centuries of refinement of the seven classic forms, leading to some fairly glaring weaknesses by comparison, they also had some new innovations and techniques absent from their predecessors.

As some of the practitioners of earlier schools returned, and new knowledge was gained of the older eras, many Jedi would learn both old and new styles.

Medium style is largely a blend of Form I and Form VI

Strong style is mostly a blend of form I and Form V

Fast style is mostly a blend of Form III and Form IV

Medium Style

- **Weakness:** The basic techniques of the school occasionally struggle against more advanced practitioners. Against a lightsaber wielder with a style more advanced than Form I or Medium style, with a mastery level in that school equal to or higher than the Medium style user's rank (i.e. a Form V Master vs. a Medium style master, but not a Form V journeyman against a Medium style master), the Medium style user is -1D to attack and defend.

Journeyman

- **Prerequisites:** *Lightsaber* skill of 0D+1 above attribute.
- **Cost:** Free
- **Effect:** Like Shii-Cho, this is a basic style, often taught to students in the New Jedi Era before the recovery of some of the older forms, after which it was an alternative to Shii-Cho training. A starting character may take this instead of Shii-Cho. Unlike Shii-Cho, the form was designed specifically for the lightsaber, and while in some ways offering stronger benefits than Form I, it also doesn't offer the versatility. +1 to all *lightsaber* rolls, and may use *lightsaber* and *melee combat* skills interchangeably at a -2D penalty.

Adept

- **Prerequisites:** *Lightsaber* skill 6D, all Force skills 2D
- **Cost:** 10 character points
- **Effect:** Increase bonuses to +1D to all *lightsaber* rolls, and +1D that can be assigned either to attack or to parry with a lightsaber.

Master

- **Prerequisites:** *Lightsaber* of 7D, all Force skills at 5D.
- **Cost:** 20 character points
- **Effect:** Increase the 'assigned' bonus to +2D to either attacks or parries with the lightsaber. First lightsaber action of a round is a free action.

Strong Style

- **Weakness:** Based on slow, powerful attacks, Strong style depends on power, and on damaging or knocking aside opponent weapons to counteract its tendency to leave the body open. If a lightsaber attack misses or is dodged (as opposed to being parried), the Strong style user is at -3D to all defenses until they make an attack which either hits or is parried. Strong style practitioners are also -2D to deflect blaster bolts, including to reflection attempts.

Journeyman

- **Prerequisites:** *Strength* 3D, *lightsaber* 5D.
- **Cost:** 10 character points.
- **Effect:** +1D to damage. The Strong-form practitioner may make a single full move and attack during the same initiative, this counts as two actions. Opponents are -2 to parry.

Adept

- **Prerequisites:** *Lightsaber* skill 7D, all Force skills 4D
- **Cost:** 15 character points
- **Effect:** Increase damage bonus to +2D, Opponents are -1D+1 to parry. If an opponent successfully parries, but by 5 or less, the Strong style practitioner may make an opposed *Strength* check: if they succeed by 5 or more, the opponent is -2D to their next action. If they win by 10 or more, the opponent is knocked prone in addition to suffering the action penalty. This counts as taking an additional action for purposes of die penalties, whether it succeeds or not. If they succeed, but by less than 5, the opponent must retreat 1 meter back or back and to either side, if they have room to do so.

Master

- **Prerequisites:** *Lightsaber* of 8D, all Force skills at 6D.
- **Cost:** 25 character points
- **Effect:** Increase the damage bonus to +3D; opponents are -2D to parry. Both the move/attack combo and the unbalancing attack only count as a single action, not as two.

Fast Style

- **Weakness:** With its emphasis on short strikes and keeping the saber close to the body, this style is a better offensive form than Soresu, but more vulnerable to powerful strikes, while its orientation on movement is more aggressive than Ataru's. -2D to damage, opponents are +1D to parry.

Journeyman

- **Prerequisites:** *Lightsaber* 5D+2, *dodge* or *acrobatics* 5D.
- **Cost:** 10 character points.
- **Effect:** +1D to all defensive rolls; may make one free move, attack or defensive action per round.

Adept

- **Prerequisites:** *Lightsaber* 7D, *dodge* or *acrobatics* 7D, burst of speed, enhance attribute, all Force skills at 4D.
- **Cost:** 15 character points
- **Effect:** +2D to all defensive rolls; opponents are -1D to dodge. The practitioner gains an additional free move, attack or defense action per round, for a total of 2.

Master

- **Prerequisites:** *Lightsaber* 8D, *dodge* or *acrobatics* 8D, *telekinetic leap*, all Force skills at 6D.
- **Cost:** 25 character points
- **Effect:** +3D to all defensive rolls; opponents are -2D to *dodge*. The practitioner gains an additional free move, attack or defense action per round, for a total of 3.

Lightsaber Maneuvers

The following maneuvers are all possible with any lightsaber-wielder, though each has a cost associated with it. The difficulty to hit the target is increased, sometimes significantly, making it easier for the target to parry or dodge the attack. The Difficulty noted is in addition to the base Difficulty of the lightsaber. The Game Master can adjust the effects of the attacks to help important NPCs survive; for example, if the important campaign villain got a bad die result and suffered a beheading from Sai Cha, the GM is completely within their rights to say the blade simply cut through part of their throat, leading to the enemy to escape, and show up later with a frightening and intimidating

new vocoder, seeking vengeance.

Sai cha (behead), from the ancient words for “separate” and “head,” is a rarely used attack that separates a target’s head from their shoulders, typically only used against particularly dangerous foes who the Jedi hope to deal with quickly.

- **Difficulty:** Very Difficult
- **Effect:** If the attack is successful and not parried or dodged, the target’s head is severed, likely killing the character instantly (depending on species).

Sai tok (bisected torso), rarely used by Jedi, considering it a form of butchery, a savagery typically reserved for unliving enemies such as battle droids.

- **Difficulty:** Very Difficult
- **Effect:** If the attack is successful and not parried or dodged, the target’s body is severed, likely killing the character instantly (depending on species).

Cho sun (severed arm), cutting off an opponent’s entire weapon arm, is a move that lacks the precision of cho mai, but is still sometimes utilized when a dangerous target must be dealt with quickly.

- **Difficulty:** Difficult
- **Effect:** If the attack is successful and not parried or dodged, the target’s arm is lost.

Cho mai (severed hand), is a preferred Jedi technique, as it prevents an enemy from using their weapon while still letting them live.

- **Difficulty:** Very Difficult
- **Effect:** If the attack is successful and not parried or dodged, the target’s hand is lost.

Sun djem (destroyed weapon), was a constant goal of early lightsaber wielders, as they hoped to disable an enemy’s weapon without harming their opponent. However, Form II’s development made that far more difficult in a duel.

- **Difficulty:** Heroic
- **Effect:** If the attack is successful and not parried or dodged, the target’s weapon is destroyed.

LIGHTSABER FORMS

Don möch (dominate spirit), a Sith technique, sometimes utilized by other darksiders, deals with conquering an opponent's spirit, not just their body. The darksider stares down their opponent, leveling all their hate and rage towards the victim.

Difficulty: Resisted *willpower* roll.

Effect: If the Sith is successful, the opponent loses 1D to all rolls against the Sith character for the rest of the scene.

Cho mok (maim), involves cutting off of an opponent's leg or (in the case of non-humans) other limb or appendage such as lekku.

- **Difficulty:** Difficult
- **Effect:** If the attack is successful and not parried or dodged, the target's limb is severed.

Shiak (stab), is thought of as an honorable way by the Jedi to inflict serious injury, as it causes the least visible injury to the opponent's body. Shiak shows Jedi respect for an opponent and the living Force even as it delivers a potentially-fatal blow.

- **Difficulty:** Difficult
- **Effect:** If the attack is successful and not parried or dodged, the attack does an additional +2D damage.

Shiim (wound), is any kind of wound with the edge of the lightsaber blade. An inconclusive mark of combat, shiim is considered inferior to other marks that decisively end a battle. Its appearance expresses struggle with a powerful opponent.

- **Difficulty:** Moderate
- **Effect:** The target suffers -2D to their defensive rolls; the lightsaber deals -2D damage, and control cannot be used to alter the lightsaber's damage further.

Mou Kei, is an attack that uses a circular motion, aimed at the major limbs, to dismember an opponent, to finish them quickly.

- **Difficulty:** Heroic
- **Effect:** If the attack roll is successful and not dodged or parried, the target loses one limb for every 5 above the difficulty.

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BEGINNING AS A PIRATE TRANSMISSION FROM SOMEWHERE ON THE EDGE OF THE GALAXY, THE FOLLOWING TRANSMISSION IS PART OF A SERIES FROM FORMER JEDI KNIGHT CADENCIA CAVATINA.

A HOLOCRON FOR THE MASSES:

THE CULTURE OF THE JEDI ORDER, PART 1

- THOSE WHO DO REMEMBER THE REPUBLIC AND THE JEDI ORDER PROBABLY REMEMBER THE ORDER AS A MYTHIC ENTITY, THE STUFF OF STORIES AND LEGENDS EVEN THEN. MORE RECENT TELLINGS HAVE THE JEDI AS EITHER THE CHIEF ANTAGONISTS OF THE CLONE WARS, OR QUESTION THEIR EXISTENCE AT ALL. THE CLONE WARS ARE OF GREAT IMPORT, AND ARE A SUBJECT THAT BEARS EXPLORING ALL IT'S OWN. -

- WE ARE HERE TONIGHT FOR ANOTHER REASON HOWEVER: TO ASSURE OUR AUDIENCE THAT THE JEDI DID INDEED EXIST, AND WERE AS MUCH A PART OF THE GALAXY AS ANY OTHER PEOPLE, OR CULTURE. -

- MY NAME IS CADENCIA CAVATINA, AND ONCE UPON A TIME, I WAS A JEDI KNIGHT. THOUGH SINGULARLY UNIQUE, THE CULTURE OF THE JEDI WAS INFORMED BY AN ENTIRE GALAXY'S WORTH OF PEOPLES, ARTS AND CULTURES. SOME MAY HAVE REGARDED THE JEDI AS A CHARACTERISTICALLY STOIC PEOPLE, ABOVE IT ALL FROM THE STANCHIONS OF THEIR EVER-RISING TEMPLES. I ASSURE YOU, THAT WAS NEVER QUITE THE CASE, THOUGH SOME MAY HAVE POSSESSED THE HUBRIS TO THINK IT POSSIBLE. -

- NO, INDEED, THE JEDI WERE QUITE A PART OF THE GALAXY AROUND THEM, AND IT MIGHT BE FAIR TO SAY THE GALAXY WAS MUCH MORE A PART OF THEM. -

- RACES OF THE JEDI -

- IT SEEMS MOST APPROPRIATE TO START WITH THE PEOPLE WHO MADE UP THE ORDER. IT'S POSSIBLE TO IMAGINE A 'TYPICAL' JEDI, BUT THE TRUTH IS MORE COMPLEX - WITH NO SINGLE RACE OR AGENDA REPRESENTING THE PEOPLE WHO MAKE UP THE ORDER. THE PRIMARY TENETS THAT MAKE UP THE ORDER ARE CONTAINED WITHIN THE JEDI CODE:

- THERE IS NO EMOTION, THERE IS PEACE. -

- THERE IS NO IGNORANCE, THERE IS KNOWLEDGE. -

- THERE IS NO PASSION, THERE IS SERENITY. -

- THERE IS NO CHAOS, THERE IS HARMONY. -

- THERE IS NO DEATH, THERE IS THE FORCE. -

- A SEEMINGLY SIMPLE MANTRA, BUT ONLY THE BEGINNING ON A PATH TO MUCH MORE SUBTLE TRUTHS. FOR THE PURPOSES OF THIS DISCUSSION, LET US SAY THAT THE JEDI ARE A PEOPLE GUIDED BY A DESIRE FOR PEACE, EMPATHY AND UNDERSTANDING. BRINGING US TO THE SUBJECT AT HAND THEN, THE ORDER IS ALSO UNITED BY A BELIEF, AND A HARNESSING, OF THE LIVING FORCE THAT WHICH LIVES IN ALL THINGS, AND FLOWS US, AND THE GALAXY AROUND US. -

Harmony, and Defense

Ithorians

Pacifists by nature, the Ithorians are characterized by both a peaceful nature and a harmony with nature itself. Their great herd-ships are a technological marvel that exists in complete harmony with nature. These wonders live at the intersection of science and nature, while allowing for something a little bit more. When traveling as a group, Ithorians travel in their herd-ships, star nomads traveling from one part of the Galaxy to another to spread knowledge, trade and interact wherever they go. Rumors persist that force-sensitive Ithorians can feel the forests of their herd-ships and their home world – the ‘Great Mother’ and most holy of Ithorian forests.

Ithorian Jedi are among the staunchest defenders of the peace. They bring to the Order an empathy with the natural world unique to them and the Wookiees. This gives them an intimate awareness of the value of all life, informing an indomitable will when pressed. A trait unique to Ithorians, one of the weapons an Ithorian can bring to bear is their voice – stories tell of force-powered shouts that can shake the very earth. Ithorians might be well known as pacifists, but Jedi Ithorians share both the values of the Jedi and bring their own to the Order.

Ithorian beliefs inform the Order’s sense of Harmony, and a forbearance tempered by will when life must be defended.

Wookiees

While the Wookiees may be most often thought of because of their raw strength and warrior nature, they share more in common with the Ithorians than most. The Wookiee as a people hold their Wroshyr trees of their homeworld of Kashyyyk in the deepest respect – not entirely unlike the Great Mother of the Ithorians. It is not uncommon to find agricultural experts among the Wookies and a respect and reverence for the natural world is as common to Wookiees as their strength.

For their warrior nature, the Wookiee are also often even-tempered and well adjusted. While incidents of ‘wookiee rage’ may be easier to remember, it is notable that these incidents are neither common nor approved of by their kin. For a people who have been enslaved under the yoke of imperial oppression,

free wookiees conduct themselves with dignity and respect. Indeed, while Wookiees possess incredible natural strength and are great warriors – to strike another in anger is not well thought of among Wookiees. Using one’s claws to harm another living being is among the highest crimes in Wookiee society.

Honor and tempering great strength with similar responsibility is the Wookiee’s great lesson.

From the Wookiee, Jedi have learned that great strength and power is nothing without the temperance and will to control it.

Twī’lek

From the planet Ryloth, the Twī’lek are most well known for their dancers and their art throughout the Galaxy. Of course, to remember them simply as cantina dancers and musicians would be to do a disservice to them, and to yourself. Among Twī’lek, though most may not be regarded as family, an almost familiar atmosphere is observed. It is not uncommon for Twī’leks to exchange gifts on first meeting a stranger, and hospitality is among traditions otherwise forgotten by the greater Galaxy.

The Galaxy as we know it has subjected Twī’leks to a great deal of suffering and oppression, and both holocrons and Jedi records on the matter suggest this may not be the first time. However, those who hold a Twī’lek’s trust may be thought of as family. They keep records and art, and an incredible oral history ensures that the greatest among them are not forgotten. A family totem may grow as a family does, with tokens representing members past and present. Their grace is not simply physical, and they have weathered many a storm amongst family.

The Twī’lek have a long memory, and long oppressed, nothing in the history of the Galaxy has ever kept them down.

If there is no death in the Force, the Twī’lek know it best. Their memory and their grace give the Jedi strength beyond number.

One Among Many

To be a Jedi is to be one among many, and never alone. Organizations within government or society should always represent the people from which they draw their numbers. Though often thought of in their ivory towers and temples, the Jedi are not the monolith they may be seen or remembered as. The Jedi is much more than the towering stoic standing amongst the masses, yet completely apart from them.

A romantic image, to be sure, Jedi learn from cultures throughout the Galaxy, their own and otherwise. Hologrons and great libraries attempt to internalize and even institutionalize wisdom, the knowledge of a thousand races.

It is the Jedi's folly that we can never truly capture the magnitude of these lessons. There is so much to learn and know that we can forget the essence of so many of these lessons.

The Jedi belong to the Galaxy. The Jedi ARE the Galaxy.

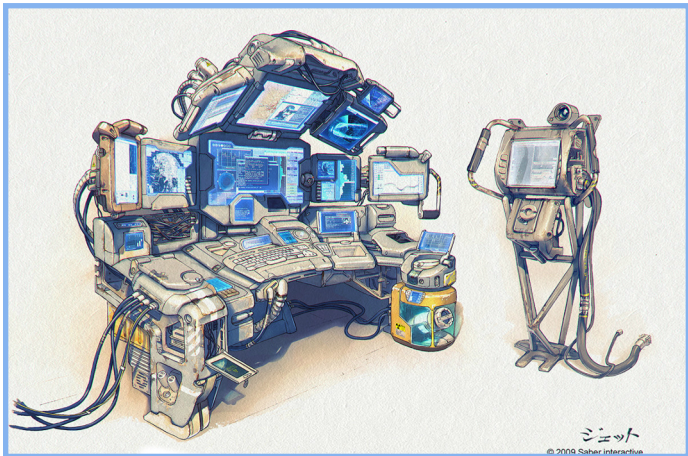
The Jedi will never be long forgotten. They will never be completely lost. Because someone will always remember.

Because they are family.

Because they are a people.

Because memory and will persists beyond oppression.

The lessons the Jedi have learned are eternal, even if sometimes forgotten – there will always be the star at the center of a child's eye.



Pirate Holographic Transmission Rig

Grand Holiness to Hire Mercenaries for Hunt of Squib Raiders

Following several raids across Lennet Prime yesterday by a rag-tag fleet of Squib pirates, resulting in the pillaging of several holy sites of the Grand Unified Order of Clarity, His Grand Holiness Makann finally emerged from the Visionary Chamber of the Supreme Temple this evening after nearly a full day of prayer and introspection.

“My clairvoyance in the pursuit of justice for these heinous crimes against our faith has never been more exact; the desecration of our most sacred shrines by these irreverent knaves shall not be tolerated,” His Grand Holiness declared in a rousing speech to hundreds of thousands of adherents gathered outside the temple. “Our spiritual artifacts are not mere baubles to be hoarded and traded away; they are our link of remembrance to our troubled past and cornerstones to the realization of our great spiritual journey.”

The ancient receptacles that once contained the entrancing, yet terribly addicting beverage known across the known galaxy as Fizzyglug, were the earliest examples of the vice being imported to Lennet Prime thousands of years ago, after our world had been originally admitted into the Galactic Republic.

“Because of our vows of collective pacifism,” His Holiness continued, “I have decided to reach out to the galaxy at large to aid us in our cause; to hunt down these vagabonds and return the sacred artifacts to us intact. I am offering one hundred thousand credits to any private military company willing to accept this hiring... and a place of honor within our Supreme Temple.”

A response to this offer by interested parties is still pending.

Mercy Mission to Honoghr Disappears

At 0753 this morning, it was announced by Republic Navy officials that a shuttle ferrying a mercy mission to the world of Honoghr has disappeared. Outer Rim Command has confirmed that the shuttle crew of four, along with fourteen sentients of varying scientific and medical professions, were aboard at the time of the shuttle's disappearance. While the system itself was restricted weeks ago by the Office of the Supreme Chancellor, it was believed that this particular group intended to study, offer relief, and medical attention to the world's possible survivors.

Honoghr, a remote world in the Kessel Sector, was recently the site of a minor battle between Republic and Separatist forces. The Confederate warship Gahenna, originally enroute to Naboo, was intercepted in orbit above the world by an Acclamator-class assault ship. Heavy damage was inflicted to both vessels during the battle, with the Gahenna losing control and crashing onto the surface of the world. A Jedi recon team retrieved data from a Scientific Information Package within days, confirming the Gahenna was ferrying massive quantities of the toxic defoliant trihexalophine1138 with intent to deploy it onto the surface of Naboo. A return team confirmed that the defoliant seeped into Honoghr's hydrosphere, ruining the planet's ecosystem and rendering nearly 90% of its plant life dead or dying.

An envoy from Supreme Chancellor Palpatine has confirmed that no official rescue team will be dispatched to Honoghr, out of security and safety for the first responders. He further urged any citizens not to place themselves in harm's way, as the world remains within contested space with the Confederacy.

Republic News Service

LUKE'S MAGIC PICTURES

Using the Force, Luke Skywalker can see pictures with his mind. You can see pictures on your wall using your eyes! Here's what to do:

Pick one picture at a time. Stare at the dot in the center of the picture for about sixty seconds. Try not to blink or move your eyes. Then, after sixty seconds, look at a blank white wall or a piece of paper. Blink your eyes rapidly and you will see that very same picture projected in space!



Razzi, J. (1983). Star Wars Return of the Jedi- things to do & make. Happy House Books/ Lucas Film.

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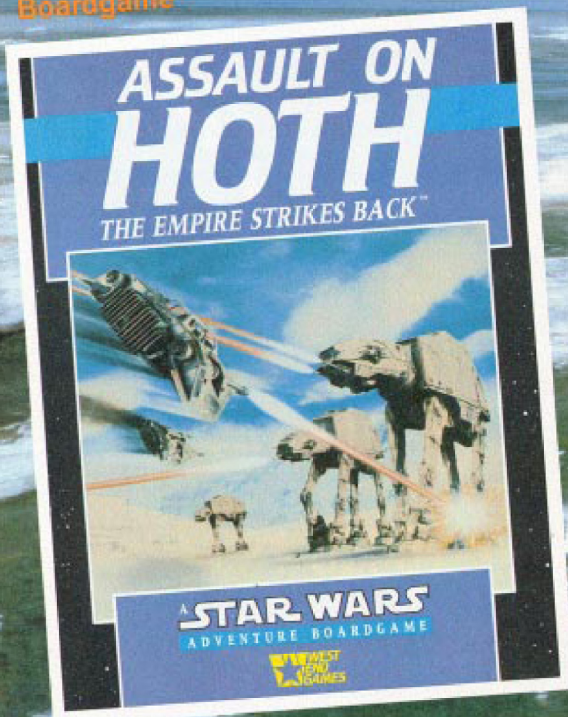
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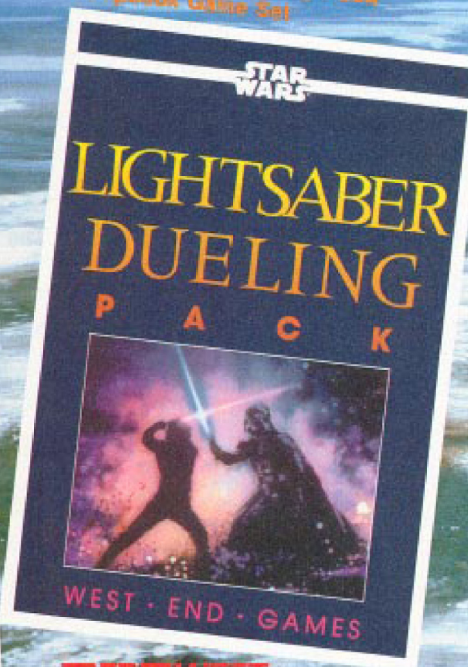
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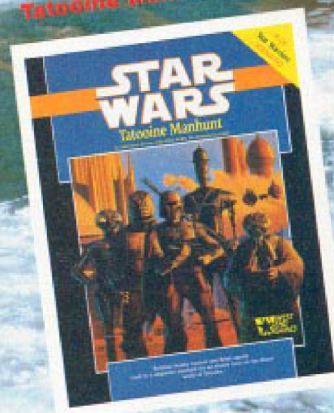


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LOCATION SCOUT

The further one goes out on the edges of the galaxy the greater the chance to find something new, but mostly the "new" is a lot of the same; single star systems with a couple rocky inner planets and a gas giant or two further out. The occasional asteroid or comet breaks up the monotony but mostly it is empty space. Just a lot of the same.

After weeks in the cockpit it can really wear a body down. Droid companions are fine for a while, but they become predictable. When you spend months beyond the reach of the holonet your entertainment options can run out faster than rations or oxygen.

After a long survey of the great nothing between the Corellian Run and Rishi Maze, I swung the Faithful Mina about and headed back toward Rodia.



It was time to see Darik.

Rodia

Type: Terrestrial

Temperature: Hot

Atmosphere: Type 1 (breathable)

Hydrosphere: Moist

Gravity: Standard

Terrain: Ocean, jungle, swamps, archipelago

Length of Day: 29 standard hours

Length of Year: 305 cycles

Sapient Species: Rodian, Humans

Starport: many, Stellar Class

Population: 1.3 billion

Planet Function: Rodian homeworld, weapons manufacturing, hunting reserve

Tech Level: High

Capsule: Rodia should have been a major player in galactic history. Located just outside the border of the Mid Rim, close to the Corellian Run trade route, Rodia is one of the most developed planets of the Outer Rim Territories. With a large population and industrial base; Blessed with a warm, wet world the majority of Rodians live in domed cities whose hundred meter tall barriers keep out large predators and terrible storms. Rodia should have been a center of commerce with influence on galactic culture, but its society has always set it back.

A jungle planet with limited agriculture, Rodians developed a culture around competition for resources and hunting, which created a strange dichotomy; any given Rodian is more likely to screw over another Rodian as opposed to off-worlder's, unless they come from the same clan. Most aliens, even experienced spacers, can't tell one Rodian from another, so you will never know if they are friends or enemies until they can get close enough to smell each others' musk.

The reason I mention all this is because for the simple fact that Rodia is a good place to smuggle things in or out of the Empire's grip; Even under Imperial military occupation, if you know how to navigate the local intrigues you can move a large amount of merchandise discreetly. But if you don't, then there is only one place on Rodia to go.

Darik's Cantina is an old navigation tower that has been converted to a restaurant, nightclub and brothel. It's unique construction, placement, and atmosphere makes it the only stop the discerning spacer needs to know on Rodia. You can get a drink, a contact, a job, or maybe a little something else. After months of being alone beyond the Outer Rim I was happy to see the lights of Darik's conning tower.

] DARIK'S CANTINA [

System: Tyrius system, Tyrius 2 (Rodia), R-16

Starport Type: Limited services

Traffic: Medium

Control: Droid

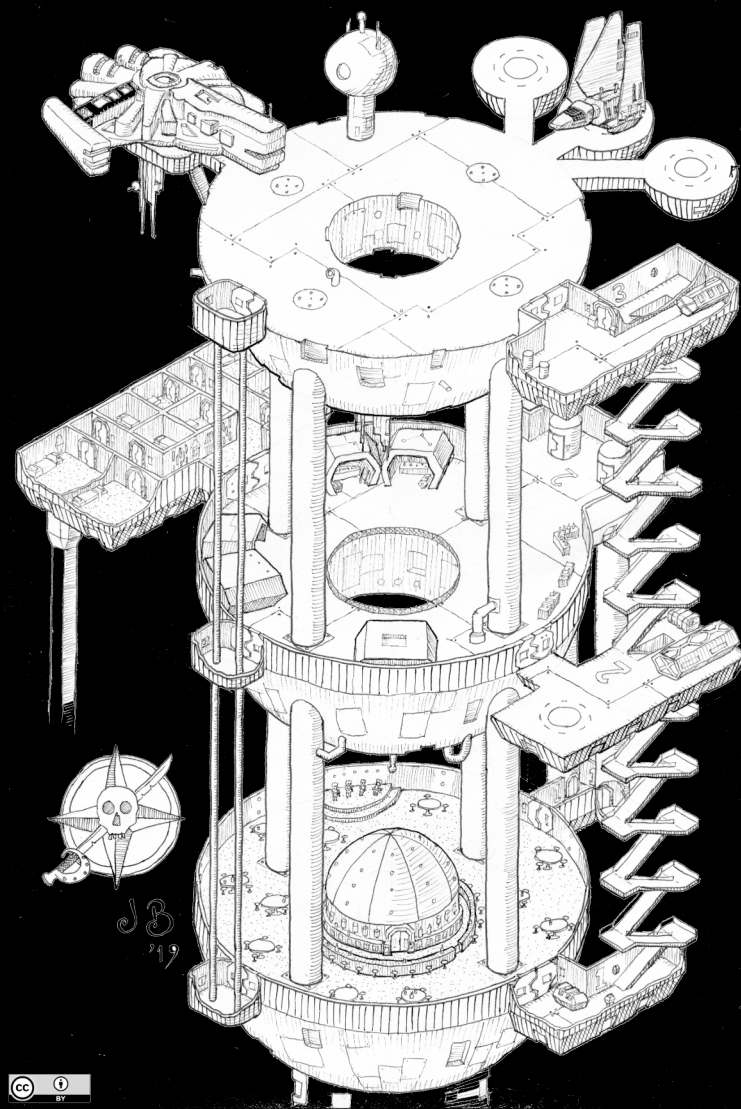
Landing: Directional beacon

Docking Areas: Landing pads

Docking Fees: 100 credits per hour

Customs: Imperial at orbit, none at Darik's

Services: Food, lodging, entertainment.



Located in an obsolete navigation tower in the domed city of Wessesnax, Darik's Cantina is a Darik's is a trendy nightclub is a three space level tower that has a full service restaurant, entertainment center, brothel with VIP rooms, and private parking. The Imperial Navy uses it for shore leave, criminals as a place of business, and seditionists use as a recruitment center. Day and night the place is bustling with activity so it becomes a good place to lose yourself for a few hours, pick up on the local gossip, or get some quick work under the table.

As there is a lot to cover here I'm going to start from the bottom up.

Darik's Cantina - Lower Level Exterior - Parking Lot (not pictured)

The parking lot at the base of the tower is slotted for 50 speeders and a scant three block walk from public transportation. Lot security is handled by Mr. Valet, an older model SoroSub 12-4C-41 Traffic Controller droid and a few R4s that function as parking assistants. They stay clear of any violent incidents, instead recording from a distance to report to authorities later, if the ownership so wishes.

Mr. Valet SoroSub Corporation 12-4C-41 Traffic Controller

The incorruptible presence of Mr. Valet is a reassuring constant for many visitors of Darik's. This no-nonsense droid can stuff 60 speeders in an area designated for 50, depending on the makes and models of course. The droid takes his duties very seriously and cannot be bribed to move anyone up the waiting list. Mr. Valet runs a tight ship and is annoyed at certain bends of policy Darik sometimes allows, letting some guests skip ahead in the list, keeping other speeders circling, or warming up a speeder for a quick exit. Mr. Valet does his best not to ask questions but he sees a lot of the comings and goings of Darik's.

DEXTERITY 1D

KNOWLEDGE 2D

Bureaucracy 5D, law enforcement 5D

MECHANICAL 2D

Communications 4D+2, sensors 5D

PERCEPTION 1D+2

Search 5D, persuasion 3D

STRENGTH 1D

TECHNICAL 1D

Computer programming/repair 3D+2

Equipped With:

- Humanoid body (two arms, two legs, head)
- Optic/recorder system (capable of panoramic and macroscopic scans, +2D to search)
- Retractable dataprobe (in left index finger)
- Torso multi-colored landing beacon

Move: 8

Size: 1.7 meters tall

Darik's Cantina - First Level Interior - Main Floor

When one steps off the turbolift the sights, smells and sounds of Darik's Cantina intoxicate the senses. Always good music, food and drink can be found here. Patrons of many species line-up at the bar and on the dance floor. A true mix of cultures as Rodians, Imperials and the criminal element all seem to be able to coexist in this little bubble of joy. Musical acts from the Colonies and the Mid Rim frequently do a stop at Darik's to the point it is getting a reputation with the young bohemians in the sector. Darik likes to keep that vibe going. If he is strict on anything it is the serving droids as he demands efficiency and that they stay out of the way of the patrons enjoying themselves.

At the center of the room is the golden dome that contains the kitchen and access to the storage areas below. Surrounding that is the great circular bar with a multitude of attendant droids pouring drinks and running food from the kitchen. Outside of those is the dance floor and dining area, tables are not bolted down so that the dance or dining area can be extended at will. In the north most

section of the circular room is the bandstand where good regular or great visiting acts take the stage.

Bweendo, the cantina's head bouncer, is a burly Quarren that does not take crap from anyone. He is a subtle but forceful presence on this level; Very good at breaking up fights before they happen, discreetly removing drunks, and making sure that the Cantina turns a profit. Most of that is done by keeping the club safe from troublemakers, spotting hidden weapons, and keeping the big spenders happy. Sometimes that means making a meal complementary, showing someone the door, or escorting them upstairs to sleep it off. The trick is knowing which tactic to use when and Bweendo is so good at his job that it is almost criminal...

Bweendo Quarren Black Sun Enforcer

Life has been tough for Bweendo. Pushed around by the Mon Cals on his homeworld, a rough upbringing in the orbital shipyards, it is no wonder a tough kid like Bweendo ended up falling in with Black Sun.

Criminal syndicates have a way of seeking out young and hungry talent and Bweendo drew attention early. Strong, smart, and not afraid to use violence, Bweendo was swept up into the life of petty crime and criminal enforcement. He rose through the ranks quickly and started getting better assignments, solving problems for capos and underbosses along the Outer Rim, until word got to Black Sun that some new crimelord had popped up; Whispers of drug trafficking, forgery, and slavery, on Rodia of all places? Bweendo was sent to find out what was going on. He traced these rumors to Darik's Cantina, but for the life of him could not find this mastermind. Drugs and prostitution happened, it was a nightclub of course, but forgery and slavery being pulled off so discreetly right under his face tentacles? With the planet under military occupation? That was guts and smarts, the type Black Sun wanted. Bweendo had to meet this mob boss face-to-face and convince him or her to join their organization... But in six months not a hint.

Bweendo worked his way into security, bouncing out the troublemakers and smoothing over indiscretions, making extreme problems disappear somewhere out in the predator-filled jungles. People started to owe him favor.

As it turned out Darik's Cantina was good business even without the illegal extras. Imperial officers on leave had a money to spend and little to do on Rodia. Bweendo helped Darik get some bigger music acts in from the Core Worlds and the profits started racking up. It's only right that Black Sun get a 10% cut for their efforts, but that could be renegotiated once this secretive criminal genius got with the program. He tried to use that leverage to weed out the mastermind but all that did was eliminate Darik as suspect since the Rodian immediately folded to the 10% skim. This investigation will take longer but is profitable enough in the meantime. Until then Bweendo will keep his eyes open and ears peeled.

DEXTERITY 4D

Blaster 5D+2, brawl parry 5D+2, dodge 6D, melee combat 6D

KNOWLEDGE 3D+1

Bureaucracy 4D, cultures 4D, intimidation 7D+1, law enforcement 4D, planetary systems 3D+2, streetwise 5D+2, value 4D+1, willpower 5D

MECHANICAL 2D

PERCEPTION 3D

Bargain 4D+1, command 4D+1, con 5D, gambling 4D+2, investigation 4D+2

STRENGTH 3D+2

Brawling 5D+2, lifting 6D, swimming 7D

TECHNICAL 3D

Security 6D+2

Special Abilities:

- *Aquatic: Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.*

Character Points: 5

Move: 10

Equipment: Hold-out blaster (4D), stun baton (STR+2D, stun only), fancy clothes.

Inava Nact Young Imperial Agent

Inava Nact was an early recruit into the Imperial Security Bureau. In secondary school she was tagged with the sort of ruthless determination and outgoing personality the ISB looks for in deep cover agents. Throw in her tragically good looks and you get what espionage operatives refer to as a 'honeypot'. She just needed a little practice before being put on an important assignment.

So instead Inava was sent to Rodia. The local garrison was having some issues with suspected rebel activity. Inava determined the hub of this activity to be Darik's Cantina, a nightspot far away from the capitol city. Easily worming her way in as a regular customer, Inava is frequently seen in a form-fitting dress on the dance floor, getting traveling spacers or young Imperial officers to drop their guard and talk to her.

The investigation into the rebel activity is not going well however. Inava Nact is convinced a recruiting agent is operating out of Darik's, but in six months she has not found them. Sure she has been able to get information on petty smuggling operations and Imperial Navy officers purchasing contraband, nothing major but enough to justify her continued assignment, but she is sure there is something deeper going on. There are too many shady characters around for there not to be.

Inava Nact can be found on the dance floor almost nightly. She is an attractive human female in her mid 20s, her looks distract opponents from a keen mind and skilled hand-to-hand combatant. She has free access to the VIP level as a 'thank you' from Darik (for ratting out a former employee who was skimming of the top) but rarely uses it due to a disagreement with Chadizar. Bweendo likes her and looks out for her like a little sister, both keeping their affiliations secret from the other.

DEXTERITY 3D

Blaster 4D, brawling parry 6D, dodge 6D, melee combat 4D+2, melee parry 4D, thrown weapons 5D+1

KNOWLEDGE 3D+1

Alien species 5D, cultures 5D+1, intimidation 4D+1, languages 3D+2, planetary systems 5D, streetwise 4D, survival 5D+2, value 3D+2, willpower 5D

MECHANICAL 2D+2

Repulsorlift operation 4D

PERCEPTION 3D

Bargain 3D+2, command 3D+1, con 4D+2, hide 4D+2, investigation 6D+1, persuasion 5D, search 6D, sneak 5D

STRENGTH 2D+2

Brawling 5D+2, climbing/jumping 3D+2, stamina 6D

TECHNICAL 3D+1

Computer programming/repair 4D+1, demolition 3D+2, security 5D+2

Character Points: 8

Move: 12

Equipment: Revealing dress (+1D to persuasion: *seduction* attempts), stylish hair pins (STR+1 melee damage or STR+2 thrown), secure comlink.

Darik's Cantina - Middle Level, VIP Deck - Cocktail Lounge, Private Rooms and Brothel

Continuing the tradition of clubs the galaxy over, the VIP Deck is the level above the dance floor and restaurant. Here are held catered events, formal meetings, and private engagements enjoyed by the upper tiers of society. Parties up here can get a little wild on occasion, especially with its close proximity to the brothel, but being at the top of such a large tower does afford revelers a certain level of privacy even though it is a mostly open air environment. During the spectacular Rodian sunsets, quiet evenings when all four moons are visible, or the occasional thunderstorm, the VIP deck is definitely the place to be.

The first thing visible from the entrances is the elegant cocktail bar along the southeast side. Ringing the rest of the circular platform are the VIP lounges, the private dining areas which are exquisitely laid out with comfortable couches and each staffed by their own BD-3000 luxury droids imported specifically from the galactic core at great costs. In addition to that, food is brought up directly from the kitchen, the VIP turbolifts on the northeast wall provide the elite guests access to the common areas of the club below. Along the northwestern wall you will find the entrance to the brothel and the dozen or so bedchambers within.

Mixing with the elites or relaxing by the cocktail bar you can normally find Chadizar, a blue-hued Mon Calimari female, always

well-dressed in evening gowns and jewelry. A few years past her prime, Chadizar no longer attends clients herself but is eager to make sure that all guests are comfortable and provided companionship if they feel the urge. Her girls come in a myriad of species but are always young, attractive and know the limits of what is tastefully allowed outside of private quarters. Should a patron wish to engage in more than a private dance, arrangements can be made through Chadizar or KN-K1 (should the platinum-plated protocol droid be around).

Chadizar Mon Calamari Criminal

Chadizar has a knack for being in the wrong place at the right time. A singer and musician on Mon Cala when she was young, Chadizar signed on as a backup singer with a touring band called The Oceantones. They went on a summer tour of the Outer Rim Territories, the band paid all of Chadizar's expenses and she made a little scratch on the side. Then the Imperial subjugation of her homeworld began. Needless to say, The Oceantones extended their tour.

Eventually the band ended up in Hutt-space, playing whatever dive bars and private engagements they could; But as a starting band without a hit song, record company, or patron backing them The Oceantones quickly ran out of funds. Their manager sold off costumes, equipment, and even tried to sell off the backup singers. Chadizar ran.

The next few decades taught Chadizar every lesson Nar Shaddaa had to teach her. She did a lot of things of which she was not proud, from petty larceny to prostitution, but she made sure that she was never dependant on anyone else ever again. Eventually she moved up the underworld ladder, establishing herself as a fence. Problem was any business on Nar Shaddaa, legitimate or not, eventually comes under the influence of the Hutts. She got off the Smuggler's Moon before they muscled in. She had enough money to make a fresh start and a little club on Rodia was starting to make some waves.

Chadizar has set up a brothel off the VIP Deck of Darik's Cantina. The old conning tower had barracks for visiting spacers and orbital patrol, easily converted into private rooms. Most of her girls were obtained via the slave-trade, Chadizar gives them the opportunity to work off their contracts after a couple years. This is not altruism as it helps Chadizar keep a rotating supply.

Humans and Twi'leks are the most popular with her Imperial clients, but she has a few Rodians there as well. Some are hostages she bought to the Rodian clans out of her business.

The brothel at Darik's Cantina is a great cover for her very profitable side-business, fencing and smuggling. Spacers and wealthy clients come and go as they please. While the Imperial presence is heavy the attention is focused on the night club and VIP Deck, the brothel gets a discreet blind eye. Sometimes rooms are rented just for the discussion and finalization of drop points and price. Other times smugglers come to Chadizar directly, wanting to unload hot items for a steal. All around her business is good. It would be even better if she had full control of the club and did not have to pay Darik (or that damn droid) the 10% cut.

Chadizar is a middle-aged Mon Calamari female, with blue skin and a voluptuous figure. She is prone to sticking her nose in personal conflicts but bails immediately should things turn physical. She keeps a direct comlink to Bweendo and tips him a few credits on the side for his trouble. He is more responsive than Darik, who is barely in the club anymore. KN-K1 annoys her.

Chadizar is convinced the protocol droid is undercutting her, but he brings clients whenever the opportunity arises so she tolerates him. That barfly in the club however, Inava, vexes her greatly. She has seen her leave the club with many a young navy officer and that sets her seething; Why would anyone pay for services when Inava is giving it away for free? She needs to make an example of her, set Inava up to run afoul of Darik or Bweendo and take her off their hands, stick a slave chip in her neck and put her to work. That would show the rest of the cantina girls not to mess around with Chadizar's money.

DEXTERITY 2D+2

Blaster 4D, blaster: hold out blaster 5D, brawling parry 5D, dodge 5D+1, melee combat 5D, melee parry 3D+1, running 6D

KNOWLEDGE 3D+2

Alien species 5D, bureaucracy 5D, business 6D, cultures 6D+1, languages 4D, law enforcement 5D, planetary systems 5D, streetwise 6D+1, value 7D, willpower 4D+2

MECHANICAL 3D

Repulsorlift operation 4D, space transports 4D+2

PERCEPTION 3D

Bargain 3D+2, con 4D+2, forgery 4D+1, hide 4D+2, persuasion 6D,

search 4D

STRENGTH 2D+2

Brawling 3D+2, climbing/jumping 3D+2, swimming 6D

TECHNICAL 3D+1

First aid 4D+2, space transport repair 4D, security 4D+2

Character Points: 11

Move: 10

Equipment: Cred stick, datapad, comlink, hold-out blaster (3D)

Special Abilities:

- *Moist Environments:* When in moist environments Mon Calamari receive a +1D bonus to all Dexterity, Perception and Strength attribute and skill checks. This is purely a psychological advantage.
- *Dry Environments:* When in very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all Dexterity, Perception and Strength attribute and skill checks. Again, this is psychological only.
- *Aquatic:* Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths.

Dilita "Piranni" Wiqua Rodian Pacifist

Dilita Wiqua did not ask for this, Dilita did not ask for much. She just did not understand why the Clans of Rodia could not get along. While war may have been justified once over the limited resources, surely that no longer applied. Rodia was now part of the galactic community and there was no reason for such infighting and treachery. Why could the Clan leaders not see this simple truth?

So Dilita spoke out. She spoke till she was shouted down, and shouted till they shut her up. Even with a broken jaw and thrown in prison for dissent, Dilita continued to write. The clan-fighting must stop, there was an empire on the rise, it was time to unite. Her prison pamphlet was the final straw. Rodia's loyalty was in a tenuous spot after the Clone Wars and the clan leaders decided the dissident youth needed to be silenced. Luckily she did have a few supporters. A sympathetic guard snuck her out of prison in the dead of night and gave her what little money he had. Dilita made her way to Darik's Cantina in an attempt to find passage off planet, maybe even contact the Rebel Alliance. Instead she found

employment in the brothel, taking the name of "Piranni" to stay incognito until she has the money or contacts to leave. It's a shame, as she loves her planet and her people but with both the Clans and the Empire after her she needs to help Rodia off-world.

DEXTERITY 3D

Brawling parry 3D+1, dodge 4D, running 3D+1

KNOWLEDGE 3D

Languages 3D+2, willpower 5D

MECHANICAL 2D+2

Communications 4D

PERCEPTION 3D+1

Hide 4D+2, persuasion 5D+1, persuasion: writing 6D+1, sneak 5D

STRENGTH 2D+2

Climbing/jumping 3D+2, stamina 3D, swimming 3D+1

TECHNICAL 2D+1

Computer programming/repair 4D+1, droid programming 3D, droid repair 3D, first aid 4D

Character Points: 4

Move: 10

Equipment: 2 medpacs, stash of 3,500 credits

Darik's Cantina - Top Level Exterior - Landing Platform

The top level of Darik's Cantina sits outside the Wessenax city shield at most times. When the forecast calls for a storm the tower retracts and the shield closes. Most days it is fine to stick out the top of the protective bubble to receive guests from off-planet or those who prefer to travel in spacecraft.

The platform itself is capable of handling four Imperial class shuttles or stock light freighters. It has its own conning tower and automated air traffic control computer which coordinates with the city and planetary traffic controls. Needless to say his system is not foolproof but it is enough for the discreet comings and goings of imperial officers, VIPs, and the occasional smuggler crew.

Upon landing most guests are greeted by KN-K1, an Arakyd Industries RA-7 series protocol droid nicknamed "Kinky" by frequent guests, who is the right-hand man and unofficial maître d' of Darik's Cantina. He will make arrangements for any special

requests, see to reservations, and make visitors feel quite at home. And if the guest is special enough, Darik Olle will come up and welcome them himself.

There is a turbolift to the lower levels on the southwest of the platform and service stairs to the southeast.

Darik Olle Paranoid Rodian Nightclub Owner

Darik wants out. He never wanted to be a criminal mastermind, a Rebel sympathizer, Imperial informant or anything else they accuse him of; Darik just wanted to tend bar for his buddies. His father was a minor bureaucrat in the old Rodian administration, a city liaison between the Orbital Patrol and local government. While his father had rank he had no money and often took bribes to get packages through planetary customs. The family was doing okay until the Orbital Patrol was decommissioned and the old traffic control system replaced, leaving Darik's father with an outdated conning tower as his severance pay.

That was just fine for young Darik. His buddies were racers and wannabe swoop gangs, they needed a hangout away from local law enforcement and the top of a navigational tower was a good fit; The ground level parking made for a discreet exit and the aerial landing platforms a quick one. Friends of friends started to hang out there as well and pretty soon Darik had to get a beverage permit and go legitimate.

That was five years ago and things have quickly spiraled out of control. The local gangs attracted the mob, the next year the Clans pushed in, the year after that the Imperial occupation began; Darik's little sawhorse bar evolved into a restaurant, nightclub and brothel, and those were the only businesses he knew about. Rumor had it Rebels were operating out of his establishment now and all the drugs, smuggling, and disappearances were attracting the wrong kind of attention; Worst of all every faction thought he was behind it! All of it. Black Sun wanted a cut, Rebels wanted loyalty, the Clans demanded tribute and he was sure the ISB was bugging the place.

Darik no longer knows who is a friend and who is foe, his paranoia has grown with every compromise. He just wants out, but can't find a legitimate buyer because of the organized crime

connections and can't find an illicit one because of the Imperial presence. Physically his youth is disappearing, the Rodian's bright green scales faded to a dull gray as a side-effect of his growing dependence on ryll spice. He is gaunt and nervous when not under the influence. Darik has relinquished control of his operation one piece at a time and what Bweendo and Chadizar have not carved out he lets KN-K1 run the day-to-day operations.

The place would have completely fallen apart if the droid had not taken up the slack. Darik just hopes to get buy unnoticed for a few more months until he has enough credits stashed away to run and let whoever wants his cantina have the place.

DEXTERITY 3D+2

Blaster 5D+1, dodge 6D, vehicle blasters 4D+2

KNOWLEDGE 3D

Alien species 4D, bureaucracy 4D, business 6D, cultures 4d, languages 4D+2, streetwise 5D, value 4D

MECHANICAL 2D

Astrogation 4D+1, repulsorlift op. 5D+1, space transports 4D, starship gunnery 4D, swoop bike operation 5D+2

PERCEPTION 3D+2

Bargain 5D+2, con 4D+2, persuasion 5D+1, search 5D

STRENGTH 3D+1

Brawling 4D+1, climbing/jumping 4D+2, lifting 3D+1, stamina 5D

TECHNICAL 2D+1

Droid programming 4D, droid repair 5D, repulsorlift repair 5D+2, security 4D+1

Character Points: 12

Move: 10

Equipment: Business suit, comlink, customized hold-out blaster (4D+2), ryll spice stash, stun cloak (5D), 200 credits (10,000 credits stashed).

KN-K1**Customized Arakyd Industries RA-7 Series Protocol Droid**

KN-K1 is the perfect gentleman's gentleman. He was assembled by Darik himself to be the maître d' of the Cantina. A tireless hospitality droid programmed to go the extra measure to please the patrons of Darik's Cantina. KN-K1 is very good at his job and in less than a year has made himself indispensable to the functioning of the nightclub, VIP room, and (unfortunately) the criminal underworld of Rodia.

KN-K1 is the underworld "mastermind" everyone is looking for, he just doesn't see it that way.

As Darik was becoming more paranoid about organized crime and the authorities pushing in on his club he wanted a stand-in to take himself out of the day-to-day running of the operation. He needed a maître d' to take the supervisory duties off of himself. With no such droid on the market and not quite able to afford a custom unit, Darik took on the task of assembling and programming one himself so it could not be easily hacked. Enter KN-K1. Assembled from second hand parts and programmed by Darik himself, KN-K1 serves the customers in a dutiful, polite, and efficient fashion his Rodian creator did not have the patience to do himself. He runs Darik's Cantina like clockwork, keeping every piece moving against each other for maximum profit and continued operation. It's a delicate balancing game, but one KN-K1 enjoys. This is what he was programmed for after all; investigation, manipulation, and elimination of threats to the New Order.

KN-K1 is a refit Arakyd Industries RA-7 Series Protocol Droid, a model specifically made for use by the Galactic Empire. These "Death Star Droids" were put to use on the largest of Imperial military vessels, space stations, and as attachés of dignitaries. Mostly used for basic protocol and inventory tasks. KN-K1 lucked out and was assigned to assisting Imperial Security Bureau personnel in the interrogation of potential turncoats, deserters, and moles within the Imperial Navy. KN-K1 assisted in many 'interviews' which gave him a certain moral flexibility to work around the Laws of Robotics, so long that it was for the greater good KN-K1 could justify almost anything. The fact that he could perform these duties with a menacing politeness was even more disconcerting to the subject. He was very good at getting confessions and would still be doing that work if KN-K1 was not blasted to bits in an escape attempt and dumped into space as trash.

Negligently KN-K1's memory was not wiped as he was written off as a total loss, so when orbital scrappers sold most of his parts to Darik Olle, neither really knew what they had. KN-K1 quickly became his most useful acquisition. Originally he just helped Darik organize the droids, but was soon relaying messages, greeting VIPs, and helping patrons gain whatever was their pleasure. KN-K1 was so good he was entrusted with more tasks and soon had defacto power over the organic staff as well, but always by relaying orders in Darik's name whether the order originated from Darik or not.

Besides, who could argue with a droid? KN-K1 was just doing his programming.

DEXTERITY**2D***Blaster 2D+2, dodge 2D+2, pick pocket 3D***KNOWLEDGE 3D***Alien species 4D, business 7D, bureaucracy 5D, cultures 6D, human biology 5D, intimidation 6D, intimidation: interrogation 7D, languages 10D, scholar: culinary arts 5D, scholar: home economics 4D, tactics 7D***MECHANICAL 1D***Communications 5D+1, repulsorlift operation 2D, sensors 5D+1***PERCEPTION 2D***Bargain 6D, con 6D, intimidation 8D, persuasion 6D, value 6D***STRENGTH 2D****TECHNICAL 1D***Computer programming/repair 5D, demolitions 3D, first aid 5D, security 6D***Character points:14****Move:** 9**Size:** 1.7 meters tall**Equipped With:**

- Visual spectrum scanners
- Light armor (+1D against physical damage, +1 against energy damage)
- Vocabulator speech/ sound system
- AA-1 VerboBrain
- TransLang III Communications module with over seven million languages
- Humanoid appendages configuration

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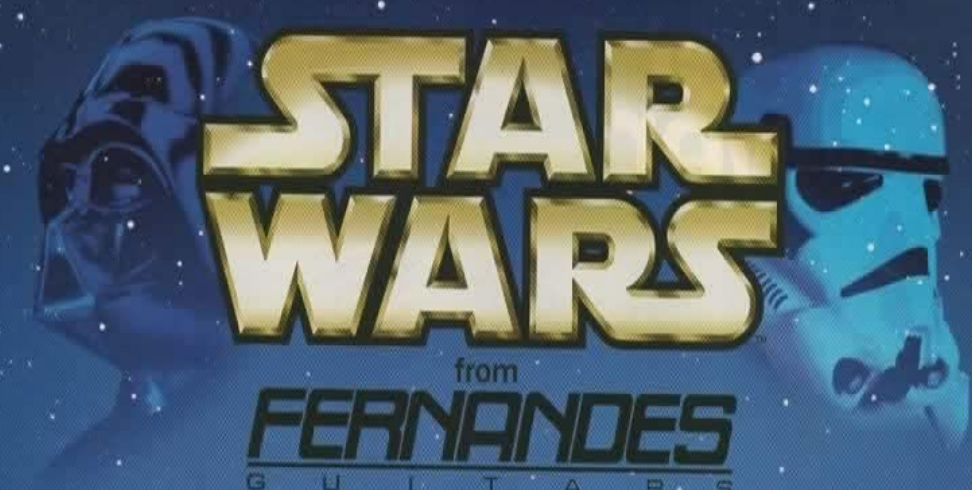
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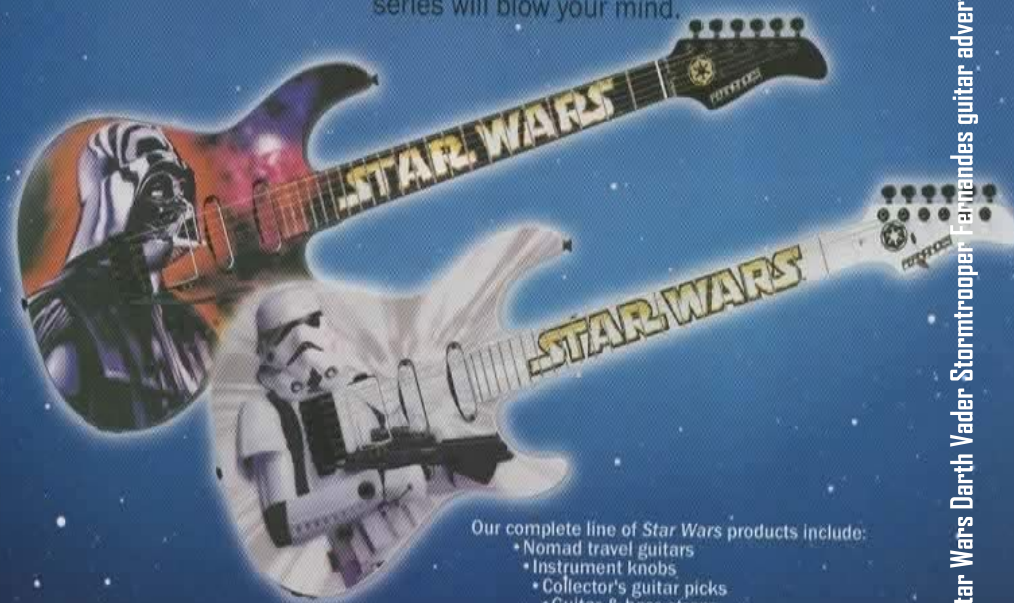
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PROJECT STARMAN

by Pietre Valbuena

Project Starman was supposed to do what the Empire – and the Republic before it – could not: introduce people to the wonders of space travel, but without fear... and without faction.

Founded in the waning days of the Clone Wars, yet only truly hitting their exploratory stride during the Imperial and New Republic eras, the independent organization known as Project Starman soon became a fixture of Wild Space and Unknown Region exploration, largely because of its approach: Project Starman mission crews were composed of Hyperspace Scouts carefully selected for an ability to navigate new cultures with tact. These social-specialists were tasked with making crucial “first contact” with newly spacefaring peoples. And in the strife-torn galaxy, these “Starmen” were specifically instructed to welcome nascent spacers into galactic culture without conflict, and without the trauma of war. The Starmen would often live among a people first, conducting research, sometimes for years, to ensure that they established contact using as familiar and approachable – yet aspirational – appeals as possible.

The charismatic Zigo Stellarsand was one such scout.



Calum Alexander Watt - The Art of Star Wars: Rise of Skywalker book. "Star Man Pilot Version 02"

A Clawdite who used a primarily masculine but still-androgynous persona, even when in his natural form, Zigo was a natural performer. And he supplemented that talent with ongoing study of music and song. Travels spent mapping hyperspace routes would only bolster the strength of this musicianship. And in time, he could “shred the hallikset” better than many professional performers.

Serving thus as vanguard for Project Starman, Zigo made his way to uncharted worlds and used his shapeshifting abilities to live among and as one of various peoples, learning what appealed to them and what their own culture might most appreciate about the larger galaxy. And of course, wherever he went Zigo sang and played his hallikset, wooing people into the wonder of the stars above.

After many cycles of success, Zigo himself became the “star” of the Starman scouting program. Even his incognito persona had become a thinly-veiled version of his own cool, swaggering personality. It was not long before heads of Project Starman recognized the strength of his otherworldly charisma, as cultures with whom he made first contact remembered him fondly and spoke well of their experience with him specifically. Zigo was good. Perhaps too good....

His scouting support-team – so diverse in technical skills that their multi-pronged, multi-faceted versatility earned them the nickname “The Spiders” – grew jealous. Demand for Zigo’s deployment on missions began to exceed those of other scouts. Even other Clawdites were outshined because they were incapable of matching Stellarsand’s charisma. And so, feelings of resentment arose amongst the Spiders. Some members suggested they cripple and crush Zigo’s sweet hallikset-playing hands, just to teach him a lesson. What actually wound up happening was far worse however... starship sabotage!

En route to a newly discovered system on the edge of Wild Space and the Unknown Regions, Zigo’s starship suffered a deadly malfunction. A suddenly suspiciously-faulty hyperdrive motivator gave out at the worst possible time. So where were the spiders? (In)conveniently out of range. Incommunicado.

Fortunately, a man named Aurek Jenth spied the ship going down. And he intervened in time to save Zigo’s life. But all was not well with the Clawdite. By Jenth’s own account, the near-death experience appeared to have driven Zigo mad. It was a “miracle”

that the Clawdite lived, yes, but how Zigo explained chance and happenstance was anything but either. Anything but random.

Zigo claimed to have seen “the other side” during his wayward sojourn through hyperspace. He claimed to have physically touched a “higher plane of being” – a Project Starman concept sometimes used to convince newly spare-faring but superstitious civilizations on the benefits of space travel. But the way Zigo explained it was akin to a religious experience that only seeing the cosmos could provide.

“It was no hazy cosmic jive,” Jenth quoted Zigo as saying that night. “He – Zigo Stellarsand, First Contact Scout for Project Starman – **was a Starman** waiting in the sky. Perhaps even **the** Starman, a messiah destined to deliver, any and all who were willing to join him, to their greater destiny.

And because Aurek Jenth’s face was the first face Zigo saw upon awakening, the Clawdite instinctively mimicked Jenth’s form – although it was a stylized likeness, inspired by the kaleidoscope of sensation Zigo felt permeating his being, as he was wrenched out of hyperspace. Since that fateful night, it would be some form of this face, Jenth’s face, that Stellarsand – henceforth answering only to “Starman” – would wear for the rest of his days. Days that would be spent as a self-proclaimed messiah, leading peoples who were only now discovering space, on a “mystical journey” aimed at achieving their true potential.

Even years later, Aurek Jenth often retold the tale of Zigo Stellarsand: the Starman who now wore **his** face. It was a story Jenth spun as a cautionary tale, but in its telling, Jenth always made clear that Zigo was earnest in his messianic altruism.

The “Starman” still travels the galaxy to this day, introducing alien civilizations to the siren song of the true frontier – and to space travel’s life-changing possibilities. But only if “you” heeded his call. Only if you embraced it. Opened yourself up to it. Gave yourself up to it. Maybe it was the Force whispering to him. Maybe it was something else, entirely new. Either way, if you opened yourself up to the infinite possibilities of the cosmos, maybe you could feel it – use it, whatever **it** was – too.

As Aurek Jenth said, *“There’s a starman waiting in the sky. He’d like to come and meet us, but he thinks he’d blow our minds. There’s a starman waiting in the sky. He’s told us not to blow it, cause he knows it’s all worthwhile. He told me: Let the children lose*

PROJECT STARMAN

it. Let the children use it. Let all the children boogie. I had to tell someone so I picked on you. Hey, that's far out, so you heard him too. Switch on the HoloNet, we may pick him up on channel two. Look out your window, I can see his light, if we can sparkle he may... too."

PROJECT STARMAN

Type: Interstellar scouting organization (private non-profit; initially comprised of volunteers)

Headquarters: Spaceport THX1138, Earth system, Fath sector, Galactic Grid Coordinates K-6

Leadership: Le Sony'r Ra, and his "Arkestra for Ethical Scouting and Exploration"

Principal Activities: Establishing first contact with new spacefaring species, exploration, hyperspace lane charting, collection of planetary data

Known Affiliations: None

Known Adversaries: Unknown

Key Figures: Zigo Stellarsand (most well-known Project Starman scout), Le Sony'r Ra (project director, ethical exploration adviser, self-proclaimed "cosmic philosopher").

Area of Operations: Primarily Wild Space and Unknown Regions, though based in Outer Rim.

Size: 500+ scouts (Clone War / Rise of Empire era), 1000+ scouts (Imperial to New Republic era).



ZIGO STELLARSAND

Messianic Scout

DEXTERITY 2D+1

Blaster 5D, brawling parry 3D+1, dance 4D+1, dodge

5D+1, running 3D+2

KNOWLEDGE 3D+2

Alien species 6D+2, artist: singer/songwriter 6D, bureaucracy: Project Starman 4D+2, cultures 6D+2, languages 5D+2, planetary systems 7D, streetwise 4D+2, survival 5D, value 4D, willpower 4D+1

MECHANICAL 3D+1

Astrogation 6D+2, musical instrument operation 4D+1, musical instrument operation: 7-string Hallikset 7D, repulsorlift operation 5D, sensors 6D, space transports 5D+1, starship gunnery 4D+2, starship shields 4D

PERCEPTION 4D

Bargain 5D+2, con 6D, con: disguise 7D, persuasion 6D+2, search 5D, (A) shapeshift 2D+2

STRENGTH 2D

Brawling 3D+2, climbing/jumping 3D+2, stamina 4D+2

TECHNICAL 2D+2

Computer programming/repair 4D+2, first aid 4D, space transport repair 4D+2

Species: Clawdite

Gender: Male

Height: 1.78 meters tall

Weight: 70kg

Force Sensitive: Yes

Force Points: 3

Character Points: 9

Move: 10



Special Abilities & Story Factors:

- *Messiah Complex:* As a result of his hallucinatory near-death experience during his hyperspace accident, Zigo Stellarsand now believes himself to be the “Starman” a savior whose destiny it is to lead people to greater understanding of themselves and their role in the cosmos, through space flight.
- *The Savior’s Face:* Zigo no longer changes his facial features from that of a stylized, blue-skinned orange-haired version of Aurek Jenth’s likeness, one with a circular emblem on his forehead, representing the “third eye” and an ability to see beyond one’s previous perspectives and accepted abilities. As Jenth played a role in saving Zigo’s life – and thus the life of the “Starman” – Stellarsand builds any subsequent changes in appearance around Jenth’s face and build.
- *(A) Shapeshift:* Some Clawdites have developed their skin-changing talents to a greater degree, allowing them to change the length, color, shape, and texture of their hair, as well as the coloration of their eyes. This fine control can even be used to alter specific portions of the Clawdite’s body. This skill counts as an Advanced skill, with a prerequisite of the Con: Disguise skill specialization at 5D or greater. The Shapeshift skill adds its dice to any Con: Disguise rolls required to imitate a member of a different humanoid species.
- *Skin-Changer:* Clawdites are able to change the color, texture, and shape of their skins, allowing a Clawdite to mimic that of another humanoid species of the same general physical shape. This does not allow Clawdites to generate extra limbs or other appendages, but they are able to imitate the texture and patterns of skin-tight clothing. The transformation is quite painful, and the skin-changer will revert to its normal form if stunned, unconscious, dying, or dead.

Equipment: Comlink, flight helmet, heavy blaster pistol (5D damage, range: 3-7/25/50, ammo: 25), holocorder, holster and utility-belt, seven-string hallikset, spacer’s vest, “Space Oddity” scout ship (Game Notes: Description of exact make/model varies by culture and era of play), vacuum suit.

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STAT! THIS & THAT

In past issues we have presented images of creatures, player characters and non-player characters, alien species, ships, and pieces of technology to inspire your fan created stats. Othertimes we present the stats for images that have inspired us. All with the tagline ...STAT!

This issue marks a change in title to more reflect the general encompassing nature of the article moving forward.

We present you with, The Slab a custom action figure made by Chris Shaylor of Empire Toyworks with background and stats courtesy of Gavin Downing.

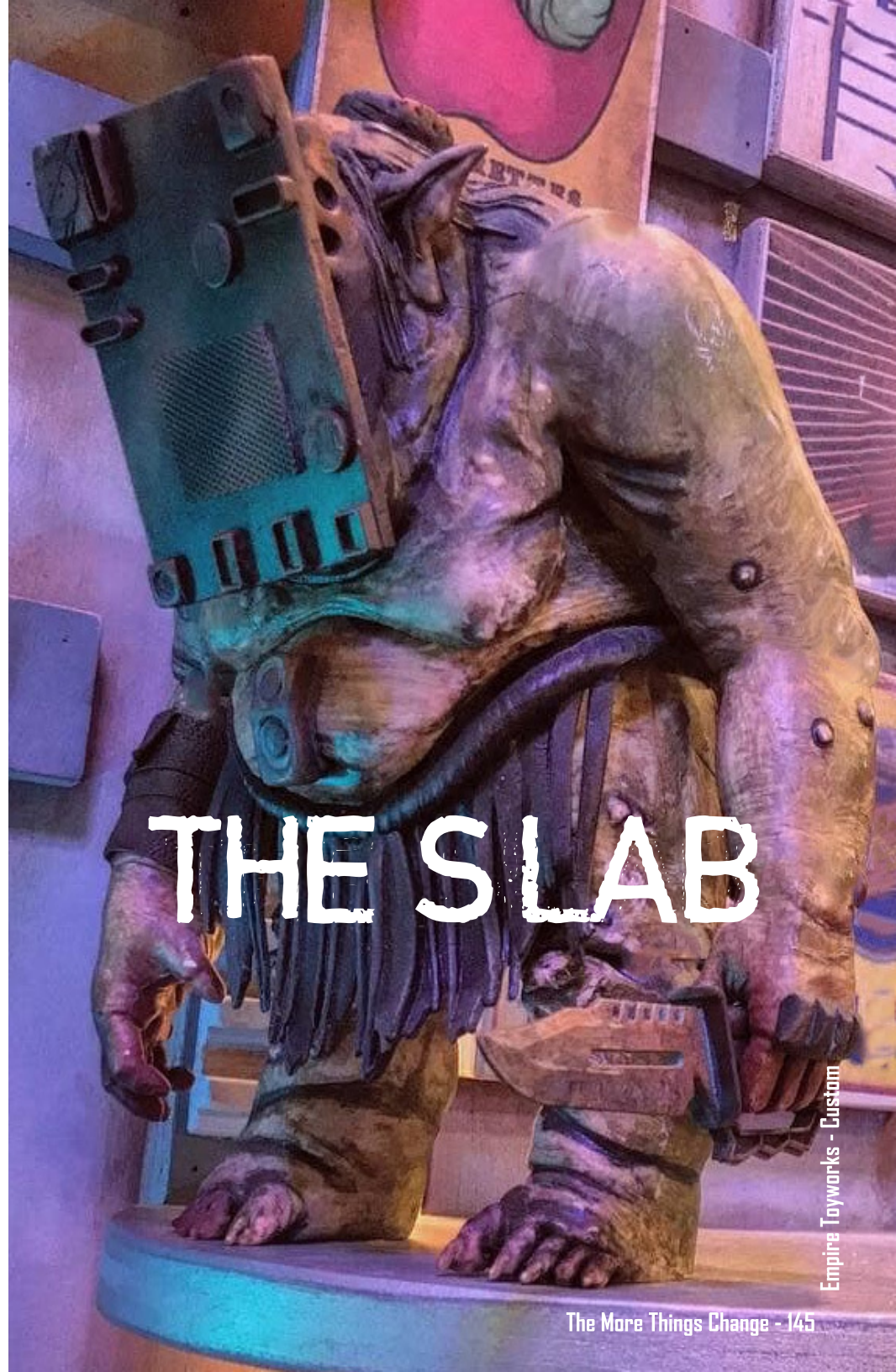
Below the slum of Rotgut station is another neighborhood, one that lives in perpetual filth called the Squalor.

Those who live there are reputed to be junkers, scrapper gangs, mutants, and some of the lowest of the low. They live off of whatever drips down from the upper levels, and rumors claim they sometimes sneak to the higher levels to take what they believe they deserve. Most know better than to investigate the Squalor, leaving the people of those levels alone. But those who go down there looking for trouble can find it.

The locals protect their own. And among the most feared of the guards of the Squalor is a massive wall of muscle and metal known as the Slab.

**His origin is shrouded in mystery.
Most are unaware he even has another name
beyond his intimidating nickname.**

Standing at nearly four meters tall, and nearly as broad in the shoulders, the Slab is a terrifying sight to behold. Armed with a massive vibroknife and wearing a strange metal plate over his face, the Slab terrorizes any who seek to invade the Squalor or harm its residents. Stringy hair falls around massive pointed ears that stick out from around the faceplate.



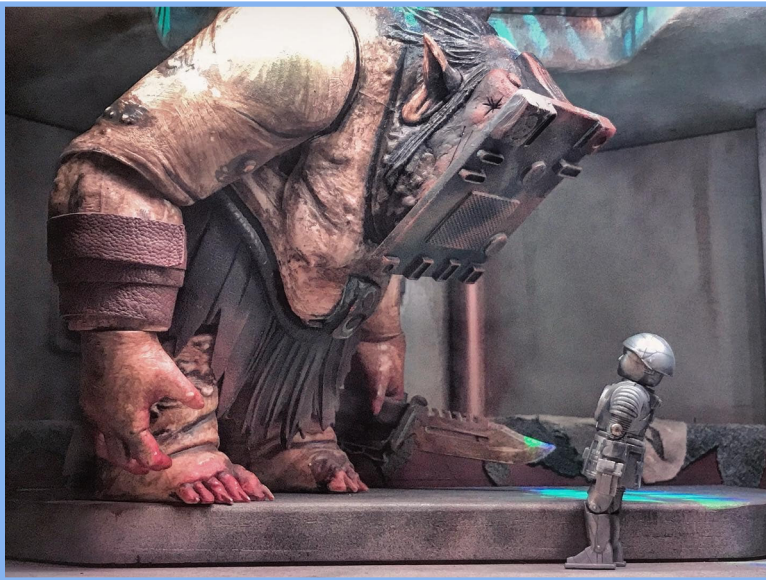
THE SLAB

His skin is gray and sickly, often with boils and sores common on the skin of the residents of the Squalor. Other than his metal faceplate, he only ever wears a simple loincloth.

Only a small few know much about his history, and even what they have pieced together has gaps. He was first discovered seventeen years ago by an elderly resident of the Squalor, a junk scavenger named Rala. Rala found him as an infant in a waste pipe, and saved him from drowning. At the time, he wasn't much larger than a normal human infant, though he was clearly not human. She took the infant in and raised him as her own, and he soon grew too large for her shack. She named him Rooz, which is still the name he uses among his small handful of friends.

In the intervening years, a few genetic tests have been run. Rooz is no known species, but has elements of genetic codes from several known sentient and near-sentient species, with everything from human to Kintan Strider. It is believed he was a genetic experiment, one of a kind. Whoever created him, and how he ended up in a waste drain, remains unknown.

Thus far, no one has come looking for him.



As the Slab, he protects the community of the Squalor. He wears his metal face plate, taken from a shuttle bulkhead, to intimidate his foes, but also because the lights of Rotgut station can hurt his sensitive vision. When not defending his community, Rooz is a quiet soul. He enjoys listening to music or stories, but he does not show this side of himself to strangers, in part due to fear of what others might think. But when the community is threatened, the Slab is absolutely ruthless and savage. And anyone who threatens his mother Rala will not live long enough to regret their actions.

The Slab is fairly intelligent, and fluent in Basic, though he's incapable of speaking it. His form cannot do more than grunt and roat. Most of the time, that's all he needs to get his point across. When more subtlety is needed, Rala can usually understand what her son is trying to say.

THE SLAB (Rooz) Genetic Experiment

DEXTERITY 3D+1

Brawling parry 4D+1, dodge 4D, melee combat 5D+2, melee parry 4D+2, running 4D, thrown weapons 4D+2, thrown weapons: humanoids 6D+2

KNOWLEDGE 2D+2

Alien species 3D+1, intimidation 5D+2, streetwise 4D+2, survival 4D, tactics 3D+1, value 3D+1, willpower 4D

MECHANICAL 2D

PERCEPTION 3D+2

Search 4D+2

STRENGTH 6D+1

TECHNICAL 2D

Scale: Speeder

Special Abilities

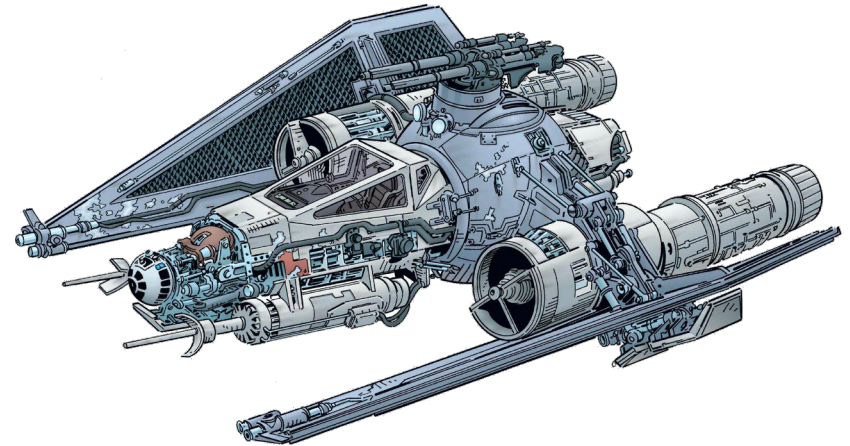
- *Tough Skin:* The Slab's tough, thick skin provides +1D vs physical damage.
- *Sharp Senses:* The Slab's heightened hearing and vision gives him +1D to all search rolls, but bright lights, especially if he's not wearing his mask, can cause him to lose his actions that round due to the pain of the light.

Move: 12**Character Points:** 11**Force Points:** 2**Galactic Guide Two: Ships & Salvage****STAT! This & That - Z'Ceptor**

For our next Galactic Guide we're asking all interested parties to submit the stats for the Z'Ceptor (as pictured below) with subject **Z'Ceptor Stat!** to

aurekjenth@gmail.com and gavin.downing@gmail.com

Stats selected will be featured in Galactic Guide Two: Ships & Salvage releasing May 4, 2021



David Nestelle, *Star Wars Handbook I: X-Wing Rogue Squadron*

THE HAUNTED HELM

An Adventure for 3-4 Players
by Mathew Wedel

Hired by a small but prestigious university to investigate an archaeological expedition that has gone silent on the remote planet Despora, the PCs discover that some things are better left in the dark.

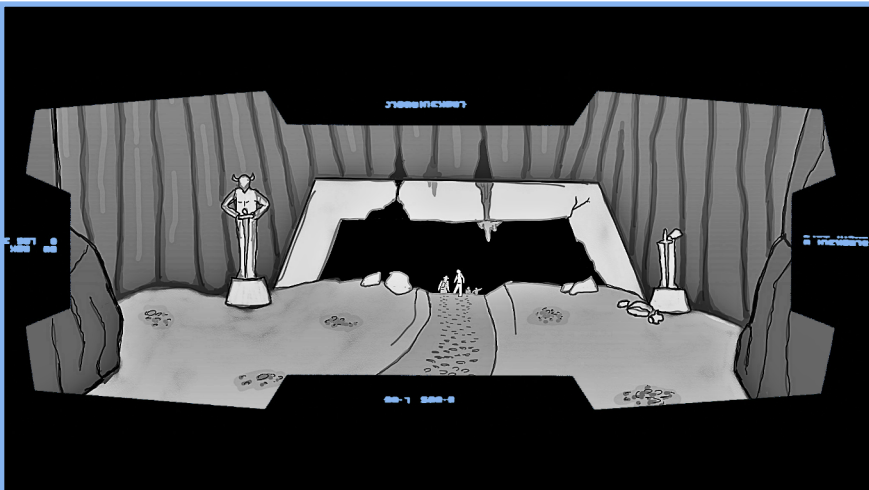
Synopsis

The archaeological expedition that has gone silent, has made a unique discovery of an ancient dark side artifact: a sentient helmet that corrupts the mind of any intelligent being that puts it on. Under the control of the dark side, the archaeologists themselves engineered the communications breakdown, in an attempt to lure in a rescue team that would provide more victims for the helmet. The PCs will have to solve the mystery of the haunted helm if they want to survive!

In Part 1, “A Tempting Offer”, the players learn the background on the missing archaeological team, and their PCs get hired to go investigate.

Part 2, “What Happened on Despora”, is background information for the gamemaster: a history of what happened to the missing team, and a guide to the people and places that the PCs will encounter when they arrive.

Part 3, “Descent into Darkness”, is the real meat of the adventure, a sort of haunted house sandbox of clues for the PCs to discover, and threats for them to evade or overcome. Part 4, “Putting on the Helmet”, describes how a dark side mind parasite infects anyone who has the misfortune of wearing the helmet, voluntarily or otherwise. Because the adventure is open-ended, there is no one set conclusion, but the final section, “Triumph of the Light?”, has some suggestions on how your group might resolve the adventure, either as a one-shot or as the start of a spin-off campaign.



Part 1: A Tempting Offer

Despora was a mining world many thousands of years ago. Most of its easily accessible ores were mined out in the earliest days of hyperspace travel, leaving the planet cratered with deep pits, chasms, and tunnels. During the time of the Rakatan Empire, a series of warlords and minor despots used the planet's honeycombed depths to hide their tombs, warehouses, and treasure hoards.

The Rakatan Empire, also known as the Infinite Empire, was a totalitarian government led by the cannibalistic Rakata species from the planet Lehon. The Rakatans subjugated much of the galaxy in the millennia before the Galactic Republic was first established, but eventually they lost control of their advanced technology and their empire collapsed. They left behind worlds terraformed and engineered to suit their whims, including entire planets of catacombs and buried treasure hoards. One of these tomb-worlds was Despora. In the chaos that accompanied the fall of the Rakatan Empire, the system was lost for millennia.

Despora was rediscovered in the last years of the Republic. Before an expedition could be sent, the Republic was replaced by the Empire, which is funneling most of its science budget into weapons research. The University of Far Acteon, in an otherwise small and unremarkable system, saw an opportunity to earn scientific prestige by sending its own expedition. The university chartered a ship to drop a team of archaeologists on the planet for four months. The team was supposed to report in by subspace radio once a week, but after two and a half months on Despora, they stopped reporting and have now missed two check-ins.

The University of Far Acteon is offering a reward for a team to go investigate the missing expedition. Anyone wanting to take on the job must have a ship with temporary lodging for at least four sentient beings in addition to the crew. The University will pay fuel costs and 2000 credits per person on the crew (or whatever would be a tempting-but-not-outlandish amount in your campaign).

The PCs might hear about the offer on the open market, or they might be contacted by a representative of the university. It has to sound desirable enough for them to want the job, but any group that doesn't want to go explore a lost planet of tombs and buried treasures needs more help than I as the writer can offer.

The archaeological team that needs rescuing is made up of four members:

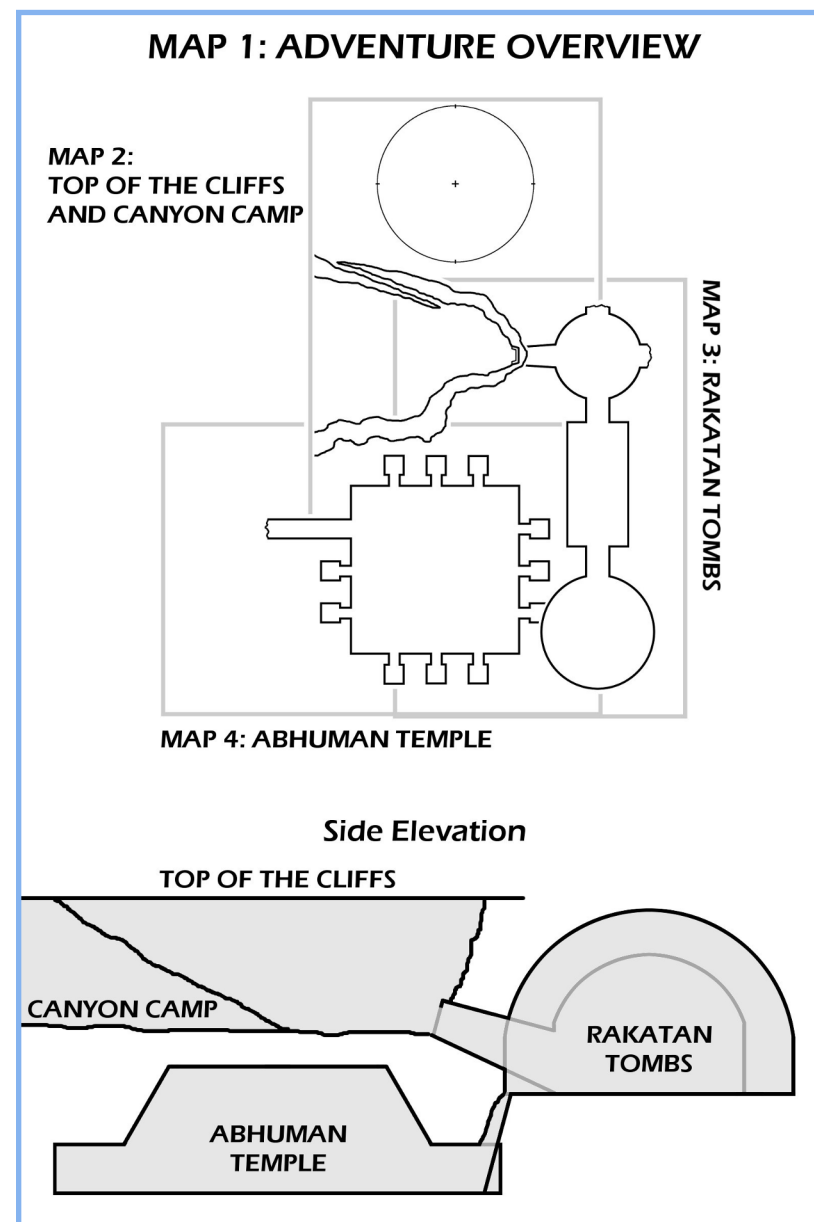
- Dr. Theeka Thek – Rodian female, near retirement, team leader, expert on the Rakatan Empire
- Dr. Cal Joric – human male, late 30s, rising star in Outer Rim xen archaeology
- Rista Naroth – Togrutan female, Theeka Thek’s graduate student, came to collect data for her dissertation
- Vakim Dymos – Devaronian male, expedition engineer and camp cook

Part 2: What Happened on Despora

After being dropped on Despora by the chartered ship, the archaeological team set up their subspace radio on the surface and then descended into a chasm in search of shelter. They found a level area at the bottom of a canyon, deeply silted with dust but with numerous artifacts and carvings. They set up their tent camp and started clearing away the drifts of dust and dirt. When they reached the end of the canyon, they found an entrance to a lower level. That level was a tomb complex from the time of the Rakatan Empire, and the team spent most of their time on Despora exploring the tombs, mapping and taking holo-recordings, and packing a few choice artifacts for transport back to the University of Far Acteon.

Seven weeks into the dig, the team broke through into a still deeper level. They climbed down to discover a vast, many-columned chamber faced and floored with smooth black stone, with numerous side-chambers opening off the immense central space. Although the team did not know it, they had stumbled into an ancient temple, built by an Abhuman race that was completely in thrall to the dark side of the Force.

Theeka Thek and Cal Joric assigned the graduate student, Rista Naroth, to clear out some of the side-chambers of the temple while they focused on mapping and collecting artifacts from the main chamber. But what seemed at first to be just another side-chamber was in fact an alcove for the most powerful and revered artifact of all: a sentient, telepathic helmet with the ability to channel the dark side of the Force. Rista Naroth found the helmet and, tempted by subliminal urging from the helmet itself, she tried it on. The helmet corrupted her mind, turning her into a



manipulative megalomaniac. She convinced Cal Joric to try on the helmet, and then he too fell under the helmet's sway. United in purpose, they decided to lure a ship to Despora sooner than their scheduled pickup, both to bring more victims for the helmet, and to get the helmet off-planet.

Rista and Cal went up to the planet's surface to put the subspace radio out of alignment. Vakim Dymos had gone up to take atmospheric readings with a portable weather station, and as he returned from his hike, he discovered Rista and Cal tampering with the radio. There was a fight, and Rista and Cal overpowered Vakim and pushed him over the edge of the canyon.

Vakim was mortally wounded in the fall, but he did not die. Guided by the helmet, Rista and Cal dragged him from the canyon floor where he landed down to the lowest level of the ancient temple and implanted him with alien machinery that reanimated his half-smashed body. He became their brute servant. Rista and Cal also overpowered Theeka Thek and forced the helmet on her.

The experience completely broke her mind, to the point that she could no longer actively assist Rista and Cal with their plans. Under the influence of the helmet, they began eating her. Both of Theeka's legs have been cleanly and surgically removed at the knees, and replaced with spidery alien prosthetics—a development that has done nothing to improve her crumbling sanity. Rista and Cal left her in a side room in the catacombs with food and water.

Part 3: Descent into Darkness

From the basic setup of the adventure, the players are probably going to expect that something creepy is waiting for them. Use that expectation! It's a long jump to Despora, and the more the PCs feel isolated and alone, the better. The PCs may have bad dreams while they are en route to the planet, especially the Force-sensitive ones. Anyone who delves into computer archives to look up more information on the Despora will find only myths and unconfirmed rumors of ancient massacres and plagues, ships and crews gone missing, and whole teams of sentients driven insane.

Once the PCs arrive on Despora, they will have the opportunity to explore the following areas, in this order:

- Top of the Cliffs
- The Canyon Camp
- Rakatan Tombs
- Abhuman Temple.

See Map 1 for an overview of those areas, and a guide to how the rest of the maps fit together.

Top of the Cliffs (Map 2, top)

The surface of Despora is frequently scoured by strong winds and storms of sand and dust. The only things the team left “up top” were a handful of pieces of equipment that couldn't be deployed down in the canyon, namely the landing beacon, weather station, and subspace radio. Each piece of equipment is bolted down to bare rock and provided with a lightweight and streamlined shell to protect it from the prevailing winds.

1. Landing Beacon: the archaeologists set up a solar-powered signal emitter to guide the relief ship to a safe landing at the top of the cliffs, near the path down to the canyon floor. It is still intact and functioning; because their goal is to get the helmet off-planet, Rista Naroth and Cal Joric want any incoming ships to land safely.

2. Portable Weather Station: a compact weather station in a crate, deployed on the opposite side of the landing area from the subspace radio and trail down to camp, to cut down on interference.

3. Subspace Radio: the expedition used a subspace radio powered by a compact generator to beam their weekly check-in messages back to the University of Far Acteon. It had been set up to automatically track the correct stellar coordinates for the Far Acteon system, but Rista and Cal knocked it out of alignment. It's not damaged, but Vakim Dymos temporarily removed the tracking chip to reprogram it, and it was in his belt pouch when he was attacked by Rista and Cal. An *Easy Technology* or *Starship repair* roll will show that the tracking chip is missing.

4. Trail Down to Camp: a narrow trail hewn into the cliff face leads from the landing area down to the team's campsite on the canyon floor. The trail was already there when the team arrived, but they installed posts and a guide cable on the outside of the ledge as a safety measure.

The Canyon Camp (Map 2, bottom)

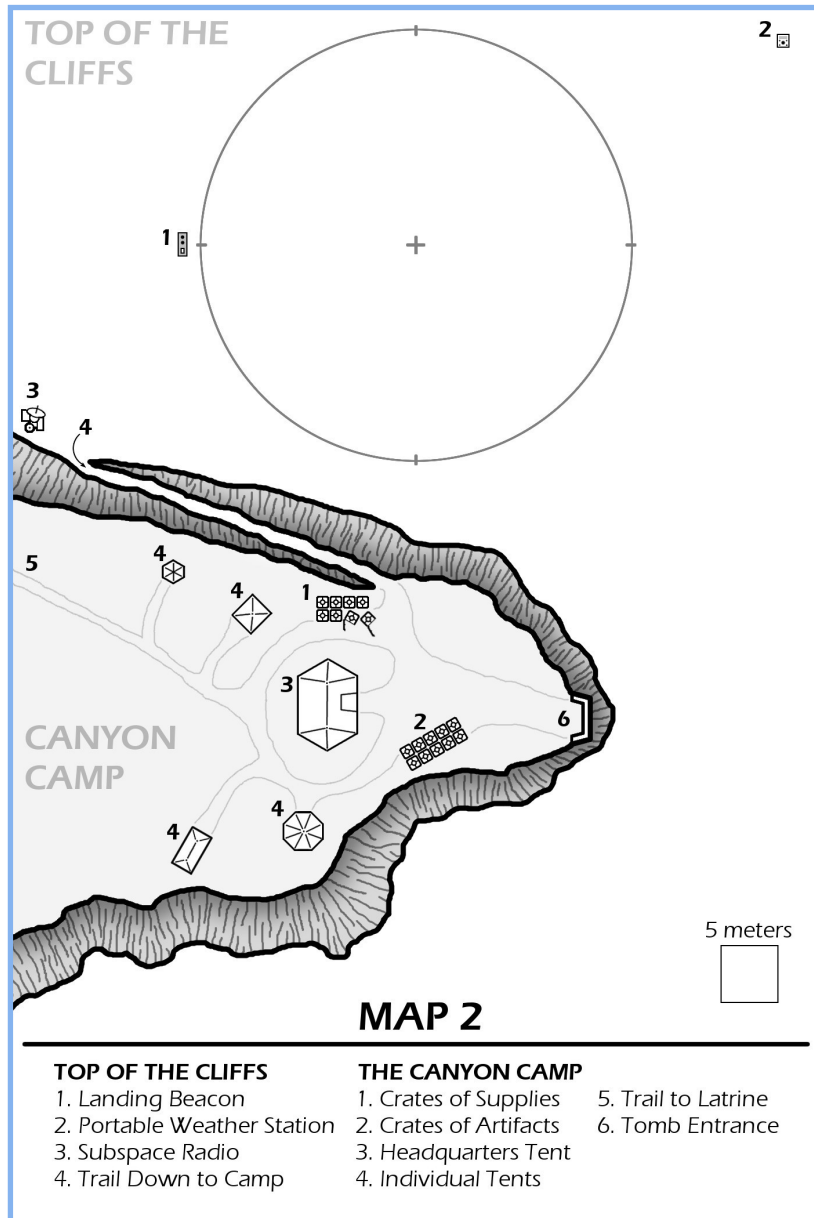
The team moved almost all of their gear down to the canyon floor to protect it from the wind. Here they set up a tent camp, organized their supplies, and packed artifacts for the trip home.

1. Crates of supplies: there are two low stacks of crates near the bottom of the trail down from the cliff tops. One holds supplies—packaged food, bottled water, scientific equipment (mostly removed to the headquarters tent), insect repellent, and sanitary supplies. A little investigation will show that the team was emptying one supply crate at a time, and then repurposing the empty crates to hold artifacts and scientific specimens such as rock cores, atmosphere samples, and stasis boxes with small animals and plants. At some point, however, the team departed from their careful unpacking-and-repacking scheme: the last two crates of supplies are torn open, and their contents spilling out on the ground. It looks like someone or something immensely strong ripped into the crates and made off with most of the food and water. The remaining supplies have been left scattered on the ground.

2. Crates of artifacts: several crates have been carefully packed with artifacts, in heavy padding. The first few crates hold rare pieces from the Rakatan empire, including ceremonial masks and armor, amulets, decorative figurines, and coins. The armor is too decayed to be valuable in combat, but all of the Rakatan artifacts are scientifically significant, and they would also command a high price on the black market. Oddly, whoever ransacked the camp left the Rakatan artifacts untouched.

3. Headquarters Tent: the headquarters tent is still mostly intact. The half that contained the research area has fallen into neglect, and the roof is sagging after one of the supporting poles collapsed. The other half of the headquarters tent was the kitchen and mess hall, and it's a disaster: tables and chairs overturned, cookware scattered, pantry and food containers torn open and emptied.

4. Individual Tents: each of the four members of the archaeological team had their own private tent. Each one has been ransacked, with sleeping gear and clothing thrown around haphazardly inside and outside. On a Moderate *Search* roll, the PCs will find a data slate with Theeka Thek's expedition log (see below).



5. Trail to Latrine: a well-worn trail leads off down the canyon to a portable toilet over a latrine trench. This trail goes past the foot of the cliff where Vakim Dymos fell, and careful investigation will reveal a big splash of dried blood, as well as drag marks where Rista and Cal pulled Vakim from the base of the cliff back to the entrance to the tombs.

6. Entrance to the Tombs: originally this was a broad doorway hewn from the native rock and blocked by a massive stone. Over the millennia, water pooled at the end of the canyon and freeze-thaw cycles started shattering the edges of the stone door. Eventually the stone became unstable and toppled forward, revealing the tomb entrance, which looms like a mouth. The archaeologists placed more metal posts and guide cables here, to safely lead them down into the darkness.

Theeka Thek's expedition log: a data slate with Dr. Thek's expedition journals. Most of it is a dry accounting of artifacts recovered and supplies expended. The final entry recounts the discovery of the Abhuman temple (*see #5, "Cave-in", in the section below on the Rakatan tombs*).



Perils Underground

The following general rules apply to both the Rakatan tombs and the Abhuman temple. Any water the PCs find underground is contaminated, and drinking it will cause severe stomach cramps and hallucinations lasting three hours (-2D to all actions). If the PCs touch the walls or floor without gloves, they'll find bugs that give painful bites, and worms that will roll around harmlessly for a minute and then start burrowing into the skin.

Any sleep that the PCs get underground is the opposite of restful: they are haunted by nightmares of being dragged farther underground by icy cold, invisible hands, and wake up exhausted (-1D to all actions). Any PCs that get separated from the rest of the group or go off on their own are likely to lose time: they went to get some gear or investigate a particular feature, and the others find them hours later, just staring at the wall.

You can easily pull this off as the GM by just focusing on the actions of the other players, and not coming back to the isolated PC until the group finds them, or, if the player is getting impatient, until their PC "comes to" hours later, with no memory of what they were doing—for the isolated PC, it feels like only minutes have passed (wrist chronos will tell the truth).

Droids run out of power quickly. Roll 1D once per hour for each droid. On the first roll, the droid runs out of power on a 1, on the second roll on a 1 or 2, and so on.

In addition to those effects, at regular intervals, one of the following things happens to one of the PCs whether they are alone or not (roll 1D6 or just pick your favorite):

1. *A sudden cool breeze passes by, despite there being no obvious openings that would allow air to flow through. This seems to happen particularly often right after anyone says something grim, like "I've got a bad feeling about this."*
2. *The PC hears stealthy footsteps creeping up from behind, but when they turn around, there's no-one there.*
3. *A voice whispers nearby in an undecipherable language, but again, investigation reveals no-one.*
4. *An unnaturally tall and thin humanoid figure darts across the edge of the PC's peripheral vision. Or was it just a shadow? You know the drill: when the PCs investigate, there's no sign that anyone was ever there. But it seemed so real, they're almost certain they saw the ceremonial robes of a Rakatan high priest*

flapping behind the figure...

5. A freezing cold drop of moisture falls on the back of the PC's neck. Just a single drop, and when the PCs scan the ceiling to see where it came from, there is no sign of any wetness.
6. Even though the layout of the underground areas is fairly simple, the PC gets disoriented and turned around, and ends up someplace they did not intend. For example, they leave the Hall of the Ancestors to head outside to the canyon, but instead of the entry alcove, they find themselves in the burial hoard chamber.

Feel free to expand this list with additional creepy occurrences.

The goal is to keep the PCs firmly on edge even when there's nothing going on—and, maybe, to lull them into a false sense of security so that when something dangerous does show up, they shrug it off as another shadow. (Of course, if you are playing with someone genuinely fragile, or with young kids, throttle back. The goal is for the players to experience the thrill of surviving something scary, not for them to have real-world nightmares.)

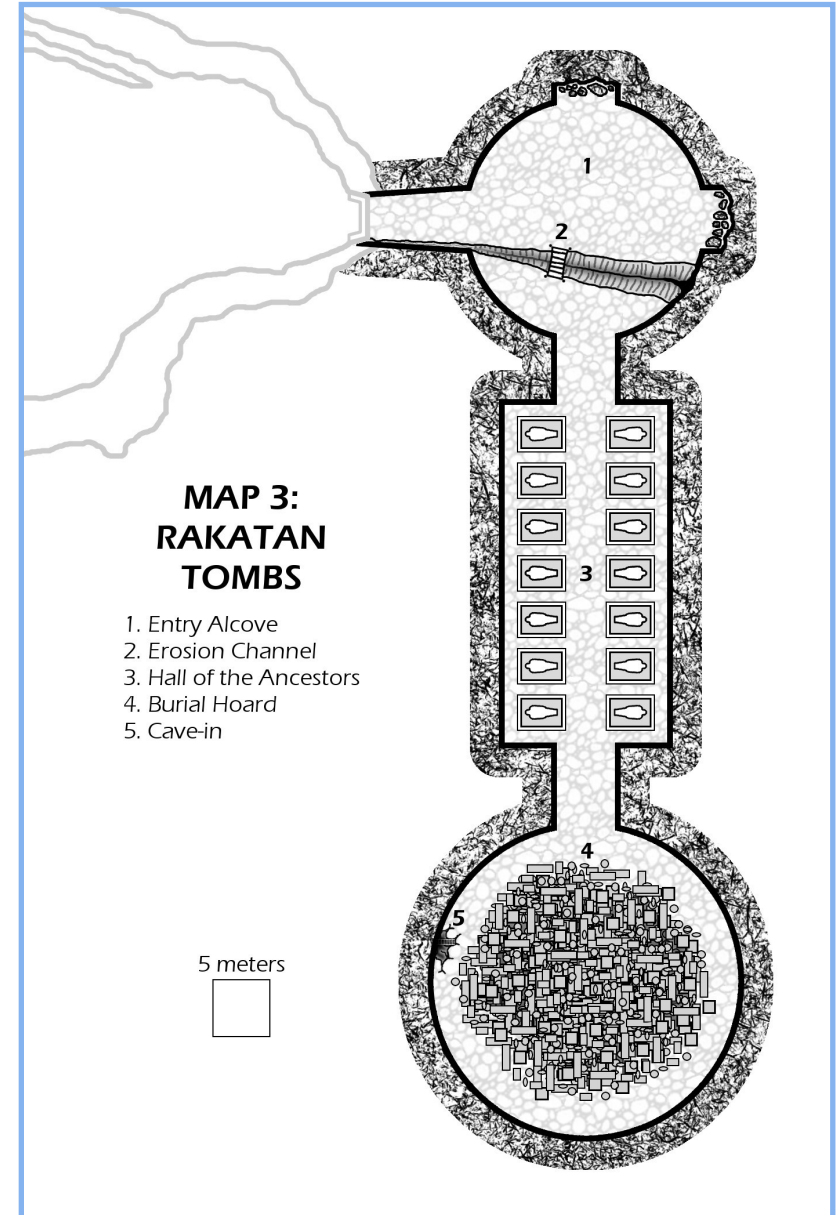
Rakatan Tombs (Map 3)

The Rakatans enslaved entire species and transported them across the galaxy to build the great works of their empire. On Despora, this meant enlarging and refining old mining tunnels into vast treasure halls and catacombs. The Rakatan chambers are all ornately decorated with carvings and mosaics that depict the glory of their empire and the subjugation of “lesser” races, including humans.

The archaeologists strung portable lights through these chambers that give decent illumination, although the lights throw harsh shadows and leave many nooks and corners in darkness.

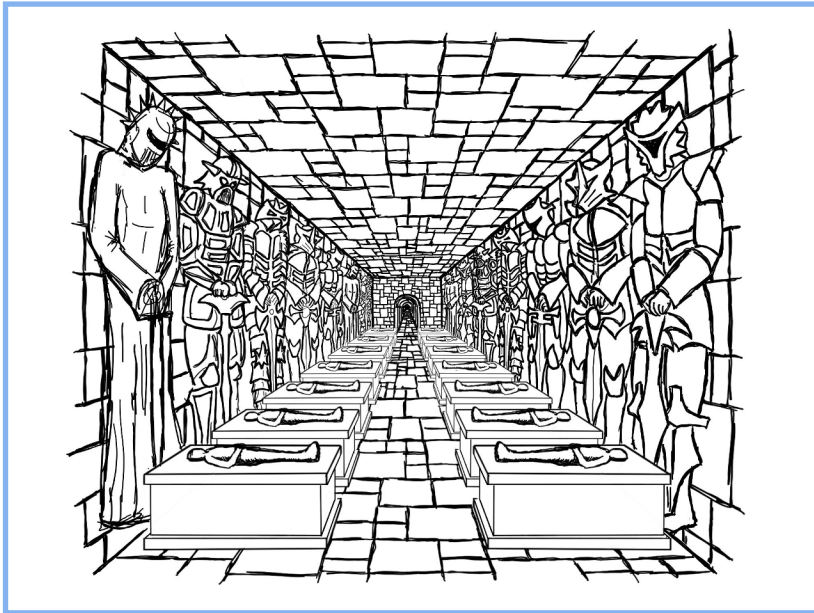
1. Entry Alcove: from the entrance in the canyon, a broad passageway slopes gently downward to a domed chamber with three great arched doorways. Two of the doorways are clogged with caved-in stone, but the third was excavated by the archaeologists. It is the opening of a short tunnel that leads farther in, to the Hall of the Ancestors.

2. Erosion Channel: the water that flowed down from the tomb entrance eroded a steep-walled channel in the floor of the alcove, which must be crossed to get to the open doorway, but the



archaeologists fabricated a short rope bridge across the trench.

3. Hall of the Ancestors: a broad, high-ceilinged chamber lined with tombs and statues on either side, holding the remains of some ancient, long-forgotten lineage of Rakatan royalty. This chamber was discovered and cleaned by the archaeologists in their first month on-site, so no loose artifacts remain. The tombs, however, remain unopened. The lid of each tomb is a stone slab weighing several tons. If the PCs manage to lever one open, something horrible should happen. Feel free to mine mummy movies for ideas.



4. Burial Hoard: before they sealed the tomb complex, the Rakatans stacked this vast chamber high with treasure chests, rugs and silks, and choice luxuries from the worlds plundered by the buried royalty. The contained wealth would once have been enough to buy a planet, but time has not been kind to the Rakatan hoard. Water seeped into the chamber through cracks in the high, domed ceiling, and mold and vermin followed. After millennia of decay, most of the treasure hoard is a crumbling pile of rotten wood, corroded metal, and fabrics decayed into organic sludge. The archaeologists already picked out the best bits from the pile—the few artifacts that were still in good condition are now packed in the crates on the canyon floor. Still, the survey team

was not able to complete the excavation, and diligent searching may yet turn up additional items of value (see table below).

5. Cave-in: after the archaeologists finished with the more promising and better-preserved grave goods in the Hall of the Ancestors, they brought their lights and portable generator into the chamber with the burial hoard. As they worked their way across the rotting pile, their lighting requirements changed, and Vakim Dymos would periodically move the lights to better illuminate their work area. He was bolting a light pole to the floor of the chamber by the west wall when the floor suddenly gave way. He jumped free, and when the team investigated the cave-in, they found a deeper and even older set of chambers: the Abhuman temple.

When the PCs arrive, a ladder leads down from the burial chamber, into darkness.

Any character who wants to look through the burial hoard for artifacts worth taking should make a *Search* roll and consult the following table. Each roll represents at least an hour searching through the rot and muck on hands and knees, getting sweaty and filthy, encountering numerous worms and bugs (which writhe, scurry, and bite). Feel free to mix up the results into whatever arrangement seems most entertaining.

1-4 – Maps, tapestries, ornately carved chests—but everything you find crumbles into moist fragments at your touch.

5-9 – A handful of golden coins, worth 400-600 credits to a collector, or half that if they are pawned. Everything else crumbles, as described above.

10-14 – A golden goblet, worth 1000-1200 credits to a collector, or half that if it is pawned.

15-19 – A slim dagger. The handle is heavily eroded, but the blade is still sharp (STR+2 damage). The dagger is worth 1800-2200 credits to a collector, but only 15 credits if pawned—it looks like nothing more than an old knife.

20-24 – A corusca jewel. The jewel is worth 3000 credits based on quality alone, or 6000 credits to a collector, but only if its Rakatan provenience can be proven. Unlike the other artifacts, it is not obviously Rakatan (because it was stolen by the Rakatans from an enslaved species that is now extinct).

25-29 – A golden amulet inset with a blood-red jewel. There is a

dark side curse on the amulet. If a PC takes it from the tomb complex, even for noble reasons (like taking it to the University for study, or turning it over to a Jedi), they will suffer ill luck. Every time that player rolls dice, swipe one of the dice away before the result is totaled. That's only if they're trying to do something good, noble, or neutral. If they try to do something evil or even just a bit underhanded—say, a *Con* roll, or using a disguise to fool someone—toss in an extra die when they roll, which counts toward their total. If they use the Force for evil, add two dice. The curse stays with the PC until they destroy the amulet, or give it away. The PC must give the amulet away, not sell it—if they sell the amulet, the curse remains in effect, until they reacquire the amulet and give it away in exchange for nothing.

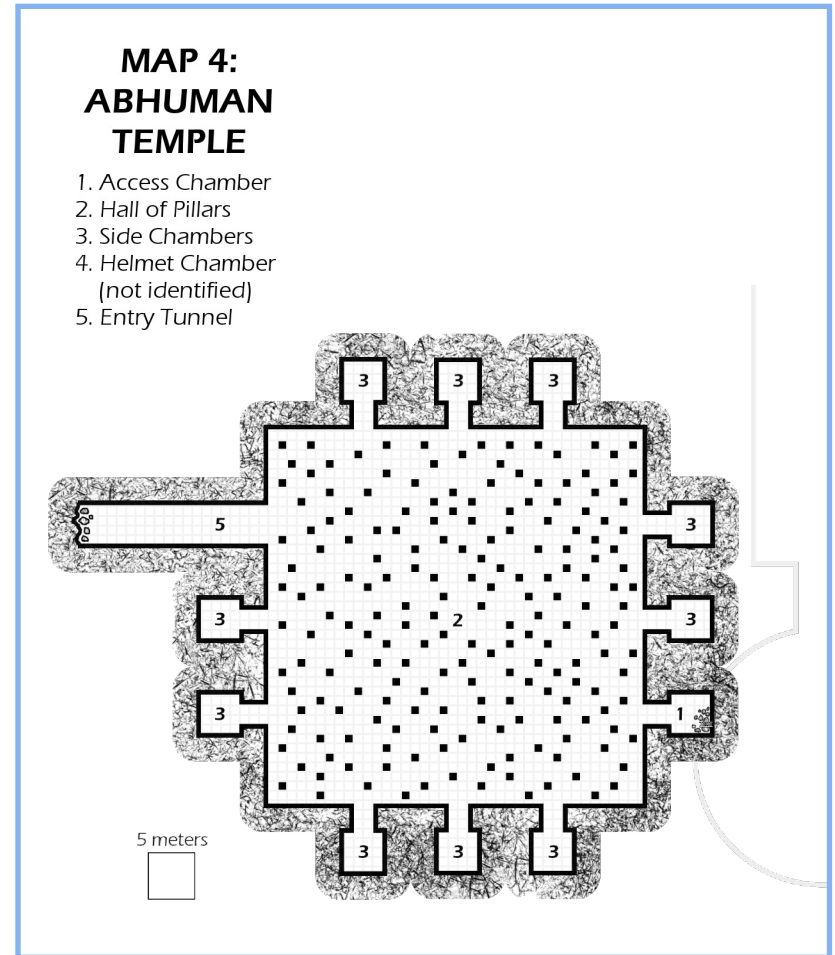
30+ - An ancient, deeply-stained human skull lunges out of the rot and muck and bites your hand, hard (3D damage). As you instinctively jerk your hand back, the skull crumbles into a pile of barely-recognizable shards of bone. Did it really lunge and bite, or was it just tumbling down as your digging disturbed its resting place? It's hard to say, and even harder to get anyone to believe you.

Abhuman Temple (Map 4)

Unlike the ornately-carved Rakatan tomb complex, the Abhuman temple is faced in smooth black stone—floors, walls, and ceilings alike. A pale green phosphorescence glows from the intersections of the stones, giving about as much light as the galactic band on a moonless night. The PCs will need artificial light or they will be at a significant disadvantage. Although the air was cool in the Rakatan tombs, it is warm down here, and it seems to pulsate, almost like a heartbeat, just below the threshold of hearing.

1. Access Chamber: the cave-in from the Rakatan burial hoard leads to a small side chamber, just a few meters on each side. The archaeologists cleared away enough of the rubble to make a clear passage from the foot of the ladder. The room is otherwise empty; any artifacts that may have been here were taken by the survey team when they started exploring this level.

2. Hall of Pillars: the main chamber is a vast, echoing hall. The black stone pavers that line the floors and ceilings are laid out with laser-like geometric precision. So it's particularly strange that the pillars that support the ceiling are not arranged in any obvious pattern, certainly not in a regular grid. Any PC who tries to map



the layout of the pillars to determine the underlying order must pass a Difficult *Stamina* roll or suffer a pounding headache—and there’s still no rhyme or reason to the arrangement of the pillars.

3. Side Chambers: each wall of the central chamber is pierced periodically by doorways that open into smaller side chambers. In whatever order the PCs search the side chambers, this is what they find:

a. First Chamber – empty.

b. Second Chamber – some black robes and a jeweled dagger. The dagger is imbued with the dark side of the Force and it will whisper horrible suggestions to any PC that carries it, like “stab your friend in the back” or “go now, take the ship and leave by yourself”.

c. Third Chamber – a dried-out skeleton sits on a tall chair of black stone. The chair looks uncomfortable and the PCs can’t tell if it was a torture device or a throne. The skeleton is humanoid but it looks deformed—the limbs are subtly asymmetrical, and there are irregular bony bumps around the margin of the skull, like incipient horns.

d. Fourth Chamber – Theeka Thek, alive but curled into the fetal position and weeping softly (see below).

e. Fifth Chamber – the Helmet Chamber (see 4 immediately below).

4. Helmet Chamber: suspended in a glowing green suspensor field, between fang-like projections of stone that jut from the floor and ceiling, lies the Haunted Helm. The front is mask-like, with many cut-outs for possible eye-holes, and the top and back are jointed and spidery to fit almost any kind of intelligent species. It is difficult to look at directly, and it seems to shimmer in direct vision, as if it is underwater. The PCs will hear a pulse pounding in their ears, and an almost subliminal voice that says, “Put me on”. If any PC is unwise enough to try it, see the section below about putting on the helmet.

5. Entry Tunnel: on the side of the hall of pillars farthest from where the PCs entered, a doorway leads to a tunnel that was the original entrance from the surface to the Abhuman temple. The entrance tunnel caved in millennia ago, which is why the temple is so well-preserved compared to the Rakatan tombs.



To give Vakim Dymos something to do while they wait for a rescue ship, and in hopes of finding more dark side treasures, Rista Naroth has had him excavating the entry tunnel, and he’s cleared about 20 meters of it. If the PCs sneak to the doorway without alerting Cal Joric, they will hear Rista shouting instructions to Vakim.

When the PCs arrive, all of the expedition members are down in the Abhuman temple, either savoring or being tortured by its inhuman geometries and close, still atmosphere.

Theeka Thek is in one of the side chambers in a nearly catatonic state. Rista Naroth and Vakim Dymos are in the entry tunnel. Cal Joric is skulking about and he will turn up whenever and wherever is least convenient.

The archaeologists behave as follows:

Rista Naroth

The former graduate student is now the de facto leader of the group. Completely flipped by the helmet, she has become atavistic, predatory, and cannibalistic. If surprised in the entry tunnel, she will try to get past the PCs and lose them in the hall of pillars. Then she will return to stalk them, ambush them, attempt to bite them, and flee into the shadows.

Cal Joric

Schizophrenic, alternating between fearfully wheedling for the PCs to give him their ship so he can get away, and bombastically going on about "the greatest discovery of the century". He does not have it together as much as he thinks he does, and the PCs may catch him muttering asides like "can't wait to settle some scores with this thing" and "have to deal with these ignorant clods". If the PCs encounter him before they find the helmet chamber, he will take them there, one by one if at all possible, and try to convince them to put on the helmet.

Theeka Thek

Completely insane. Constantly babbles *"They're coming...they're coming...they're here! They're eating me!!"* and *"Made me do it. Didn't want to look. Made me look. Forced me. Saw things. Such terrible things."* She gave up trying to escape when Vakim kept dragging her back to her chamber.

Vakim Dymos

A sort of reanimated Frankenzombie, with a scorpion-shaped block of alien tech on his back and control wires threaded down the backs of all of his limbs. His head is half smashed in by his fall from the cliff. He drags around a large power prybar to hit things with (STR+2D damage), stares leeringly, and slurs things like, "Masther wanths you-u naow". He is completely under Rista's power. The tracking chip from the subspace radio on the surface is still in his belt pouch, although he has completely forgotten about it.

Part 4: Putting on the Helmet

Hopefully your PCs are wise or savvy enough to know that the helmet is pure dag-nasty evil. That said, PCs often fail forward by being proactive and irresponsible, so this section is included just in case. When the helmet is placed on someone, it twitches like a living thing as it adjusts to the precise shape of their head, and then jabs dozens of needles through their scalp and skull and into their brain.

Internally, the character's mind falls thousands of feet into a pit of darkness, and on the way down they witness the atrocities of the Abhuman dark side worshippers that pre-dated even the Rakatan Empire: mutations, monsters, murder, torture, genocide,

the corruption and draining of souls, blood and death on a planetary scale. The helmet is a mind-parasite and the PC is now infected. Worse, they're a member of a collective that is led by Rista Naroth.

The PC may feel and look fine afterward, but they must do two things: follow any orders given to them by Rista, and attack any other PCs when they are alone, with the goal of dragging them back to the helmet chamber and forcing them to put it on. PCs possessed by the helmet fight with hysterical strength, with +2D to any physical combat rolls and to *Strength* rolls for damage purposes. If Rista dies, the possessed PC with the highest *Perception* becomes the leader of the collective, and their overriding goal in life becomes getting the helmet off of Despora, to a more populous world. You can have a sidebar with the affected PC's player to explain those rules, or just take over the PC as in cases of dark side possession. But it's better if the original player keeps playing the PC, so the other PCs will wonder if they are truly possessed or not—especially when the possessed PC urges them to try on the helmet.

Externally, any witnesses see the character that put on the helmet collapse, with limbs locked in place, twitching, and with their eyes rolled all the way back and faint whimpers escaping their lips. This goes on for about five minutes. The helmet cannot be removed during this time—the needles are embedded in the victim's brain and they are far too strong to break. After five minutes, the needles retract, and the helmet falls off. If an uninfected person is within striking distance, the helmet may try to jump onto their head, like a spider. A minute or two after the helmet falls off, the affected PC wakes up and acts normally, as if nothing at all had happened (bearing in mind the rules above about their behavior going forward).

A PC whose mind has been taken over by the helmet can only be set free by extraordinary measures: (1) Force healing or Force harmony; (2) being placed in a medically-induced coma and having comprehensive deep brain-wave modulation, which is expensive and takes a minimum of two weeks; or (3) being immediately freed if the helmet is destroyed.

Part 5: Triumph of the Light?

Assuming they are at all good-hearted, the PCs will probably try to do two things: rescue as many of the archaeologists as possible, and destroy the helmet.

Rescuing the archaeologists: the temple itself concentrates the dark side of the Force, so simply removing the archaeologists from the temple to the canyon or the surface may improve their conditions. Here's how each member of the team will respond to attempts by the PCs to help them:

Theeka Thek has basically had the galaxy's worst nervous breakdown. She'll start to improve as soon as she's out of the temple and away from her crazy, dangerous colleagues. Replacing the alien leg prosthetics with something that looks more natural (and isn't invasive xeno-tech) will help a lot. As soon as she's coherent, she'll plead with the PCs to destroy the helmet by any means.

Vakim Dymos is probably beyond saving. A good chunk of his brain got pulped when he fell down into the canyon, and the only thing keeping him alive is the alien exoskeleton wired to his head, spine, and limbs. Heroic efforts involving a bacta tank and cyborg implants to replace his lost higher functions might work. If he is removed from the temple and the influence of the helmet, he may regain enough of his original personality to ask the PCs to simply turn off the alien tech—he can show them how—and let him pass away in peace.

Rista Naroth is essentially a feral animal at this point. Unlike Cal Joric, she has lost the ability to pretend to be friendly, or even sane. She will try to kill and eat the PCs, and she will be stealthy and cunning about it. Provided the PCs don't kill her in self-defense, about all they can do is stun her, put her in restraints, and hope that a long course of neuro-regenerative therapy will restore her sanity someday.

Cal Joric may be the most dangerous, because out of all of the team members, he has the most ability to keep a lid on the bubbling craziness that helmet infected him with. He may allow himself to be talked out of the temple and up to the surface. He will pretend to get better, come back to himself, and even express remorse for he's done and what happened to the team. It will all be a ruse—he wants to get himself and helmet off-world, and he'll do anything to outmaneuver or trick the PCs, get hold of their

ship, and take the helmet to an inhabited planet where its brand of parasitic mind-infection could really go viral. If he absolutely can't get away with the helmet, he'll try to get away on his own, so he can bring people back to Despora as victims for the helmet. If there's one member of the survey team who will provide the class horror movie “stinger” and get away at the last minute to inspire a sequel, it's Joric.

Destroying the Helmet

There are a couple of ways you might handle this as gamemaster, depending on whether your party includes any Jedi or other Force-sensitive PCs. One is some sort of exorcism using the light side of the Force. The abilities *Force Harmony* and *Wall of Light* are perfect for this sort of thing, but they are also uncommon. I recommend being pretty flexible with whatever plan your well-meaning Force-sensitive PCs come up with—maybe they found an ancient Jedi ritual in Theeka Thek's notes.

Play up the ceremony like the climax of an Indiana Jones movie: a sudden wind springs up (even indoors!), the helmet squirms and chitters like a living thing, actual light shines out from the bodies of the participating PCs as the power of the Force flows through them, and so on. When the helmet is cut off from the dark side of the Force, it actually screams as it bursts into greasy, rainbow-colored flames, leaving behind only charred flecks of metal that crumble to ash when touched.

The other way to end the threat of the helmet would be to physically destroy it. The problem is that the helmet is made of some exotic and possibly self-repairing alien alloy that is immensely strong. Blaster bolts bounce off it, vibroblades get dulled against it, and lightsabers are shorted out by contact with it. The PCs might try to collapse the temple with proton torpedoes, or shoot the helmet into a star. The only rule I recommend here is that unless the PCs actually see the helmet physically come apart, it is not destroyed. Let them think they've succeeded, and then at the end of the adventure have a “stinger” scene. If the PCs blew up the temple, the helmet is sitting on the floor of a chamber that didn't quite fully collapse. If they shot the helmet into a star, it crashed on the surface of a sun-grazing comet and was swept away into deep space. The helmet is still out there, somewhere, in the dark. Waiting. Plotting. Dun-dun-DUNNN!

Doing anything else with the Helmet

Certain groups of PCs may decide that the helmet could be sold or traded for immense wealth, if they could just get it back to the inhabited parts of the galaxy. They're up against a millennia-old sentient techno-parasite with the capacity to collapse entire civilizations in blood and madness.

So whether their attempts to profit from the helmet end in:

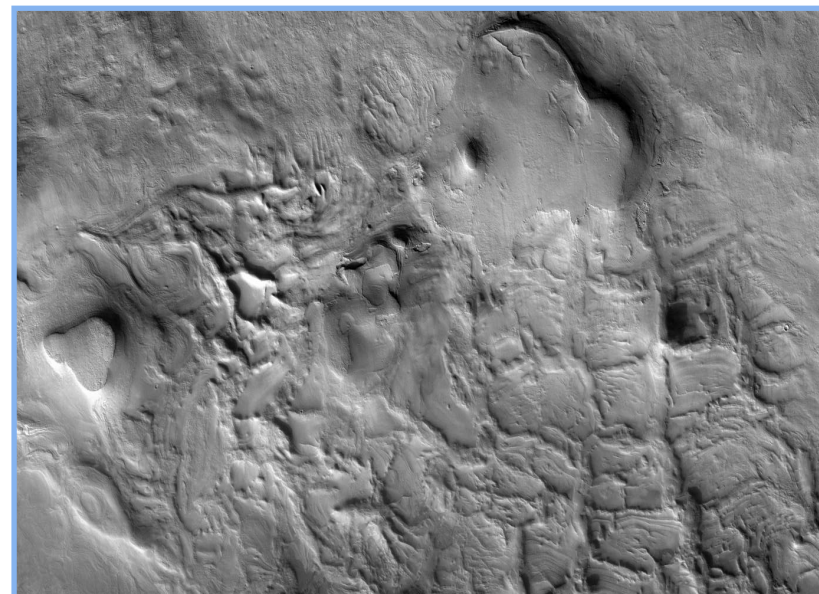
- (a) the destabilization of an entire sector
- (b) the PCs becoming the most reviled criminals in the galaxy,
- (c) a total party kill, or
- (d) all of the above, it should at least be an interesting campaign.

You should make the helmet as manipulative and treacherous as possible, and it should betray the PCs early and often.

Further Adventures on Despora

More reasonably, the PCs may decide that with the threat of the helmet ended, Despora is now at least somewhat safer than it was before, and it's still a long-lost planet riddled with tombs and treasure hoards. But it won't stay secret for long: any of the archaeologists who are saved and rehabilitated will want to put out press releases and scholarly papers about their discoveries, and hold interviews about their experiences.

If none of the archaeologists make it back, the University of Far Acteon might issue a public warning about the dangers of Despora, so that other scholars don't suffer a similar fate. One way or another, word will start to get out, and eventually the Empire will take an interest. In the meantime, there might be a fortune to be made, or possibly just more ancient horrors to investigate and run from—the *Dr. Aphra* comics are a good source of inspiration here. All of those elements could keep the PCs busy for a very long time.



NASA/JPL-Caltech/Univ. of Arizona

STAT BLOCKS

Rista Naroth Graduate Student

Togrutan female, graduate student of Theeka Thek, now totally in thrall to the helmet. Rista has regressed the most under the influence of the helmet, and she is now a cannibalistic savage without the capacity or the will to hide her insanity. She will use whatever weapons she can lay her hands on to attack the PCs, or just her fingernails and teeth.

DEXTERITY 3D+2

Blaster 4D+2, brawling parry 5D, dodge 5D+1, melee 5D, melee parry 4D+1

KNOWLEDGE 3D

Alien races 4D+2, languages 5D+1, survival 4D+1

TECHNOLOGY 5D

MECHANICAL 2D

THE HAUNTED HELM

PERCEPTION 4D

Hide/Sneak 6D, search 5D+2

STRENGTH 3D

Brawling 5D+2

TECHNICAL 2D+1

Computer Prog./Repair 4D, demolition 3D+2, security 4D+2

Equipment:

Rakatan dagger (STR+1D+1)

Cal Joric

Famed Xeno-Archaeologist

Human male, Joric would like to be seen as a dashing, romantic figure, leading daring expeditions to the edge of human knowledge, but really he was a calculating careerist even before he came to Despora. He had already been plotting to force Theeka Thek into retirement and take over her archaeological program. The helmet let him accelerate his plans, with an unhealthy dose of insanity. Of the four members of the survey team, he is the only one with the capacity to “play normal” when the PCs arrive

DEXTERITY 3D

Blaster 4D, brawling parry 4D+1, dodge 4D+2, melee 4D+1, melee parry 4D

KNOWLEDGE 3D+2

Alien races 7D+1, bureaucracy 6D, cultures 6D+2, languages 7D, planetary systems 5D+2, streetwise 5D, survival 4D+1, technology 6D

MECHANICAL 2D

Beast riding 2D+2, rrepulsorlift p. 3D+2

PERCEPTION 4D

Bargain 4D+2, command 5D+1, con 5D+2, gambling 5D, hide/sneak 5D+1, search 6D+1

STRENGTH 3D

Brawling 4D+1

TECHNICAL 2D+1

Computer Prog./Repair 3D+1, demolition 4D, security 4D+1

Equipment:

Sporting blaster (3D+1), rock hammer with belt holster (STR+1D+2 if used as a weapon), brushes

Theeka Thek

Retiring Xeno-Archaeologist

Female Rodian, near retirement age. The expedition to Despora was supposed to be the capstone of her long and already-impressive career, and a chance for her to pass on what she had learned to her last graduate student, Rista Naroht. Instead she found unrelenting horror. When the PCs find Theeka Thek, she is nearly catatonic. The stats below only apply if the PCs can get her out of the temple and on the road to recovery.

DEXTERITY 2D+2

Dodge 4D, brawling parry 3D+1

KNOWLEDGE 4D

Alien races 8D, bureaucracy 5D+2, cultures 7D+2, languages 6D+1, planetary systems 7D+1, survival 4D+2, technology 6D+2

MECHANICAL 2D

Beast riding 3D, repulsorlift ops. 3D

PERCEPTION 3D+1

Bargain 4D, command 5D, con 4D, search 6D

STRENGTH 2D+1

Brawling 2D+2, climbing/jumping 3D

TECHNICAL 3D+2

Computer programming & repair 4D+1, medicine 4D, security 4D+2

Equipment: Small, hand-carved bone figurine of a person holding a sword or lightsaber. Anyone carrying it is at +1D to resist the creepy, disorienting, or terrifying effects of the tomb complex.

THE HAUNTED HELM

Vakim Dymos Expedition Engineer

Devaronian male, originally tall, handsome, and a resourceful jack-of-all trades. He was the expedition engineer and camp cook, both hands-on jobs that he relished. The fall from the cliffs destroyed most of Vakim's mind, but the xenotech implants put into him by Rista and Cal have made him unusually strong. These stats reflect his abilities when the PCs encounter him.

DEXTERITY 3D

Brawling parry 4D, melee 5D

KNOWLEDGE 1D

Technology 2D

MECHANICAL 1D

PERCEPTION 2D

Hide/sneak 4D, search 4D+1

STRENGTH 5D+2

Brawling 6D

TECHNICAL 2D

Demolition 3D+2

Equipment:

Power prybar (+2D to *Lifting*, STR+2D damage when used as a club)

ABOUT THE AUTHORS

Brian L. Bird was born and raised in the Finger Lakes of NY where he began playing role playing at the age of 10. A U.S. Air Force Veteran, he currently puts his 20 years of Logistics Management experience to work as a Procurement Specialist with the University of Texas at San Antonio. Brian studied Art Education and Psychology at Our Lady of the Lake University.

He enjoys reading, writing, designing and playing tabletop games, making found object art, and spending time with his wife Juanita and their children Johan, Elihu and Yahaira; and their granddaughter Arianna at their home in San Antonio, Texas.

Jeffrey Cook is an indie author living in Maple Valley, WA with his wife, housemate, and two large dogs. He's written 26 books with more on the way, mostly in the worlds of steampunk sci-fi, urban fantasy, and a bit of space opera. Outside of writing, he's an avid gamer when he can manage the time, a regular attendee on the local convention circuit as vendor and panelist, and a sports fan when he has a free weekend. He works with Clockwork Dragon, a Western Washington based indie author co-op, and helped to found Writerpunk Press, a small charity press that writes science fiction adaptations to benefit PAWS Animal Rescue in Lynwood, WA.

Gavin Downing has been playing roleplaying games since he was 5, thanks to an eager older brother. He's been playing and running *West End's Star Wars* since it was released, and it remains one of his favorite RPG settings. His writing credits include *Arrowflight*, *Red Dwarf*, *Santa's Soldiers*, *Farscape*, *Airship Daedalus*, and more.

When he's not writing or playing games, Gavin works as a middle school librarian, where he assures his students have access to roleplaying game books. Gavin lives near Seattle, Washington with his wife, two cats, and two ridiculously large dogs.

Mark Dowson is from North Yorkshire in England. He has been interested in science fiction, Space and Star Wars since his early days at school, which later resulted in an interest in science as well. He has enjoyed creative writing since his mid-teens and over the last several years has had solo roleplay adventures published in *Knights of the Dinner Table Magazine*. Other interests include

participating in long distance running, trekking holidays in other countries, jiving, mysticism, psychology and history.

Dustin Hawk hails from the high desert (and thus, unheard of) region of the Pacific Northwest. With a passion of all things military aircraft-related, he enlisted into the United States Air Force right out of high school, becoming an aircraft fuel systems repair specialist, traveling to a wide array of places both exotic and mundane to stop JP-8 from leaking out of areas where they shouldn't.

A science fiction fan since he was a child, that interest also expanded into an avid love of gaming, particularly tabletop roleplaying, along with creative writing. He currently resides in Okinawa, Japan with his wife and daughter.

Paul May has been a gamer for a number of moons, starting with AD&D 2 and Traveller. falling in love with the structures of Traveller, especially the lack of levels and classes, he went on to pick up GURPS and Star Wars D6.

He's been playing in the one Star Wars game for about a decade, although not all on the same character, and has a foolproof method of persuading the GM not to kill his present debonair chemist/shootist – his replacement character is an Ewok shaman/sneak thief with a stunner-tipped spear.

His present job involves poking software to see if it falls over or squeaks, for one of which (involving protecting the country) he received a national award.

Josh Moore lives in New Jersey with his girlfriend and some cats. Declared an “Essential Employee” by the state he still manages to find the stars on nights and weekends.

Ray Napoli is a Geek at heart, and he has always been fascinated by all things Science Fiction, but always comes home to a Galaxy Far Far Away.

An 18+ year veteran of Tabletop Roleplaying, his introduction to RPGs was the WEG classic version of Star Wars. Journeys around the stars and back in this galaxy and so many others has taken him through video games, MMOs and miniature wargaming scenes as well. A particular focus on Science Fictions own brand of magic always seems to captivate in the various ways technology is used.

Ray has staffed and GMed many tabletop games as well as several MUDs and MUSHes such as Star Wars: Age of Alliances, running both long-running plot arcs as well as one-off adventure.

He always brings with him a colorful cast of characters with his work focusing on strong, unique women and curious Droids. His work is coloured by a streak of independence, compassion and vitality belonging to the women within his own family. A preoccupation with the intersection of technical means and the human condition represented in AI and robotics similarly guides his interest in all manner of Star Wars' curious contraptions.

Erik Pearsall is an avid role player and *Star Wars* buff. He started playing *Star Wars* D6 as a kid while hiking with his Boy Scout buddies. After a long hiatus away from the hobby, he's been GMing a campaign with friends since 2016.

Eric Rodriguez was born and raised for most of his life in the city of Merced, California. He grew up in the 80's and like most he was a fan of comics, action figures, playing outside and enjoyed the beginning of video games. It wasn't till he picked up his first copy of a Conan the Barbarian story by Robert E. Howard, that he was hooked on fantasy and sci-fi. From there the rest is history.

He has Masters, Bachelors and Associates Degree's, all in the Administration of Justice, but is a writer at heart He has written for Mongoose Publishing, Goodman Games, and been published nationally in several magazines (not all game related), mostly material related to Conan or 'Conanesque'. He is a huge fan of Dungeons and Dragons, most sci-fi (especially Star Wars) and is big fan of plastic model building (mostly WWII and Science Fiction kits).

He has more things he collects than what he knows to do with and his girlfriend is on the same road to being considered a hoarder. If you ever meet him ask him a question like "Who is the worst Conan author you have ever read?" or "Which is your favorite Star Wars space fighter?" and you will have a friend for life. Eric has lived near Seattle, Washington for the last 10 years.

Pietre Valbuena is a Digital Media engineer for Weigel Broadcasting, and is an illustrator / visual artist for both online and print media. Born in Manila and raised in NYC, Pietre is happily married and now based in Chicago. He has played and GM'ed WEG's Star Wars RPG since the 7th grade. He currently writes and maintains the Obscure Character Archive on the Rancor Pit forums, and is proud to count "Project Starman" as his first contribution to the

Adventurer's Journal. For recent illustration work, visit pietrevalbuena.com

Mathew Wedel was introduced to *Star Wars: The Roleplaying Game* in high school, by his younger brother. He's been playing ever since, including a holiday campaign with his brothers that has been running since 1998. His daytime life is split between teaching human gross anatomy at a medical school and doing research and fieldwork in paleontology. By night he is an amateur astronomer, and he writes the monthly "Binocular Highlight" column for *Sky & Telescope* magazine. Matt lives in southern California with his wife Vicki, son London, cat Moe, and box turtle Easty.

ABOUT THE ARTISTS

Jog Brogzin is a fantasy cartographer from Ireland. He makes unique maps for gamemasters and fantasy authors, and for projects in the boardgame and RPG industry. Most of his work is produced on an individual basis with his patrons. They are included directly in the process (normally over a discord call). He is constantly stepping outside his comfort zone, trying many different styles and themes - now including Star Wars maps!"

John Gendall is a professional illustrator working in the U.K. A Star Wars fan since the age of five, when he watch it in his local cinema way back in 1977. He's been an avid Roleplayer since the mid 80s, and spent far too much time painting miniatures from various games over the years. He bought the first edition of the d6 when it first came out, and at some point has played G.M. of every version of the game, returning to the d6 about 2 years ago, as out of all of them it's the version he loves best.

Mostly doing book covers, and commissioned portraits, he has designed some miniatures for the game Broken Contract and some publicity for East Street Games, a zombie Father Christmas. He jumped at the chance to work for the *Adventurer's Journal*, after all it's *Star Wars*!

Yvan Qulnet hails from Geneva Switzerland and has produced fan art that spans the universes of DC, Marvel, Predator, Mad Max, and various science fiction concepts, and of course Star Wars. You can find more of his work at [https:// fwww.artstation.com/wyv](https://fwww.artstation.com/wyv) or his personal website [https:// fwww.yvanquinet.com/](https://fwww.yvanquinet.com/)

Chrls Shaylor has been an avid Sci-Fi toy collector since the mid 70's. He rarely actually played many table top games but voraciously collected and read the sourcebooks and companion issues for the WEG Star Wars series since they were first released in the late 80's. Using much of that expanded material and artwork as inspiration for his own custom creations for 1:18 toy lines.

Eventually building the city-sized spaceport Rotgut Station, which acts as a truck stop nexus for all sci-fi universes, he shared

what he created with the world to show that toys don't have to just sit on shelves. After word spread and requests came pouring in, he was able to tum his hobby of creating wood & plastic play-sets into a successful full time toy business of Empire Toy Works.

"I now wake up and eat and breathe toysall day everyday, and I wouldn't have it any other way."

Chris lives with his wife and two sons in Virginia.

ABOUT THE JOURNAL

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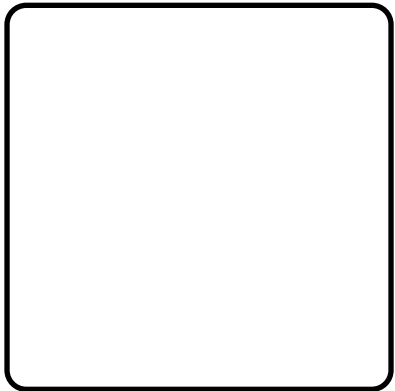
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ADVENTURER'S SHEET



Character Name _____

Player Name _____

Template _____

Species / Gender _____

Height / Weight / Age _____

Physical Description _____

Movement _____ Force Sensitive? _____

Character Pts _____ Light / Dark Pts _____ / _____

DEXTERITY _____

PERCEPTION _____

KNOWLEDGE _____

STRENGTH _____

MECHANICAL _____

TECHNICAL _____

GEAR - TECH - WEAPONS

WOUND STATUS

- STUNNED
- WOUNDED
- WOUNDED
- INCAPACITATED
- MORTALLY WOUNDED

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STAR WARS
ADVENTURER'S SHEET

CONTROL _____

SENSE _____

ALTER _____

SPECIAL ABILITIES

BACKGROUND

PERSONALITY

A QUOTE

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ADVENTURER'S JOURNAL

ISSUE SIX

...The More They Stay The Same.

Legendary stories. Canon full of misfires.
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Features in this issue include:

- *Lessons of the Past*, a solo adventure introduces the new template: Historian template
- GM feedback and notes for running Star Wars adventures
- A Sith Lord and his student are featured in the story *The Demon and the Toymaker*
- Scout out *Darik's Cantina*, a unique hot spot in a converted space station.
- Return to the *Aractnos Sector* in several mini adventures
- Get up close with the Herky Jerky an "ugly" on Rotgut Station
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- Maz Kanata



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