

STAR WARS

GALAXY GUIDE 14 THE DARK SIDE



STAR WARS

G A L A X Y G U I D E 1 4

THE DARK SIDE



STAR WARS®

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Introduction

"The Powers of control and destruction weren't the only things I found in the Dark Side... I also found great isolation and sadness... I found fear. These are the feelings my father felt... The feelings even you feel, in your moments of darkest triumph."

-Luke Skywalker to Emperor Palpatine

Galaxy Guide 14: The Dark Side is a tomb for players and game masters alike. Contained within the pages of this guide is a compendium of information from a variety of different sources, including extracts drawn from novels, information from ancient Sith holocrons, and classified data scripts from the Emperor himself. Dark Jedi, and their mysterious counterparts the Sith, have been the topic of speculation and myth for centuries. This book will provide the answers to the myths and many other questions about the most dangerous and possibly unexplored part of the Star Wars galaxy.

The Dark Side.

This latest reference guide is for use with the *Star Wars: Roleplaying Game, Second Edition*. Its purpose is to provide detailed information for player characters and game masters to create and play dark Jedi characters, as well as providing necessary information in how these characters should interact with the rest of the galaxy. In a variety of roleplaying adventures, dark side characters can be seen lurking in the shadows, watching every move the PCs make, or manipulating certain aspects behind the scenes without the characters ever knowing about it. Many dark side characters are subjects of the emperor. His pawns in his quest to rid the galaxy of the Jedi. While others are independent, wanting to overthrow the emperor and erect their own dark and grim design of how they want to shape the galaxy. Either fighting the forces of light, or plotting against their enemies, Dark Jedi Characters are an important and fundamental part of the Star Wars Galaxy.

~A mandate of The Dark Side~

Control The Power

-The universe is full of power, to release it, you must harness the emotions of hate, anger, fear, and aggression. Release your own anger and the anger of infinity is released. By itself, the Dark Side is a thing of chaos and irrationality. It has no control, no conscience, no restraint. But domination is its goal. There is a bargain to be made with it. It gives you power and exacts its price. In order to let the power flow through you, you must let the destructive emotions flow through you. But that is not all. It is a great danger to those who cannot control their emotions. Only with a strong will can you control your rage and make the power your servant. When anger is controlled intelligently, there is nothing you can not do.-

Extracted from the Emperors Tenants

Nature of the Dark Side

Does the Force use the Jedi, or the Jedi the Force?

The Universe is an angry morass of power. To release that power, one must harness one's primal emotions: hate, anger, fear, aggression. By releasing one's own anger, one releases the anger of eternity. Only when filled with hate can one perform the most hateful of acts. The will and the force are as one.

That is the choice of the Jedi: serenity or hatred; peace or war; calm or anger; freedom or tyranny; learning or power; the Light or the Darkness.

Because the use of the Force and the way the Force uses its user are one, the choice is inescapable. A Jedi who starts down the path of the Dark Side will forever be dominated by it.



Time Frames

Much of the Information contained within this book is easily adaptable to most periods in the Star Wars universe (Seeing that the Sith have been around for countless generations, even dating back before the Old Republic), this supplement is focused more towards after *The Empire Strikes Back*, even though certain parts of this book could even be used during the *Tales of The Jedi Companion* era. During the time after *The Empire Strikes Back*, the Dark Jedi are in full force in a time called the “great Jedi purge” where the emperor has sent his followers of Dark Jedi to kill the last remaining Jedi that lie in seclusion.

Misconceptions

Despite that these characters are indeed dark, evil cold-blooded killers, readers of this guide will soon see another side that typically is not shown by these characters. Although evil or malicious by the influence of the dark side, many of these characters have long deep backgrounds, and deep hidden secrets that the dark side uses against them to make them do its bidding. Sure the dark side offers power, but past that, readers will soon realize that these individuals are sad, or unhappy that they are so helpless against the power of the dark side. Indeed even Vader had his dark secrets and felt guilty, but in the end he realized how wrong he was and was able to break the grasp of the dark side.

Challenges

The day to day challenge of the Dark Jedi is one of isolation. Even then Dark Jedi must battle to control his position and power, for there is always another, more hungry, more blood-thirsty, more willing to strike you down. You must constantly fight against the darkness as it rips your very soul from you, slipping you farther down into madness. Can you escape the dark side? Or will you control it?

Power of The Dark Side

Indeed the grip of the dark side is strong. So strong is it few if any manage to control it for long. Many of the great dark Jedi have at one time learned to control it. Otherwise, it is a long slow, and deadly slip into oblivion. Even if you do manage to somehow manage the control and will to keep the dark side at bay, it exacts its cost. There is always a price to pay for power, and the dark side always collects in one form or the other. Even the emperor, who claimed that he had mastered the dark side was subject to its wrath. In a matter of years it sapped him of his age, and strength, but in returned unlocked the galaxy. King Ommin to, suffered the same fate, and was stricken with a strange illness that robbed him of all movement, unless he was in a special exo-skeleton. That is how the dark side works, it lives off the corruption, and decay of living things, while the opposite is true for users of the light side.

When playing a dark side character one must realize its consequences. The glamour of having an all powerful dark jedi soon wears off when the cost starts to come into play. Who want to look like 300 years plus at 40? The following table below is a small sample of what game masters should actively impose upon the players as they progress down the dark side. However they are not the only price that the dark side demands, some can be far worse...

Dark Side Costs

*Note this table is merely a small sample of various penalties that the dark side enacts for a player who has fallen to the dark side.

- ♦ **Advanced age:** The character starts to age rapidly by the dark sides influence on the character. At first it is not noticeable, but in a few short months after the character falls to the dark side, he / she begins to look far older as the corruption of the dark side fills their being. Soon the character finds that they are far older as rapidly their body begins to fall apart. This can only be combated one of two ways: The first of which is to gain more and more dark side points, while the second involves using transfer life power on a clone or a un-willing host. (The Emperor)
- ♦ **Crippling illness or injury:** Suddenly the character is struck with a rare illness or injury that forces the character to have extensive life support systems attached to them as the dark side corrupts the body. There is no cure for the sudden illness or injury. Characters may become stronger, for a while only by getting multiple dark side points. (Vader, King Ommin)
- ♦ **Memory loss:** The character suddenly forgets many things. Only by concentrating on the task at hand is he able to function. Moments of clarity and memory only exist when the character gets dark side points. The character skills are reduced by -2D due to memory loss. Skill advancement costs three times the normal amount. This penalty goes away for short times (usually one adventure) if the character gains at least two dark side points the previous adventure.
- ♦ **Blindness:** corruption of the dark side makes the character go blind! It is a sudden occurrence, and cannot be fixed. Moments of vision only exist if the character gains dark side points.
(Jerec)

- ♦ **Blood thirsty:** Soon after falling to the dark side the character is overwhelmed at wanting to kill anyone or thing in his way. The hunger for death comes so great that only feasting upon the victims blood satisfy the urge. Obtaining dark side points for these acts makes the hunger go away, for a short time that is...

Game notes: Once an adventure the character must make an opposed difficulty role against wanting to kill. It becomes harder and harder for them to not want to shed blood. (Very easy skill roles plus amount of dark side point the character has: $1e\ 3(\text{difficulty})+6$ (dark side points))

If the character fails and does kill, they need not spill blood for at least one adventure.

- ♦ **Suicidal:** Somehow, the dark side begins to infect the characters thinking, judgment, and actions making the character begin to think about nothing but killing them self and others with them. (Extremely Rare)

Game notes: The character is filled with sadness and guilt as the dark side infects his / her thinking. The character is only happy when gaining dark side points, but very sad and feels alone when not. He / She must make a opposed willpower role at the end of an adventure at a difficulty matching their number of dark side points. If the character fails the roll, they decide to kill themselves, and other with them if they can. The character does not have to roll for this if they gain a dark side point during the adventure.

- ♦ **Possession:** Influenced by the dark side, the character is forced to have his body periodical possessed by the dark side spirits that make him do their bidding. (this is rare)

Game notes: The GM rolls a die at the beginning of an adventure if the character did not gain any dark side points the last adventure. If it turns up a one, sometime during the adventure a dark side spirit possess the character for a number of rounds equal to the characters dark side points.

- ♦ **Tremors:** soon after falling to the dark side the character develops nasty, pain full tremors on the face, and small twitches. making it seem that the character is on the verge of breaking at any moment. The twitching can be stoped for the adventure by gaining a DSP.

♦ **Corruption of the flesh:** Suddenly, with out warning, the character begins to grow a new arm.. or is it a arm? It could be anything the game master desires. Even small puss nodules growing on the characters body. There is no cure for the illness and soon the character is being hunted down for being a strange mutation. However only by gaining dark side points does the strange mutation of the flesh goes away.

♦ **Parasites:** The character picks up some nasty parasites. They live within the characters body, and cannot be removed. Any attempts at removal causes death. The parasites make the character hungry, or tired. Only gaining dark side points makes the pain or hunger go away.

♦ **Mute:** corruption of the dark side makes the character no longer able to speak. Speech can only exist if the character gains dark side points.

♦ **Paralyzed:** Horribly, small nerves in the characters body get infected and break making the character paralyzed, from the waist down usually. Gaining dark side points allows the character to move for a short time.

♦ **Third eye:** Soon after going to the dark side, he/she is able to “see” apparitions of dark side ghosts, or other phantasmic forces. They haunt/tease the character. Gaining dark side points stops the ghosts form coming for a short while. (usually one adventure)

♦ **Turrets syndrome:** After the dark side has embraced the character, he/she suddenly comes down with turrets syndrome. this makes the character yell or curse at the most un-opportune time. Gaining dark side points allows the character to act normally for a short period of time. The character must make an opposed willpower roles at a easy difficulty plus the number of dark side points once an adventure to combat the effects of the syndrome

♦ **Insane:** In a few cases the jedi go mad after falling to the dark side. They ar no longer controllable, and act insane. Gaining dark side points allows the character to act normal for a short time.

Game Notes: The character must make an opposed willpower roles at a moderate difficulty plus the number of dark side points once an adventure to combat the effects of the dark side corrupting them.

If the character fails the role, the character acts insane for the duration of the adventure. Gaining dark side points allows the character to act in a normal manner, usually for about one adventure.

Of course there are *other* possible costs, and the game master is free to explore any that he deems that would be appropriate to the character.

Over Six DSP

Normally, whenever a character gets over six dark side points, that character is usually then made into a NPC. However using the following optional rules one may continue to play that character, but it soon becomes apparent that it will be harder and harder to continue the on the dark path.

- After falling to the dark side, the character no longer gains character points for normal play. Instead they only gain a character point only by committing horrible acts, and gaining dark side points. This is usually very easy at first, but becomes harder and harder as the character is forced to do more and more evil acts to simply keep alive as the dark side demands more and more ... until it at last it tears the character apart.

Game notes: The character must continue to gain dark side points in order to get character points. He or she only gets force points when committing extremely horrible acts or by gaining dark side points in a particularly dramatic fashion. (such as the emperor using Force lightning on Luke.) to represent this, every time a character uses a power that will get him or her a dark side point or for any action that results in a dark side point the game master secretly rolls two dice. If the result is equal or higher than the amount of evil acts done in the adventure then the character gets the dark side point deserved. (however if the game master deems it a particularly evil act the character still gets the appropriate amount of DSP and the game master does not need to roll). Other wise the character does not receive a dark side point. Of course if enough evil actions are made within a adventure the character still gets some amount of dark side points. If the character fails to get a single dark side point in a adventure(unless they are repenting), then he or she looses a force point. If their amount of force points are 0 then 1D of skills from their force powers are taken away permanently. If all three attributes drop to zero, then the character dies, as the dark side rips them apart.

A Dark Blade

It was mid-day, and still Korvak had not found anything to amuse him yet. Sitting backwards in a half broken abused chair he casually looked about the room at the mangled bodies strewn across the floor. Many had their limbs cut off or were sliced in two. Still Korvak let out a deep sigh. None of them were worthy enough to face him, even the pitiful police men who came to try to stop him.

Getting up, Korvak walked over broken glass, spilt blood and broken chairs towards the door. Pushing aside the half broken door korvak winced at the noon days sun burning his eyes. Squinting his eyes, he looked around. Laying upside down, on top of several people was a police car, and strewn across the road several pox marks of blaster fire. Smoke filled the air, and korvak could still hear moans from those unfortunate enough to be still living. "boring" he mumbled half to himself.

Taking out a long cylindrical shaft. With a pop hiss Korvak ignited his blood red lightsaber, swinging it and hacking at a half destroyed police cruiser.

Thinking upon the situation, Korvak laughed. Had not the man in the brown robes mocked him as a failure and a drunk, none of this would of happened. The rage kept in check for so long had finally been unleashed, and he struck out at the people who glared at him.

What happened to that man? Korvak wondered. In the heat of things, the man had slipped by. Korvak tried to remember. Turning off his lightsaber, he walked back into the dark bar. Scanning the room he saw no sign of the man. Cursing, korvak turned, and started to walk. Soon the local authorities would come in force, and even korvak knew not to stick around for to long.

Korvak paused one last moment to finish a drink that some one had left during the commotion.

"looking for some one?" called a voice in the shadows, just as Korvak downed the hot tasting liquid.

Throwing the glass against the wall, and shattering it, Korvak turned, and ignited his saber, the red glow penetrating the darkness.

There, in a corner was the hooded man. "Your a shame to the way things work Korvak." Spoke the man in the robes, moving forward.

Korvak squinted his eyes, and attempted to concentrate. "Who, how.. do you know my name?" Korvak spat at the hooded man.

The hood man just shook his head and spoke. "I'm your worst nightmare, Korvak." With that said, the hood man pulled back his robes to reveal himself to Korvak.

"Yullen! Come back for more boy?" Laughed Korvak at the young man that now stood before him.

Yullen scowled at the foolish drunk jedi. Yullen could almost feel the deep lightsaber scar burn upon his chest from the last time Korvak nearly killed him during one of his fits of rage.

"Yes, and now I will teach you what i've learned." Yullen pulled back his cloak to retrieve a long black sword from his belt.

"What? You expect to beat me with that toy?" Korvak snickered. "Going to teach me a lesson, eh? Be the first time boy." Korvak grinned slightly.

“No I expect you to die.” With that Yullen raced forward with un-natural speed, sword ready for Korvak's lightsaber.

“Good finally some entertainment” laughed Korvak as he rushed to meet Yullen's dark blade.

Spark *Clash!* *Zzzaap* The two men faced off. Amazingly instead of cleaving thru the sword, Korvak found that his lightsaber was unable to cut the black obsidian metal. “What trickery is this Yullen?” said Korvak as he pushed forward with more strength at Yullen's dark blade.

“Ha! you should of killed me when you had the chance, Korvak, you drunkard. Now i come back to rid you of your pain that you hide your self from by drinking.” With that said, Yullen jumped back in a triple summersault, his sword ready. “See how useless your lightsaber is now against my Sith sword.” Yullen laughed and reached out with the force. With unseen hands with grips of steel, he crushed the small adegan crystal within Korvak's blade.

With a smirk on his face, Yullen walked up to Korvak, “Now, were is your power? Your a useless old man now.” Yullen continued to grin as he again reached out with the force, this time squeezing the air out of Korvak, who desperately tried to stop him.

“Little.. <gasp> Bastard.. <Gack> “ Korvak spoke as he fell to the floor gasping for air.

Yullen moved forward, his sword scraping across the ground. Korvak could only look up to Yullen, as he could hardly breath.

Yullen looked down and with a smile across his face spoke to the fallen jedi.

“Disgrace. Now you die by my hands.” Yullen pulled back the Sith sword, and brought it forward, cleaving the dying man in half.

“Now that's *entertainment*.” Yullen mocked the lifeless body on the ground, wiping the red ichor of the blade.



Returning to the Light

In the Star Wars stories, we have seen three examples where someone who had succumb to the Dark Side was redeemed to the light, Darth Vader at the end of Return of the Jedi, Luke in the Dark Empire series, and Ulic in the Tales of the Jedi series by Dark Horse Comics. The Star Wars RPG rules have a contingency for returning characters to the light, but in my experience it has left many people confused. The rule states:

"When a Jedi of the Light Side confronts a character of the Dark Side, mention of the fact that the Light Side is more powerful than the Dark Side will cause the Dark Side character to have a Moment of Doubt. The character loses a number of Dark Side Points equal to the number of dice that the Light Side character has in his control skill plus 1D. If the character is reduced to zero Dark Side Points, the character has been redeemed to the Light Side of the Force." pg. 58 (Rulebook, 2nd Edition).

This rule is a good one, but it needs some clarification, otherwise, most adventures would end with the following exchange:

Jedi: "Hey, did you know that the Light Side is stronger than the Dark Side?"

Dark Sider: "Really? Wow! I guess you are right...I feel much better now."

The following changes that should be made to this rule is that the character only need drop below 6 Dark Side Points to be redeemed, and must atone for the rest in the usual manner, and that a Jedi of the Light Side cannot just say to the Dark Side character that the Light Side is stronger, they must prove it. If the Jedi can show the Dark Sider that the Light Side offers more strength, the situation forces the Dark Sider to have their moment of doubt. Luke's strength in the Force, and his convictions to remain in the Light caused Vader to have his "Moment of Doubt" several times during the Empire Strikes Back and Return of the Jedi. Although he did talk to his father, and try to convince him to return to the Light, he made no mention of the Light Side being the stronger side of the Force.

Force users who have been Seduced to the Dark Side lose a number of Dark Side Points as per the rulebook. Those who have been Consumed by the Dark Side are much easier to turn back. Since their guilt is what caused them to turn in the first place, helping them to resolve their guilt or to set things right, in an acceptable, justifiable manner, will reduce the character's number of Dark Side Points to 6. He may not return to the Light until he spends a Force Point in a selfless manner at the dramatically appropriate moment, which he probably had to do to resolve his guilt.

Those who have Embraced the Dark Side are the hardest to turn back to the Light. The number of Dark Side Points they lose, for each "Moment of Doubt", is reduced by a number equal to twice the number of Dark Side Points they received through Calling Upon the Dark Side (which would be either 4, 5 or 6...for

Palpatine it would most likely be 6). Returning to the Light Side of the Force is not an easy task though, once the Dark Side user drops below 6 Dark Side Points, the Dark Side enacts its revenge by taking all of the character's Force Points and character points.

Regardless of how a character was turned, he may not drop below 6 Dark Side Points and re-enter the Light until he proves his commitment to the Light by spending a Force Point in a selfless manner at the dramatically appropriate time (and does not gain the usual two Force Points at the end of the adventure).

If a character turns to the Dark Side a second time, he loses 1D from the attribute or Force Skill of the player's choosing. The entire purpose of this system is to give the player a sense of what the Dark Side is going to do to his or her character. Just rolling the d6 and taking the character away isn't entirely fair. We don't believe in dictating to a player what they can and cannot do, and telling a player that what they are going to do will earn them a Dark Side Point seems, well...pointless. Players are usually very aware of what their character is doing, and what the consequences will be. Luke did not have some voice-out-of-nowhere tell him that what he was doing was wrong, so the characters really shouldn't be afforded that luxury. This system gives a player ample warning of what is to come for their character, and allows them the opportunity to redeem the character before it is too late. It also makes for wonderful role-playing possibilities.

Atonement:

When you have 1-5 DSP you may begin to atone the cleansing of the corrupting influence of the DS is a long & difficult process & you must be of serious mind while attempting to atone (GM discretion). You must choose your way of atoning based on spiritual belief. (the Jedi usually fast, reflect through ritual & meditation & renew their commitment to live by the Jedi Code & the ways of the Light). When atoning you must actively work against evil from occurring, & follow a base code in creating your personal spiritual atonement process, with the following guidelines:

Reaching each through non-violent solutions when possible

1. Preserve the existence of Life
2. Preserve the rite to gain knowledge & enlightenment
3. Preserve the rite of peace & harmony
4. Defend the defenseless

Time required: of approximate atonement, all atonement must begin again if a DSP is received during atonement.

- 1 DSP = 40 days
- 2 DSP = 60 days
- 3 DSP = 80 days
- 4 DSP = 100 days
- 5 DSP = 120 days

Taken from the Jedi Web handbook by David Barnhart

Gaining Dark Side Points

There are three ways a Force-Sensitive character may gain Dark Side Points: Through Action, Inaction & Calling Upon the Dark Side.

Action: Anytime a Jedi knowingly and willfully breaks the Jedi Code he gains a Dark Side Point. This includes any use of unjustified violence and justifiable violence fueled by hate or anger. It is the GM's duty to decide what is and is not "justifiable violence." A good guideline is any act that makes you say, "Damn, that's cold!" is unjustifiable.

Example: A Jedi uses Telekinesis to suspend a target off the ground (thus taking away its chance to dodge) while other PCs gun him down. This is unjustifiable.... cool, but still unjustifiable. A Jedi receives a Dark Side Point this way through using "Dark Side" powers (Inflict Pain, Telekinetic Kill, Force Lightning, etc.). Any character who uses a Force Point for evil also gains a Dark Side Point in this manner. (see additional rules)

Inaction: Also known as "Evil by Association," this is when a Jedi sits idly by while an act of evil is committed, or passes on an opportunity to bring justice to an evil doer. When a Force-Sensitive character is around those who choose to do evil, he must intervene or gain a Dark Side Point. Failure to do so allows the Dark Side to strengthen its grip on the character through his feelings of guilt and doubt.

Calling Upon the Dark Side: When a Jedi's back is in the corner he may attempt to gain a Force Point by opening himself to the influences of the Dark Side. Through selling his soul the Jedi gains a Force Point (which must be spent that round) and an accompanying Dark Side Point (Whether the attempt is successful or not). It is easy to call upon the Dark Side, especially when angry, at first. The first time a character calls upon the Dark Side, the difficulty is Easy. If the actions are not intended to bring harm or pain to other beings, increase the difficulty by two levels. The difficulty raises by 3 points each additional time the character calls upon the Dark Side. The character rolls his Control versus the difficulty number to determine whether or not he is successful. Luke Skywalker gains a Dark Side Point in this manner during the climactic battle scene in RotJ.

The Effect of Dark Side Points:

The consequences of gaining a Dark Side Point differ according to how a Jedi obtained them. If a Force user gets a Dark Side Point from his actions it is due to the temptations to commit further violence. This also opens up new, easier ways of contacting the Force, so the character receives a +1D bonus to all Force Skills. **Example:** A Jedi uses Lightsaber Combat and strikes out in anger. He gains a Dark Side Point for the action but realizes he is a better combatant when angry. He now receives a +1D bonus until he A) Wishes to atone or B) realizes that his actions are

leading him down the dark path and refuses the bonuses.

If a Dark Side Point is due to his inaction, it is due to his fear and guilt. Since these emotions weaken, instead of strengthen, the character does not receive any bonuses to his Force Skills instead he loses 1D from his skills. Once Dark Side Points have been atoned for, and even if the Jedi does not atone, the bonuses last only for as long as the Jedi is in the Light. The moment the Jedi turns to the Dark Side, the bonuses are lost. The Dark Side, having snared the Jedi in its power, takes back its favors.

Lure of the Dark Side:

If the bonuses granted for having Dark Side Points are used for anything but the purest intent, you receive a DSP for accepting the bonus. The DS may also try to influence your actions... If you refuse the bonus, your difficulties for force skills increase one difficulty level per DSP to remain focused and drive the temptations of the dark side out.



Chapter One

The Empire:

A Empire ruled by the Dark Side

"For over a thousand generations, the Jedi Knights were the guardians of peace and justice in the Old Republic. Before the dark times, before the Empire."

-- Obi-Wan Kenobi

Rulers of Galaxy's

Far long ago, the great Old Republic once controlled most of known space. It was a golden time for the galaxy, and technology and culture grew by leaps and bounds. New planets discovered, enemy's destroyed. But then, like all creatures, the Old republic grew to big, it out lived it self, and begin to decay within, causing strife and conflict. True, they were at one time rulers of the galaxy, but soon their world would come crashing down upon them, as agents of the dark side brought in a new terrible era, that none could of ever imagined. The Empire.

Clearly from the start, it was evident that the imperial war machine was ruled and manipulated by the dark side. Its influence could be seen as it manifested itself into the emperor, as he used its powers to subjugate and conquer the known galaxy using fear, death, and domination. It was no secret that the imperial war machine had immense help with the aid of the dark side as the emperor sought out to wipe out and destroy the light jedi or turn them to the dark side.

This would eventual called the "Great Purge" as the emperor sent his dark side servants to find and crush what ever was left of the light side.

Far more sinister however was the emperors vision of what the galaxy should become. Using fear as his starting point, the emperor began building his creations of war. Things that would produce the emotions that would strengthen the dark side at ever turn. He would put threats to survival such as slavery and imprisonment. There would be the loss of culture, government, rights, and identity, an ever-present whisper of atrocity and injustice. The populace of the galaxy would be filled with fear. The emperor knew that the new technology of destruction would be an extremely useful tool for furthering the aims of the dark side. Star Destroyers and Death Stars were ment to be a tool to strike feat into the galaxy. This was the premise of the emperor ideals.

Along with that the emperor started a new order. He would create his own sick perversion of jedi. He would plan to replace the legendary protectors of the Old Republic with his own legion of Force users. These new "Jedi" would be powerful warriors who would crush the enemies of the Empire using the power of the dark side of the Force. By giving in to emotions and passions shunned by the Jedi Knights, these Dark Jedi would be nearly unstoppable - Jedi skill and knowledge without the boundaries of codes and laws

Branches Of the Dark Jedi

The Dark Jedi are the ultimate enforcers of law and order. Just like the ancient Dark Lords of the Sith that came before them, their goal is to unite the galaxy under one authority, under one power - so that order can be restored. When the emperor formed the Dark Jedi branches he made sure that there would be checks and balances, unlike the Jedi Knights of the Old Republic. He separated them into branches, each functioning within different parts of the Empire, and each possessing certain advantages and disadvantages in terms of how they operate. These different branches are:

- Order of Execution
- Order of Inquisitor
- Order of Justice*

*Note that the Order of Justice was created during the second coming of the emperor, nearly 7 years after *Return of the Jedi*

Order of Execution

The Order of Execution is the largest and most influential arm of the Dark Jedi. Members of the Order, known as "Executors," serve directly in the Imperial military. Executors are present in all three branches of the Imperial military at all levels of command. Rumor has it that even the royal guards have been trained as Executors.

Executors pose as typical officers until they are summoned by either the Grand Executor or the emperor for special purposes. When called, executors are used to "get the job done" as they use and possess a large variety of weapons and force powers to destroy the enemy's of the empire. Although not as powerful in the force as the inquisitors, the executor branch makes up for it by using what powers they do have in a more terrifying public manner. Many horrible stories are told about these jedi as they come out of the shadows to dispatch their enemies hacking them apart with lightsabers, or using their powers of lightning and fire. This makes the branch particularly terrifying and the mere mention of a Executor can cause panic by the general populous.

At the moment they are scattered across Imperial territory in no particular pattern or strategy. The emperor hopes to one day replace all Imperial officers with highly skilled dark side warriors but the process, at the time being, is still experimental.

The Order of Execution holds more influence over Imperial affairs than the Order of Inquisition or the Order of Justice due to it's ties to the military. Because the military forms the backbone of the Empire's bureaucracy under the Empire, Executors have more access to the four primary command groups: Military Command, Sector Command, Compnor, and Imperial High Command itself.

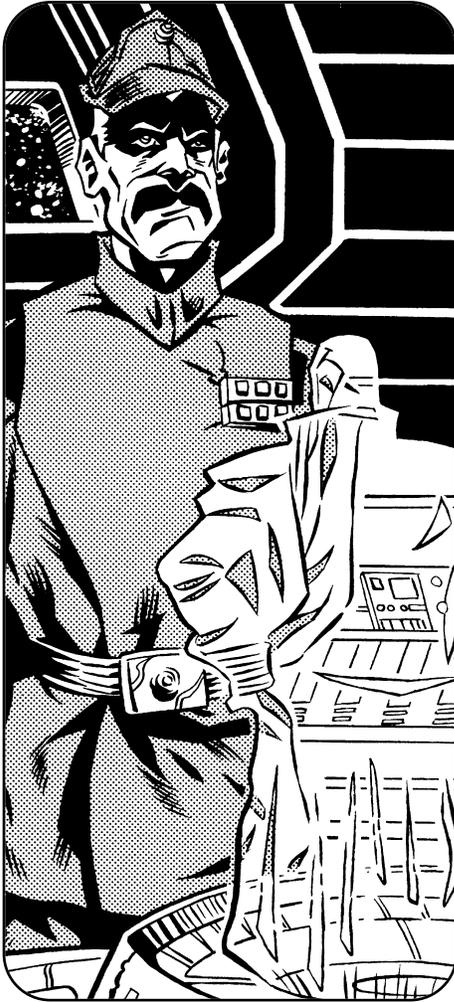
This extra "edge," however, comes with a price. Despite the emperor calls for order and conformity, there is a considerable degree of competition between the three Dark Jedi orders. The Order of Executions current position has made them a target for jealous members of the other orders.

Order of Inquisitor

Inquisitors: Often referred to as "Jedi Killers" by anti-Imperial forces, Inquisitors make up the second largest order of the Dark Jedi in the Empire. The first Inquisitors were trained personally by the Emperor or Darth Vader and helped track down remaining Jedi Knights after most of the renegade Jedi Masters were executed by Vader for treason - hence their nickname. Today, Inquisitors serve in the ranks of Imperial Intelligence. They are the Empire's "men (and women) in black" and they use their powers to help keep the Empire safe from its enemies from the shadows.

The Empire's Inquisitors and High Inquisitors serve directly under the Grand Inquisitor. Usually the day to day activities of inquisitors are to gather intelligence, as well as actively searching for renegade Jedi. All inquisitors are highly trained in aspects of the force, as well as black ops. This makes them perfect hunters of jedi, or covert saboteurs that strike from the shadows.

The order of inquisition however, remains a closed group. The members of the order prefer to remain in the shadows, and unlike their counterparts



group than the inquisitors, what is commonly referred to the “Hand” often referring to the dark jedi that the emperor trains as his personal hands. Much is not known about this group, but it is said that the emperor hand picks them, and rumor has it that a member or two has been picked from the inquisitor branch.

Order of Justice

Probably the most secret and powerful of the three groups is the Order of Justice. So secret is this order that the members of the order are called only by number, for no name exists for them. All records of their previous existence is erased, and gone. Only the emperor knows who they really are. They are a new addition to the other two groups in respect to the fact that the emperor created them to maintain order if he was ever disposed of again.

The justice order is the “long arm of the law” for the empire. The members are constantly on the move, always checking making sure that all imperial citizens, even those who are in high military position, are following the laws of the Empire. This includes the other two groups of Dark Jedi. Members of the order have a almost unparalleled amount of power, and almost always are under direct orders from the emperor himself, and as such able to gain access into any imperial facility, and can give orders that supersede any save from the emperor himself. However with great power, there is also great responsibility. Members of the order are fanatically loyal to the emperor through brainwashing techniques, and other forms of mind control, as well as the prime requisite for being a member: Dead.

Surprising as it is, many of the order were former military command or dark jedi who were perceived as dead. It is said that the emperor offers these fallen men and women a second chance as their fate rest in the balance. They are usually mortally wounded, and can not possibly live without immediate surgery or life support attached to them for life. No one even dares to *whisper* the horrible truth that these fallen warriors might even be transferred into clone host bodies as they are literally pulled from the battle field to make the transformation.

the Executors, they do not normally show off their powers. Admission in the the inquisition sect is also a feat in itself. Stringent tests, loyalty checks, and not to mention that most if not all members have been memory wiped, or brainwashed to insure totally loyalty to the emperor in keeping the Empires secrets make entry in to the order extremely hard. Only about 10 to 20 percent of total applicants ever reach the tittle of Inquisitor.

Although not as numerous as the Executors, the inquisitors are able to gain access into far more areas of the empire than the executors, and commonly hold a higher rank than the executors as well. Some members of the Inquisitors also serve in high positions in COMPNOR as well as the ISB, making the order a very powerful one.

It is even said that there is a darker, more secretive

Typical Inquisitor:

Captain Les' Desmond
Type: Inquisitor
DEXTERITY: 3D+2
 Blaster 4D, Dodge 5D+2,
 Lightsaber 5D+2
KNOWLEDGE: 3D
 Planetary Systems 4D,
 Tactics: fleets 5D
MECHANICAL: 2D+1
PERCEPTION: 3D
 Command 5D
STRENGTH: 2D
TECHNICAL: 2D
Special Abilities:
Force Skills: Control 3D,
 Sense 3D, Alter 3D+2
Control: absorb/dissipate
 energy, accelerate healing,
 control pain, reduce injury,
 reduce stun
Sense: Combat sense, life
 sense, danger sense, life
 detection, receptive telepa-
 thy
Alter: Injure/kill
Control and Alter: Inflict pain
Control and Sense: lightsaber combat, projective telepathy
Control, Sense and Alter: Affect mind
This character is Force-sensitive.
Force points: 3
Dark Side points: 7
Character points: 9
Move: 10
Equipment: Lightsaber (5D damage), imperial uniform, data-
 pad, blaster pistol (4D damage), comlink, Imperial ID, 100
 credits.



Capsule: Captain Les' Desmon is a big, balding man of middle age, as well as a typical inquisitor. Quite, mindful and always looking for suspicious activity. As a cover, he also captains the Far-seer a Old Victory class star destroyer. He is currently on assignment in the Elrood sector

Raised from childhood in a family of strick discipline and miliary tradition, Les has always devoted him self to the Empire and all it stands for. On occasion Les can be quite obstinate and narrow minded, as well as being overly suspicious of those around him.

A cold heartless disciplinarian, Les is a fanatic for order. To him the Empire and the Order of inquisitors represents order at its best. He therefore has complete, unquestioning loyalty to the Empire, and demands nothing less from his subordinates. This is one of the key traits that the Emperor looks for when picking out an inquisitor.

Typical Executor:

SLT Rath Dareborn
Type: Executor
DEXTERITY: 4D
 Blaster 5D, Dodge 5D+2,
 Lightsaber 6D
KNOWLEDGE: 2D
MECHANICAL: 3D+1
 Starship Piloting: 5D+1
 (SP)Tie fighter: 7D+1
 Starship Gunnery: 5D+1
PERCEPTION: 2D+1
 Con: 3D+1
STRENGTH: 3D+2
 Brawling 5D+2
TECHNICAL: 2D
Special Abilities:
Force Skills: Control
 3D+1, Sense 2D+1, Alter
 4D
Control: Rage, Accelerate
 healing, control pain,
 enhance attribute
Sense: Combat sense, life
 sense, danger sense, life
 detection, receptive telepa-
 thy
Alter: Injure/kill, bolt of Hatred
Control and Alter: Inflict pain; force lightning
Control and Sense: lightsaber combat, projective telepathy
This character is Force-sensitive.
Force points: 2
Dark Side points: 12
Character points: 18
Move: 10
Equipment: Lightsaber (5D damage), imperial uniform, data-
 pad, blaster pistol (4D damage), comlink, Imperial ID, 100
 credits.



Capsule: While not on flight duty for the *Fury* a Imperial Star Destroyer, second lieutenant Rath Dareborn is a variable Rage alcoholic. Picked purposely for his inner "fire" Rath is one of the stronger and more trained executors of the the Order. Smart fast, and always willing for a fight, Rath grew up in the slums of coruscant. His lucky break came when a SAgroup member picked him up off the street.

There he quickly fell in line with the Empire's propa-
 ganda and became a unquestioning follower. He even tested for
 placement within the Empire as soon as he was old enough. As
 soon as he was tested, Rath was immediately picked out of a
 group of 1,000 candidates for the Imperial navy. His test scores
 for admittance are still one of the highest in the Imperial Navy.

There he spent another 4 years of training and eventu-
 ally was assigned to the *Fury* where he commands a wing of Tie
 Advanced fighters.

Yes, My Master



“Step forward, Inquisitor Iltor”

“Thank you my master. What is thy bidding?”

“As a member of the Order of Inquisitors, I have picked you to solve a problem which requires your special talents. Just two days ago a underground cell of rebel agents infiltrated a military base with the aid of a man on the inside. One whose past actions have proven his treason a hundred times over, but one, until now, I have been unable to identify. I want you Inquisitor Iltor to go out, and bring me the head of this man. I also want you to personally hunt down and kill the rebel cell. You

are also instructed to destroy all data files and execute all ranking members of the military base. New personal will alive when this is done. Any questions?”

“Just one, my lord. I’ll need to know the age of this man.”

“Yes, let see ... your son is 28 standard years of age ... any other questions, inquisitor Iltor?”

“No. I will begin immediately.”

“See that you do inquisitor, other wise it will be difficult for me to fill your position.”

“Yes, my master.”

There are even darker rumors that these individuals, although able to give orders and gain access to datafiles, are walking time bombs. For if any of these “Shadows” as they are called, fail to serve the emperor, or step over a boundary, that a time bomb in their head can be activated to kill the individual wherever they are in the known galaxy. This is the emperors ultimate form of security, because the order of justice is able to hold so much power.

Dark Jedi Creed

When creating his Dark Jedi Knights, the emperor made sure to also set about a side of rules that his Dark Jedi should follow to keep from the problems that plagued the Light Jedi. By defining these rules, he set about the way of organizing his dark followers so that they could be more efficient, and reliable. It proved

extremely effective for they enable for the different branches to work together for a common purpose.

No Dark Jedi Shall Slay Another Dark Jedi. Simply put, whatever their origin, Dark Jedi see them self as a special breed. One may agree with another Dark Jedi’s motives or damn them for the manner in which they act, but no Dark Jedi may ever take up arms against a fellow hunter. This law applies only to those who follow the creed. For many Dark Jedi constantly fight each other to move up in position, or power. The emperor do not punish those who break this creed if it is found that the dead Dark Jedi was indeed not following imperial law. Indeed the emperor set nearly unattainable goals to watch his men struggle to achieve them, by doing so he can keep them under better control By creating higher and higher circles of elite status it motivates them to push themselves constantly.

No Dark Jedi Shall refuse to aid another. Sometimes, there comes a time when another Dark Jedi requires help from another. Traditionally Dark Jedi rarely work one another, but when another does ask for help, it is the creed that the other Dark Jedi does help the other. Whatever personal grievances or animosities may be involved between the two parties, it is known and understood that Dark Jedi take care of their own, even if on a temporary basis. Of course, such assistance is not without its price tag, and the arbitration of payment after the fact can be substantial.

No Dark Jedi Shall Use His Lightsaber or Powers in Direct view of Imperial Citizens. Many Dark Jedi, especially those in the Order of Executor have little regard for following this creed, but is almost a way of life for those in the Inquisition sect. Simply put, no Dark Jedi should use his or her powers while in the company of the general populous. This would cause undue attention to the Order, and stir up far more trouble. The Empire can not afford to have its citizens come up at arms and joining the rebels because of a foolish Dark Jedi using his powers on the streets. Although, mind control, and other simple tricks that are not as visible as force lighting or a lightsabers are perfectly acceptable, as long as no one notices.

While these simple creeds are “commonly accepted,” there continues to exist more that a few Dark Jedi who have little regard to the creed. The Dark Jedi creed remains a attempt at regulating an often nasty business, on far removed from the eyes of “civilized beings.” It also remains a loose set of principles that can be, and often is, violated when no one is looking.

Training

When President Palpatine announced that he was now appointed Emperor and that the Republic was to be transformed into an Empire, he defended his position by bringing up the success of the glorious empires of the past. One the the empires he spoke of was the ancient empire of the Sith, which ruled several sectors of the galaxy before the Republic even came into being. Before the expansionist Republic destroyed the

Sith empire, it was the most prosperous civilizations ever.

Nothing remains of this this long dead society - nothing outside the Emperor's personal collections anyway. However, one world still stands preserved despite centuries of desolation, the planet Korriban. This planet stands silent because it is a Sith tomb world, not the site of a major city or starport. Because it is the final resting place of many Sith nobles, it was left alone for millions of years and its location was never given out. As a result, it remains to this day, a preserved monument of a society that made the Dark Side of the Force the cornerstone of its existence.

Emperor Palpatine, in his personal journals, often stated how he desired his Empire to eventually become a dark side theocracy like the Sith empire used to be. Such admiration for the past must be looked at closer. Hence the reason why the world of Korriban is one of the two worlds chosen to serve as training grounds for the Dark Jedi of the Empire

Training to become a Dark Jedi is a both time consuming and dangerous. Applicants are pushed to the edge of their limits, and beyond. Of the estimated 15% that are considered for application only less than 2 percent ever make it to finial training. That is why the majority of Dark Jedi are military personal, and hardly any are that are picked out from the general population of possible candidates.

Training is a five step process. The first part being a standard aptitude test consisting of physical and mental capabilities. Step two goes further, and tests the candidates ability with the force. (note that only force sensitive candidates are picked out.) Step three is probably the hardest. Teachers instruct the students to carry out a task, often going along with other Dark Jedi on a typical mission to observe and participate. Many candidates drop out at this point, unable to keep up with the experienced Dark Jedi. Step four includes basic force and tactics training for Dark Jedi, now that the applicants have show their worth with an actual mission. Step five pits the candidate on his own, and having him do a mission by himself. No help is given during this final test, and if the candidate returns successfully, he or she is then admitted into the Dark Jedi order and placed where the emperor or his advisors deem fit.



Advanced Training

After being accepted into the Ranks of the Dark Jedi, official training actually begins. The first part of training merely weeds out those less fit to become one of the feared members of the dark jedi. Normally, after the celebration ceremonies that occur when a dark jedi candidate finally passes their final exam, they are immediately thrown into a pit with other dark jedi hopefuls. This is the actual final exam, and where the dark jedi will get his new rank within the order. It is called the trial of possession. The last standing jedi within the pit is promoted to become dark apprentice, and answers directly to the current trainer beneath the dark lord. In turn the dark apprentice will now command who ever lived the trial of possession and will eventually teach them what his trainer teaches the dark apprentice. In the unfortunate occurrence of the dark apprentice dyeing, another trial of possession occurs. In some classes, there will be about only 2 or 3 total students. This form of weeding out insures that only the best will become dark jedi, and that only a select few actually control. This allows the emperor to easily control his subjects by having the most experience and power.

As for training, dark jedi face a rigorous five week course that hones all their physical, and natural powers. Within this time frame, the current trainer trains the dark apprentice with 'key' powers that are fundamental to other powers. These powers such as Life sense, danger sense, concentration, enhance attributes, and injure/kill give the dark apprentice a good

base of skills to teach the others in the class. From there, the trainer allows the dark apprentice to learn what ever suits his fancy. There are several higher classes to learn from, and further hone the dark apprentices skills. Of these higher classes the dark apprentice can learn the following:

1. Mind: This higher class focuses on concentration, rage, and alter mind skills. By the end of the class, the dark apprentice will be able to fully use his mind to subdue his victims to do his will. It is the second most popular class.

2. Power: This higher class hones the dark apprentice skills allowing him to manipulate the force to do his bidding. It includes such powers as force lightning and injure/kill. It is the most popular class.

3. Sense: This class is all about magnifying the apprentices senses, making him a better tracker, fighter, and able to predict his targets next move. It includes skills such as sense path, sense force, and other sense skills.

4. Fighting: This all around class is a general class that trains the apprentice in the area of fighting, it has bits and pieces from the other classes. Skills that are taught include light saber combat, shift senses, rage, Force lightning and affect mind.

Once the apprentice finishes his higher classes he may opt to stay to learn a second higher class, or advance to a specific area, which then more skills of that type are taught to the apprentice. During this time, the dark apprentice trains the others in what skills he has learned from the higher classes. At the end of the total course, the dark apprentice may stay, to learn all of the higher classes and become a trainer, or he / she may opt to progress to the dark jedi sects, to become an executor, or inquisitor.





After the candidate is placed in a branch of the Dark Jedi, there he or she continues to train and go out on mission when needed. Any previous records of this individual is then kept in a secret vault, that few have access to, in order to retain the trainees identity as they are placed back into the field. Executors are normal trained on planet Korriban while Inquisitors are trained on the planet of Centurios, that lies in a lone star system surrounded by several space drifts and nebula deep in the Galactic core.

It is also rumored that Centurios also holds a huge library of Sith and Dark Jedi artifacts, for Dark Jedi to learn more about the dark side, as well as serving as a research and development site of dark side technology.

The Imperial War Machine

For countless year the Imperial war machine has been the conqueror of star systems, crushing any and all that stand in its way. It is also common knowledge that the emperor shaped and molded this force to his own will, like a master sword maker. Therefore it is no surprise that many of the emperors creations of weapons of mass destruction was only to further the cause of the dark side. He followed what is commonly referred to the Tarkin Doctrine of "Rule by fear." along these lines Emperor Palpatine summoned forth a army of technological nightmares, with one of the most famous being the Death Star. However he did not stop there, in a quest for control, fear, and power the emperor made sure to create and dream up far more horrible monsters, and creations that would be able to consume planets in the future. For now, Palpatine was pleased enough to test out his new "toys" as he brought life to them.

These "toys" served the empire well, as the research into the dark arts and imperial development came up with plans of mass destruction. Many of these included developments like the infamous LV-0DI assassin droid series that single handily wiped out an entire outlying colony, and cloning and genetic research to create better faster solders like stormtroopers, or deadly viruses like the KL-NRVS-3. These to are aspects of the dark side as these items of destruction create fear and hatred.



Holopicture of a LV-0DI model 3

Model: Imperial Model LV-0DI

Type: Assassin Droid

Cost: not for sale

Dexterity: 4D+2

Blaster 7D, Dodge 6D, Melee Combat 5D, Melee parry 4D, missile weapons 5D

Knowledge: 2D

Intimidation 5D

Mechanical 2D

Perception 2D

Search: 3D+2

Strength 3D

Brawling 5D

Equipped With:

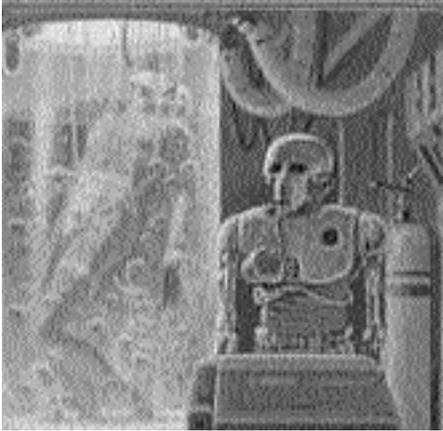
- Humanoid body
- Broad-band antenna
- Flame thrower 5D/3D, cone firing 0-2/4 Damage 5D first round, 3D each round after, until flames put out.
- Movement sensor (+2D to search for moving objects)
- repulsor lift engine (move 3, ceiling height 10 meters)
- Internal blaster/missile weapons pod (6D+2, 3-35/125/300, missile: 6D/3D/2D, blast radius 0-2/4/6, 10-25/50/100)
- Retractable vibroblade (strength 3D+2)

Move: 13 (walking, 3 hover)

Size: 2 meters tall

Capsule:

A Sector overseer wanting to eliminate the rebel presence once and for all from an outlying colony developed and built 100 of these units to eliminate all rebel presence within the Narvese colony. He let all of them loose upon the colony and waited. Unfortunately these droids decided that the entire colony were rebels and systematically killed a destroyed all in their path. From there, they expanded their original programming and when out to find other "rebels" to destroy. Only 30 of the original 100 have been destroyed or accounted for.



Cloning technology

Cloning: The mere mention of the word in the Imperial era brings to mind terrible images of death and destruction by huge armies of unstoppable clones. For centuries it was known that cloning was possible. Once cloning of animals and creatures was not uncommon, and there were stories of wealthy individuals using clone bodies and organs to greatly extend their lifespan. However, as with all technology, cloning has its own terrible dark side. Many would use it to bring forth armies of darkness to terrorize and despoil the galaxy.

Extremely hard to find now, the parts and components used in the cloning process are carefully controlled by the Empire's military and intelligence sectors. The vats require huge and constant amounts of power, requiring the use of surge controllers and back-up generators, not to mention the extremely controlled environment which the clones to be are grown in. Temperature must remain at a constant 50 degrees, no more and no less, while the clones are kept suspended in a nutrient-rich bath -- a sort of artificial amniotic fluid -- until ready.

Gravity was also an important factor in the growth of the clones. Lighter gravity grew thinner, more fragile clones, that were more suited to piloting a starcraft, while heavier gravity was required to grow a clone of exceptional strength. Powerful computers and a small army of droid attendants were used to ensure that all the clones grew within the rigidly defined parameters required. Entire complexes were built by the Clone Masters specifically for the purpose of growing clones, while other complexes would provide the power, chemicals and parts needed.

Modern technology allows clones to be grown to physical adulthood in just a few weeks. However, producing clones that are mentally stable requires years: usually three

to five, and one at the very minimum. There were several incidents in the last days of the Clone Wars when clone batches that were not yet "ripe" were pressed into service by their desperate masters. These insane clones ran amok, destroying friend and foe indiscriminantly.

Admiral Thrawn recognized that the stability issue was actually due to how the clone mind interacted with the Force. If the body was grown too fast, the mind didn't have time to "adjust" (like a normal mind does) and went crazy. Thrawn's breakthrough was to use ysalamiri around the vats, removing the interaction between the mind and the Force and thus the instability associated with quick growth.

Cpaarti Cylinder

Type: Cloning vat

Availability: 4, X

Scale: Character

Cost: Not for sale

Game notes: Each cylinder can hold one clone. Clones can be grown at regular rates (taking a full 20-30 years to mature, just like a normal person) or faster. Speeding up the process can be dangerous without close supervision, leading to deformed or insane clones.

Spaarti cylinders have "growth" dice of 5D. Growing a clone is normally a very easy task, producing an adult body that is stable and ready for training, skill-imprinting or the occasional soul transfer. However, would-be Clone Masters often do not want to wait a lifetime. Clones may be grown in less time by subtracting 1D for every six years and increasing the difficulty to moderate. The absolute minimum time is one day for every two years of physical age. Extra growth dice may be added by using extra-rich nutrient solutions (which increase the cost still further) or by adding dice from an attending person or droid with the (A) medicine skill, up to a maximum of 3D. Ysalamiri add another 3D for purposes of stability.

Example: Bob the Clone Master needs an adult clone and he needs one fast. He decides to risk growing the clone as fast as possible. He has a ysalamiri set up around the cylinder, increasing its growth dice to 8D. He subtracts 5D for thirty years and has 3D left to roll against a moderate difficulty. The roll is a success, and the clone is ready in a mere two weeks.

The nutrient bath required to grow one clone costs 2,000 credits; an extra-rich solution can run as high as 10,000 credits. However, this is usually the easiest part to find compared with a ysalamiri, a scientist who knows how to grow clones, or the cylinders themselves.

Persistent rumor has it that the Empire uses cloning to make stormtroopers. It is said that up to 80% of stormtroopers are clones, with the remainder being recruited from SAGroup.

The Dark One

Jedi Master Gre-Yan-Ollba sat quietly in his room in the Lotus position, attuning himself to the Force. The room shook and the lights flickered ominously, still through it all he remained motionless. The door opened and a young man in brown and white robes of Jedi of Light came rushing in. It was Gre-Yan's apprentice, Tobias Rynus.

Tobias shook his master roughly. "Wake Up Master! Wake Up! The Empire has found us! We must evacuate along with the others!"

Gre-Yan arose slowly. "No my pupil, He has come for me. I can feel him."

"Who Master?" Tobias said fear welling up in his blue eyes.

"The Dark One." Gre-Yan looked at his pupil, realizing his devoted student would not willing leave his side, "Come then we must hurry."

Gre-Yan and Tobias walked down the underground passage ways toward the asteroid's hidden escape pods. They were met up with several armed Republic soldiers who also were headed for evacuation.

Four meters ahead of them, the metal door to the right blew open! Imperial stormtroopers emerged from he gapping hole. Red bolts of raw energy flew by the two Jedi. Gre-Yan ignited his lightsaber as did his apprentice in an attempt to deflect the fire. However they quickly noticed the troopers were not aiming at them but the Republic soldiers around them.

Before they could even contemplate why. The soldiers around them lay dead. The stormtroopers then formed a skirmishing line blocking the route to the awaiting escape pods. From the still smoking doorway emerged an ominous figure.

The figure was armored head to boot in shiny metallic armor. Atop his helmet lie a Black Sun encased in a circle of Purple, as was the trim of his black loin cloth. From his belt he removed a lightsaber and ignited it. The glowing red beam hummed in his hand.

"So at last the image from my mind has shown it's worldly form. You and all Dark Jedi like you shall never prevail." Gre-Yan said.

The figure's voice echoed darkly from behind his faceplate, "Spoken like a true follower of the Light Side. I have heard that from many a Jedi, all which fell at my hand. It is your turn."

The Dark Jedi moved forward. Gre-Yan moved forward. Tobias attempted to follow his master into battle, but Gre-Yan entered his mind and forbid it, ordering him to rum through the blown doorway and escape. Tobias merely stood by and watched in confusion as Gre-Yan's blue blade crashed defensively against the down swinging red blade.

The blades clashed for several minutes, but after a upswing blow that knocked loose Gre-Yan's saber followed by a forward thrust from the Dark Jedi and the battle was over.

Tobias watched his master crumble to the floor and his youth and emotion overwhelmed his Jedi Control. With a scream of rage he charged forth with his saber, swingly wildly at the Dark Jedi. Though his rage gave him a temporarily good offense, his inexperience proved to be his downfall.

Tobias fell to his knees, his eyes swollen from tears of rage. The red blade hovered over his head.

"You have much anger in you young one, perhaps you can be useful after all. You will soon learn the TRUE nature of the Force and why your Jedi fail time and time again", having said that the blade retracted into the shaft.

Tobias looked at the expressionless faceplate seeing only his reflection in the metal. "I will kill you someday."

"Perhaps. But first you will join us..or die like your master." The Dark Jedi looked at the troopers. "Take him away!"

The Dark Jedi walked over to the fallen Jedi's saber and looked at it momentarily before his black clad boot fell upon it and smashed the saber casing, destroying it.

By

GRD Darrion Sulco (Kraith)

Marka Ragnos of Naga Sadow,DC

Chapter Two

The Sith

"Across the reaches of the galaxy, through seas of dark stars, rivers of whispering black shadows from the Republic's ancient past. Evil history we had thought forgotten. The Republic has grown and expanded for many generations, encountering no worse than a few interplanetary squabbles and civil wars... but if we should confront the fabled Sith Empire, we will experience a war so great, so devastating... it can cross the fabric of Hyperspace, a conflagration spanning the galaxy."

- Jedi Master Ooroo

History of the Sith

The Sith were once mighty Jedi of the Republic, brothers in the Force...but the great schism between the Dark Side and the Light turned Jedi against Jedi. The Sith ancestors were defeated, driven off into the far reaches of wildspace...cast out of the Republic forever. But, the Jedi were extremely capable and resourceful. They began anew...turning their exile into victory on the far side of the galaxy. The Jedi found virgin territory, unblemished by the ways of the Republic, unknown to the ways of the Force. It was here the Jedi found the Sith people, and were treated as GODS. Centuries passed and the Jedi interbred with the Sith people, while others kept the Jedi bloodline pure, but the rift between the purebloods and the half-breeds would eventually be the downfall of the Sith.

The Sith Empire

The Sith controlled much of the Wildspace beyond the furthest of the furthest hyperspace beacons. They controlled their empire from the planet, Ziost, on

the far side of the galaxy. This planet, like all in the Sith Empire, was unmarked on any map to be found in the Old Republic. However, we start the story of the Sith Empire on Korriban. It was on Korriban that the greatest treasure of the entire Sith Empire was to be found...the Sith Lord burial chambers. The burial chambers were hidden in a sheltered canyon full of the Sith tombs and riches, and were guarded by vicious creatures. The Valley of the Dark Lords, as it was known was the site of the first contact between the Sith Empire and the Old Republic.

The reign of Marka Ragnos had just come to an end, and the great Sith Lord was going to be buried where his spirit could join the other Sith Lords to help guide the followers of the Dark Side who seek him out and forever join the battle between the Light and Dark. Ludo Kressh, a powerful Sith Lord had the honor of leading the funeral procession. Kressh was of half-breed lineage. His forefathers, exiled Jedi intermingled with the ancient Sith people, producing a dominant Sith race strong in the force.

The Sith Empire, at this time was a corrupt entity. It was stagnating, wasting its resources reliving the conquests of old. Ludo Kressh was a philosophical predecessor to Ragnos' ways. Kressh deeply believed that the PAST glory of the Sith should be cherished. He did not wish to change the old ways, or try to reclaim this heritage.

However, just after Ragnos joined his other unliving Sith brethren, a second Sith Lord joined the funeral. Naga Sadow, a rebellious Lord who also claimed the title of the new Dark Lord of the Sith. Naga Sadow believed that the Sith Empire had become stagnant,



full of corruption. He wished to expand the boundaries of the Sith Empire...and was at odds with Ludo Kressh. Naga Sadow believed deeply in the ways of his ancestors...the ancient Dark Jedi who were banished from the Old Republic for their belief in the Dark Side. Sadow likened the persecution of the Dark Jedi to his beliefs...the beliefs that the Sith Empire should regain its former glory. Sadow was...also a pureblood Jedi. His ancestors had never interbred with the ancient Sith people. Sadow was strong in the Force. In the ways of the Sith, however, there can be only ONE Dark Lord...

The funeral procession was broken up by the unexpected arrival of two wayward Republic travellers, Gav and Jori Daragon and their ship, Starbreaker 12. Kressh wished to have the "invaders" killed at once. Sadow, however, saw a grand opportunity...a whole new Empire ripe for the conquering.

The Sith council convened on Ziost to decide what to do with the "invaders." Ziost was the central world of the Sith Lords...a neutral planet where the descendants

of the powerful, exiled Jedi conducted the business of the Empire. It was on Ziost where the reigning Dark Lord of the Sith reigns.

It was here where the Council of Ten determined the fate of the new arrivals and who should become the new Dark Lord of the Sith. It was Kressh who had the most favor with the Dark Lord, Marka Ragnos, and it was Kressh who held the most respect within the Council. This did not stop Sadow from his plans. He returned to his private stronghold on the dark side of the Ziost moon, Khar Shian. Khar Shian was a place where sunlight never touched, a place as dark as Sadow's heart. A place where Sadow summoned all of his fleet to attack the Council on Ziost. Sadow controlled an entire Massassi army, enough to destroy even Kressh's might.



Naga Shadow

Type: Sith Master

Dexterity: 3D+2

Archaic guns 5D+2, brawling parry 6D+1, dodge 9D, lightsaber 10D, melee combat 8D+1, melee combat; sith swords 12D+2, melee parry 7D+1, missile weapons 5D+1, throwing weapons 4D+2

Knowledge: 3D+1

Alien species 6D, bureaucracy 4D, cultures 5D, cultures: Sith 14D+1, intimidation 10D+2, languages 6D, planetary systems 5D, scholar: Sith lore 17D, willpower 7D

Mechanical: 2D+2

Archaic starship piloting 5D, astrogation 5D+1,

beast riding 6D, ground vehicle operation 4D, repul-sorlift operation 6D, capital ship piloting 6D, capital ship gunnery 6D, capital ship shields 3D

Perception 3D+1

Bargain 5D, command 10D+2, command; massi 12D+2, con 8D, hide 9D, persuasion 11D+1

Strength 3D

brawling 6D+2, climbing/jumping 7D, lifting 3D+2, stamina 9D

Technical 2D

Armor repair 5D+2, first aid 8D, lightsaber repair 13D

Special abilities:

*Force skills: Control 18D+2, Sense 17D, Alter 20D
Naga Shadow has knowledge of all Jedi and Sith
Force powers presented within ToTJ as well as those abilities still hidden in ancient Holocrons and tomes.*

The character is Force Sensitive

Force Points: 28

Dark Side Points: 67

Character points: 51

Move: 10

Equipment: Sith Sword (Str+3D+1 damage), Sith amulets for protection & power (+2D to all Force related skills, and +2D to resist Force powers), robes, Sith jewelry.

Naga Shadow Meditation sphere

Craft: Modified Meditation sphere

Type: Modified Sith Meditation sphere

Scale: Capital

Length: 250 meters

Skill: Capital ship piloting; Meditation sphere

Crew: 25, gunners: 10, skeleton: 25/+20

Crew skill: astrogation 3D+1, capital ship gunnery 5D, capital ship piloting 4d+1, capital ship shields 4D, sensors 2D

Passengers: 10

Cargo Capacity: 500 metric tons

Consumables: 3 weeks

Cost: not for sale



Hyperdrive multiplier: x6

Hyperdrive backup: x22

Maneuverability: 2D+2

Hull 3D

Space: 6

Shields: 3D, backup 2D

Sensors:

passive: 20/1D

scan: 45/2D

Weapons:

2 Heavy Turbolasers

Fire arc: Forward

Crew: Three

Skill: Capital scale gunnery

Fire control: 2D

Space range: 1-9/17/35

Atmosphere range: 100-350/1.3/2.7 km

Damage: 9D

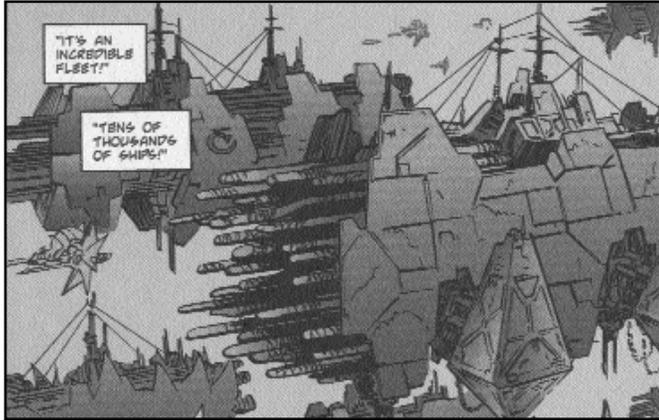
Sith Self destruct device:

Space range 1-2/5/10

Damage: *special

** Due to the immense dark powers contained within the sphere that aid the user with illusions, when the sphere is self destructed, it releases enough energy to set a sun supernova.*

**Note: This meditation sphere aids with the conjuring of dark illusions. It adds +3D to all Force skills as long as the user remains in concentration.*



Craft: Sith Battle Cruiser
Type: Sith cruiser
Scale: Capital
Length: 1,250 meters
Skill: Capital ship piloting; cruiser
Crew: 50, gunners: 30, skeleton: 30/+20
Crew skill: astrogation 3D+1, capital ship gunnery 5D, capital ship piloting 4d+1, capital ship shields 4D, sensors 2D
Passengers: 50
Cargo Capacity: 3,000 metric tons
Consumables: 3 weeks
Cost: not for sale
Hyperdrive multiplier: x8
Hyperdrive backup: x22
Maneuverability: 1D+1
Hull: 5D
Space: 5
Shields: 3D
Sensors:
passive: 20/1D
scan: 45/2D

Weapons:

2 Heavy Turbolasers
Fire arc: Forward
Crew: Three
Skill: Capital scale gunnery
Fire control: 2D
Space range: 1-9/17/35
Atmosphere range: 100-350/1.3/2.7 kilometers
Damage: 9D

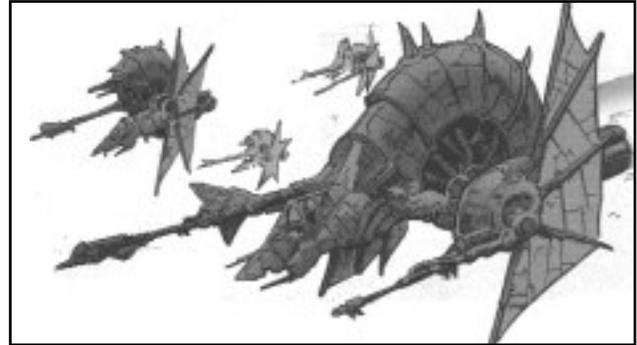
18 laser cannons
Fire arc: 6 front, 4 back, 4 left, 4 right
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire control: 2D+2
Space range: 1-3/7/10
Atmosphere range: 50-100/250/400 meters
Damage: 2D+2

3 Tractor Beams
Fire arc: 1 front, 1 left, 1 right
Crew: 2
Skill: capital ship gunnery
Fire control: 3D

Space range: 1-3/12/20
Atmosphere range: 2-6/15/40 km
Damage: 4d+2

6 drop ship pods

Scale: Capital
Crew: 5
Cargo space: 250 metric tons
Hull: 2D+2
 Game notes: Holds up to 1500 men and equipment or its equivalent. Used for planetary raids.
Craft: Sith Attack Fighter

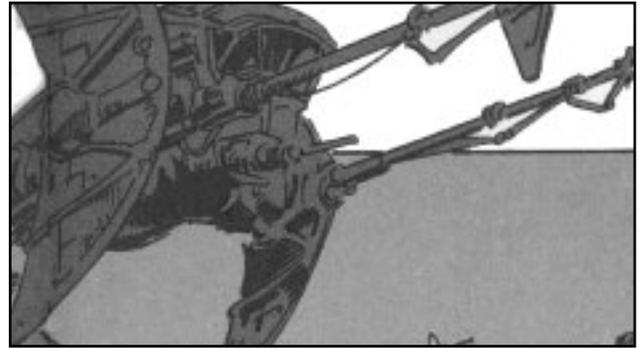
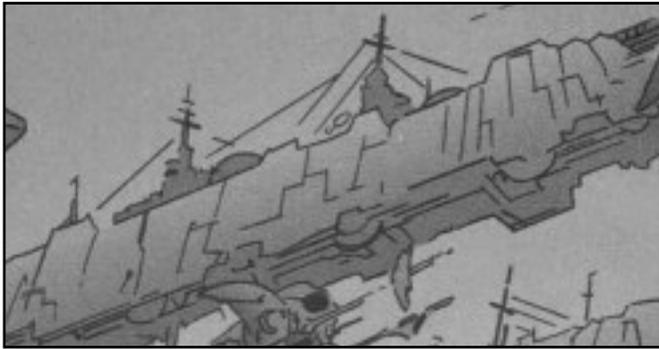


Type: Sith Fighter
Scale: Starfighter
Length: 18 meters
Skill: Starfighter
Crew: 1, gunners 1
Crew skill: astrogation 3D, starfighter gunnery 4D, starfighter piloting 4d, sensors 2D
Passengers: none
Cargo Capacity: 300 kilograms
Consumables: 1 week
Cost: not for sale
Hyperdrive multiplier: none
Hyperdrive backup:
Maneuverability: 2D+2
Hull: 3D
Space: 4
Sensors:
passive: 10/0D
scan: 30/1D

Weapons:

2 Heavy laser cannons
Fire arc: Forward
Crew: 1
Skill: Starfighter gunnery
Fire control: 1D+2
Space range: 1-3/7/10
Atmosphere range: 50-100/250/400 meters
Damage: 4D+1

2 Light laser cannons
Fire arc: front
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire control: 1D+1
Space range: 1/3/5
Atmosphere range: 10-50/100/200 meters
Damage: 1D+1



Craft: Core Galaxy Systems Dreadnaught
Type: Republic Dreadnaught
Scale: Capital
Length: 1,000 meters
Skill: Capital ship piloting; cruiser
Crew: 40, gunners: 20, skeleton: 25/+15
Crew skill: Astrogation 3D, capital ship gunnery 4D+2, capital ship piloting 3D+2, capital ship shields 4D, sensors 2D+2
Passengers: 50
Cargo Capacity: 3,000 metric tons
Consumables: 3 weeks
Cost: 1,000,000 credits (new), 800,000 (used)
Hyperdrive multiplier: x10
Hyperdrive backup: x22
Maneuverability: 1D
Hull: 6D
Space: 6
Shields: 3D; 4D
Sensors:
passive: 20/1D
scan: 45/2D

Weapons:

4 Heavy Turbolasers
Fire arc: Forward
Crew: 3
Skill: Capital scale gunnery
Fire control: 1D
Space range: 1-8/15/30
Atmosphere range: 100-300/1.2/2.5 kilometers
Damage: 9D

20 laser cannons
Fire arc: 7 front, 3 back, 5 left, 5 right
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire control: 2D+2
Space range: 1-3/7/10
Atmosphere range: 50-100/250/400 meters
Damage: 2D+1

4 Tractor Beams
Fire arc: 1 front, 1 back, 1 left, 1 right
Crew: 2
Skill: capital ship gunnery
Fire control: 3D
Space range: 1-3/12/20
Atmosphere range: 2-6/15/40 km
Damage: 4D+2

Craft: Republic Galaxy Defender Starfighter
Type: Starfighter
Scale: Starfighter
Length: 18 meters
Skill: Starfighter
Crew: 1, gunners 1
Crew skill: astrogation 4D, starfighter gunnery 4D+1, starfighter piloting 4d+1, sensors 2D+2
Passengers: none
Cargo Capacity: 150 kilograms
Consumables: 1 week
Cost: not for sale
Hyperdrive multiplier: none
Hyperdrive backup:
Maneuverability: 2D
Hull: 2D+2
Space: 4
Sensors:
passive: 10/0D
scan: 30/1D

Weapons:

2 Heavy laser cannons
Fire arc: Forward
Crew: 1
Skill: Starfighter gunnery
Fire control: 1D+2
Space range: 1-3/7/10
Atmosphere range: 50-100/250/400 meters
Damage: 4D+1

2 Light laser cannons
Fire arc: front
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire control: 1D+1
Space range: 1/3/5
Atmosphere range: 10-50/100/200 meters
Damage: 1D+1



Teta Defenders

During the tremendous fighting on Teta, as Sith forces attacked the planet Teta defenders made up a vast number of the Teta's planet-bound fighting forces. Wearing similar clothing to republic assault troops, most of the Teta forces were extremely hardened by years of constant power struggles and countless other 'military actions' when the Sith forces landed. This made them extremely formidable enemy's for the Sith forces to overcome. These defense fighters not only are trained to fight, they are taught all manner of combat techniques. Hand-to-Hand, blaster pistol, grenade, and heavy weapons training are just some of the areas these soldiers are expected to excel in.

Teta Defenders

Dexterity: 3D	Perception: 2D
Blaster: 4D	Strength: 3D+1
Dodge: 4D	Brawling: 4D
Grenade: 3D	Technical: 1D+2
Heavy Weapons: 3D	Knowledge: 1D+1
Mechanical: 1D+1	
Equipment: Light combat armor (provides 1D to all areas); Melee weapon (STR+1D+1 damage)	

Teta Gunners

Dexterity: 2D+2	Perception: 1D+1
Blaster: 3D+2	Strength: 1D+1
Dodge: 3D	Knowledge: 1D+1
Heavy Weapons: 4D+2	Technical: 2D+1
Mechanical: 3D	
Starship Gunnery: 5D	
Equipment: Light combat armor (provides 1D to all areas); Melee weapon (STR+1D+1 damage)	

Teta Gunners

Just as important in the battle for their world, Teta Gunners saw more than their fair share of combat in defense for their world. Instrumental in thinning the ranks of the countless Sith fighters that poured over the skies above, they also used the massive guns in a brilliant move to fire upon the ugly huge beasts and countless Massi warriors that tried to take over the planet.

Many say that if the gunners were not so instrumental in defense of their homeworld that the Sith forces would have easily overrun and taken over the whole planet.



Behemoth, War Beast

Found on the distant green world of Rathroth, these monstrous beasts skulk about the large forest of Rathroth, their massive bodies destroying the flora underfoot. With two large and dangerous tusks and a thick skin, as well as thick bone plate that protects its head, the Behemoth is the undisputed king of the forest. Standing a massive 15 meters tall these huge creatures roam about their native home world feeding of the abundant flora and grasses. Although ill tempered, these huge beasts are prized for their size, as well as for use in ground assault. Normally, a small 'pill box' is placed upon the back of the beast providing for a mobile attack platform.

Behemoth War Beast

Type: Armored War Beast

Scale: Walker

Length: 23 meters

Skill: Beast riding, War beast

Crew: 2, gunners 2 (pill box only)

Crew skill: Beast riding; War beast 6D+2, Heavy weapons 3D+2, Melee 4D, Blasters 4D+1

Passengers: none

Dexterity: 1D+2

Dodge 3D+1

Perception 2D+2

Strength 8D

Brawling 11D+1, Lifting 9D, Stamina 9D

Orneriness: 4D+2

Special Abilities:

Tusks: Behemoth have huge tusks that they use to gorge the enemy these strong tusks do Strength +2D+2 damage. They also have huge claw like feet that do Strength +3D crush damage.

Thick skin: Behemoths have very thick skin that provide +1D to its strength roll vrs damage.

Bony head: The Behemoth has a very bony head that provide +2D its strength roll vrs damage.

Sharp Beak: Behemoth have a sharp beak that does Str+1D damage

Weapons: (pill box)

2 Light laser cannons

Fire arc: Forward, Rear

Crew: 1

Skill: Heavy Weapons

Fire control: 1D+1

Atmosphere range: 10-50/100/200 meters

Damage: 2D+1

Scale: Walker

Armor: 4D (walker)

Yzzzck, War Beast

These strange creatures, a native of the poisonous swamps of Del'Rath are probably one of the most gruesome and hideous alien creatures to ever be found. They have a large mouth covered with smaller feeders that it uses to catch its prey, and huge mouth that crushes its food up using sticky acidic like digestive juice. Although somewhat mindless, Yzzzcks make for excellent war beasts and are easily trainable, if you can manage to find and catch one hiding in the swamps of Del'Rath.

Type: Monstrous Alien War Beast

Scale: Walker

Length: 40 meters (stands 20 meters tall)

Skill: Beast riding, War beast

Dexterity: 1D+2

Dodge 3D+1

Spit: 5D

Perception 2D+2

Strength 6D

Brawling 8D+1, swimming 8D

Special Abilities:

Digestive fluids: any unfortunate creature caught by a Yzzzck is promptly devoured and eaten. Yzzzcks often hurl large balls of the sticky substance at its food. The digestive juices do 3D damage with +1D damage each following round until the creature covered in the fluids is dead, or manages to get the sticky fluid off them.

Spit:

Range: 0-5/20/50

Damage: 3D +1D each following round

Skill: Spit

Poison Glands: Several sub-species of Yzzzck exist, and amongst these are a rare type of Yzzzck that has develop poison glands, the poison is mixed in with the digestive fluid, and inflict even more damage: A Yzzzck with poison glands causes 5D damage with +2D damage each following round.

Huge Maw: The Yzzzck has a huge gapping mouth witch it uses manly to feed on its prey. It causes Strength +2D damage in addition to its digestive fluids eating away at its prey.

Intimidation: Due to their natural size and fearsome appearance a Yzzzck causes 4D intimidation against those within 50 meters of the creature. Those who fail to make their first willpower test break and run. Those who pass the test may continue to fight normally.

Sadow freed Gav and Jori and murdered the head of the Council in the process. However, the entire operation was made to look like the Republic "invaders" did it themselves. This was all Sadow needed. He returned to the Council, declaring himself Dark Lord. This splintered the Council, with Kressh dissenting. Kressh took his followers, leaving Sadow with four of the other Lords on his side. But this was enough.

Sadow underwent the ancient ritual to become the new Dark Lord of the Sith. On Ziost, he was exposed to the ancient Dark Force of the Sith, gaining power unmatched by any in the whole galaxy.

Using this new power, Sadow quickly corrupted Gav Daragon, teaching him some ways of the Sith while at the same time gleaning all of his knowledge



about the Old Republic. It was time for Sadow to put his plans in motion. Again, he used his tricks and staged an attack on Ziost making it look like a Republic attack. He stole Starbreaker 12 from its impound hanger...giving Sadow access to the nav coordinates of his new conquest...the Old Republic.

However, Kressh found Sadow out and staged a massive assault on Sadow's home-world, Khar Delba. Unbeknownst to Kressh, however, was that

Khar Delba was only a decoy for Naga Sadow. Sadow's main assault force was hidden on Khar Shian. Sadow caught Kressh completely by surprise, eliminating the bulk of Kressh's forces. During the battle, but exactly as Sadow had planned, Jori escaped the Sith Empire, fleeing back to the Old Republic. However, Gav was left behind. Now, with Kressh's forces completely destroyed, Naga Sadow was the undisputed Dark Lord of the Sith. He focused the entire might and power of the Sith Empire into building a fleet to conquer the Old Republic. He had one last trick up his sleeve...a homing beacon hidden on Jori's ship. A beacon which Sadow would use to find and destroy the Republic.



Ziost Planetary Data

Type: Terrestrial plains

Temperature: Temperate

Atmosphere: Type I (Breathable)

Hydrosphere: Moderate

Gravity: Standard

Terrain: Urban, plains

Length of Day: 28 standard hours

Length of Year: 364 standard hours

Sapient Species: Sith, Half-Sith, Humans

Starport: 1 Imperial class

Population: 3 billion

Planet function: Sector Capital, manufacturing, trade

Government: *Dark Side theocracy*

Tech Level: space

Major Exports: none

Major Imports: none

War!

Naga Sadow struck. He hit the heart of the Old Republic with the might of tens of thousands of Sith vessels...the entire might of the Sith Empire. All of the Republic's territory was hit, from Empress Teta's systems to Coruscant itself. But, the battle was fought most fiercely on Koros Major, the homeworld of Gav and Jori. It was here that the two finally met for the last time - Gav, traitor to the Republic and Jori, Jedi-in-training. It was too much for Gav to bear, and he fled in the Sith flagship. The ship had a pre-programmed set of nav coordinates; it fled to Primus Goluud, an unstable red giant star. It was here that Naga Sadow would unleash his most terrible weapon of the Sith. It was here that Jori followed her brother.

Naga Sadow was using his Sith magic to ignite the star...forcing it to go supernova and wiping out thousands of Republic systems in the process. Gav convinced Jori the he could stop Sadow and he persuaded to return to the battle at Koros Major. The thought of losing all he loved was too much for Gav Daragon, and he attacked Sadow's vessel, disabling it near Primus Goluud. However, Gav went to meet Sadow, who tricked him one last time. Sadow snuck aboard Gav's ship and left him stranded near the star, inside Sadow's ship - a bomb waiting to go off. Gav ignited the bomb taking most of Sadow's fleet with him.

Sadow, however, escaped back to the Sith Empire, his fleet in ruins. Because of his failure, Naga Sadow was stripped of his title and power of Dark Lord. The remaining Sith Lords exiled Sadow, as his ancient Jedi forefathers were exiled before him. During his exile, the Republic hunted down the Sith to their source, the Sith Empire. The Republic was merciless in their attack. All of the Sith were destroyed, save Naga Sadow and his remaining Massassi Warriors. Sadow escaped to a remote planetary moon... the Fourth Moon of Yavin.



~Massi Warrior (pre-exar kun)~

Attribute Dice 11D

Height: 1.3 - 1.5 meters

DEXTERITY 2D/3D+1

KNOWLEDGE 2D/2D+2

MECHANICAL 1D+1/2D

PERCEPTION 1D+2/3D

STRENGTH 2D/3D

TECHNICAL 1D/2D

Move: 10

Force Sensitive: Yes

Story factors: Massi warriors are the decentants of ancient sith warriors that were first found by the Jedi seeking a new place to practice their dark arts. These warriors somehow were interconnected to the dark side of the force and were able to contact it directly by use of arcane rituals and rites. Massi skin is a slight red color, and their eyes are typically black. Massi are typical hunters, and are skilled in all sorts of non-ranged weapons, however Massi are somewhat curious and are able to figure out how to use a blaster given enough time.

Special skills: All Massi are in some way interconnected to the dark side, and as such are force sensitive. This allows them to contact the dark side far easier, However this comes at a cost. Because of this interconnection to the dark side of the force Massi are much more likely to fall to the dark side. Starting characters start with 1 Dark side point. Calling upon the dark side is one level easier, and add 1 to rolls when testing if the character has fallen to the dark side.

Common Equipment: Sith pike, Sword, clothing



~Massi Warrior Stats~
(after 400 years)

Attribute Dice 12D
Height: 1.3 - 1.5 meters
DEXTERITY 2D/3D+2
KNOWLEDGE 1D/1D+2
MECHANICAL 1D/1D+2
PERCEPTION 2D+1/4D
STRENGTH 2D+2/5D+1
TECHNICAL 1D/1D+2

Story factors: After being stranded on Yavin 4 for nearly 400 years, the dark side of the force has taken its toll on the remaining warriors left. Stronger and more agile centuries later, but due to the primitive conditions on Yavin 4 the Massi have lost the abilities to write or use advanced tools. Their behavior and manner is that of a primitive tribe of warriors, similar to the original Massi when the Jedi's first found them.

Common Equipment:
 Sling (Str+2D damage), Pole (Str+1D damage), clothing

The Sith Empire was destroyed. The Dark Lord of the Sith, Naga Sadow had seen to that. His failed invasion of the Old Republic had caused a quick and brutal retaliation which utterly destroyed the Sith. Only Naga Sadow survived with a small portion of his Massassi Warrior army. It was on the fourth moon of Yavin that Sadow fled to.

Yavin 4 was a lush and tropical jungle moon. However, the peace and tranquility would be forever interrupted by the arrival of Naga Sadow. Sadow wasted not a moment in recreating his home on Khar Delba. Sadow instructed his Massassi Warriors to construct mammoth Sith architecture, including the large ziggurats, pyramids, temples and towers of the Sith culture. It was here that Sadow conducted his monstrous experiments on Sith alchemy. Sadow instructed the Massassi to build the most glorious and evil temple that rivaled those in the Sith Empire...the result was Sadow's Temple of Fire. Sadow, however, would not live to see his work unleashed on an unsuspecting galaxy. Sadow would die, the last of the true Sith, leaving only the Massassi Warriors in his wake. Sadow's influences would, however, doom Exar Kun and the galaxy to a great Sith War nearly five hundred years later.

The Jedi Council, knowing that Naga Sadow had escaped, instituted a secret Jedi class within their own structure. The Jedi Order of Sadow Hunters was entrusted with the task of hunting down and destroying the last remaining Dark Lord of the Sith. The "Sadow's", as they were known in the Council, were led by Jedi Master Dojo-Siosk Baas. For three hundred years, the Sadow's hunted and searched for Naga Sadow to the very ends of the galaxy. It was then, and due to the emergence of Darth Warb and Dark Lord Urr, that the Sadow's mandate was changed. The Jedi Council, believing Naga Sadow to be dead, charged the Sadow's with hunting down and destroying ANY and ALL Sith influences. They then took the new title, "Jedi Shadow." The Shadows would forever stand watch for the return of the Sith.

THE CODE OF THE JEDI SHADOW

Peace rules emotion
Knowledge replaces ignorance
Serenity calms passion
Harmony eases chaos
Light destroys darkness

But, Naga Sadow was not the only Sith influence acting against the Light. The Sith invasion had reawakened the shadow of the Dark Side in people all throughout the galaxy. Every would-be-god was scouring the galaxy, racing the Old Republic to acquire the Sith artifacts. After the Sith invasion, many of their warships were downed on thousands-of-thousands of planets. The Sith influence would not die with the destruction of the Empire. In fact, with their destruction, the Sith had become more powerful than anyone could have imagined. They were no longer myths, or fantasies...their wrecked remains could be found even on Coruscant in the Galactic Core.

For nearly fifty years after the destruction of the Sith Empire, the Jedi were strained to the limit. Every would-be-adventurer and explorer was out looking for Sith artifacts, which many of them found. The Sith power was too great, and these people fell to the Dark Side. These people were the cause of a number of minor and major skirmishes and battles against the Jedi. Collectively, the whole group of battles would be classified as the Great Sith Hunt.

But, there was a greater threat brewing...

THE ORDER OF THE SITH

Failed Jedi Knight, Nullus Skarr had already fallen to the Dark Side. He was too impulsive, too unrestrained to stay in the Light Side of the Force. The Sith, however, were a perfect match. Unlike many of the explorers of the Great Sith Hunt, Skarr did his searching methodically. He scoured the far reaches of the galaxy, until he stumbled on the great Sith burial grounds on Korriban. It was here that Skarr uncovered the greatest threat the galaxy had ever known. Skarr embraced the spirits of the long dead Dark Lords. It was here that they instructed him in the ways of the ancient Sith power. It was here that, a new Dark Lord was born. Skarr had uncovered the Sith tomes of combat, and had fashioned a dark, evil suit made from Sith ore. Forevermore, Jedi Knight Nullus Skarr would be known as the new Dark Lord of the Sith, Darth Warb. The ancient spirits entrusted Warb with the duty of

recreating the Sith. It was a task that Warb was made for. He quickly found others to join the new Order...the Order of the Sith.

People had grown dissatisfied with the Old Republic. Just like the ancient Jedi had rebelled against the Light and were exiled for their beliefs, just like Naga Sadow rebelled against the Sith Empire for being too stagnant...the people of the Old Republic EMBRACED the ways of the Sith. A new schism in the Force happened, as Jedi killed master... the Sith Order had grown out of control. The Order, led by Darth Warb conquered system after system with the help of the powers of the Sith.

But, like the destruction of the Sith Empire, this new Order would not be stopped from the outside...it would be stopped from within.

The Old Republic had entrusted explorer Keena Hest with trying to find the source of Warb's power. The Jedi Council sent Jedi Knight Daars Ungo to safeguard the Republic explorer. The two had previously tried to document and collect artifacts left over from the invasion. While they both encountered many artifacts, both were strong-willed and were not influenced by the Dark Side. However, as Jedi Ungo helplessly watched Darth Warb slowly conquer system after system, he developed a new course of action. Daars Ungo, known for his solid character and reputation would willfully embrace the Dark Side. He had counted on the Light to bring him back. Ungo had access to a volume of Sith artifacts unmatched by any save Darth Warb himself. This would be the first time a Jedi would embrace the Dark Side to help the Light...but it would not be the last. Luke Skywalker, some four thousand years later would try the same tactic.

In the end, Ungo and Warb fought on Korriban...and both were destroyed. The Dark Side was too much for Jedi Knight, Daars Ungo. But, he would forever be remembered for his victory over the Sith Order. But, the damage had been done...the Sith Order had planted its seeds in the minds of evil beings everywhere.

SITH EMPIRE

The Sith Empire had been destroyed for a thousand years. The new Sith Order had been sent into hiding for nearly five hundred years. The Sith had been wiped out of the galaxy. However, there must be balance. This time, it was the Jedi who were to blame...

"Time and again, throughout the eons, the power of the Dark Side of the Force has advanced with the fury of a storm, sweeping up star system after star system. Only in great conflagration were the forces of the Dark Side defeated..."

The Dark Side has come before, and it will come again. Do NOT underestimate its power. That is why I have devoted my life to teaching Jedi Knights, to strengthen the Light Side against the tide of darkness that is sure to come."

- Vodo-Siosk Baas, Jedi Master

However, was Master Baas strengthening the Jedi, or would he ultimately destroy them? Master Baas taught his students about the Sith and of the Dark Lord that got away...

"Hear me, oh Jedi... It is an ill-fated time for Sith sorcerer Naga Sadow...exiled by his Dark Lord, branded a criminal by the Republic, he flees across the galaxy, desperate to escape. His antiquated Corsair passes under the Denarii Nova, a rare double star. The guns of the Republic warships spell certain doom for this self-proclaimed Dark Lord and his confederates--but Sith magicians play by different rules... The smaller Denarii Star feeds on gases stolen from its larger brother. Periodically, in the natural order of the universe, great flares of burning gases pass from one star to another...However, the fleeing Sith care nothing for the natural order of the universe... Indeed, the Sith sorcerers believe the universe belongs to THEM."

Naga Sadow considered the death of the star system a small price for his own survival."

"The Dark Lords were powerful Jedi Knights who used the Dark Side of the Force to master the Sith people. There could be but one Dark Lord at a time... This lineage was passed from one generation to the next. It is said their mummified remains are preserved forever on a hidden world, in monumental temples they constructed to honor themselves."

With these words, the wise, all-knowing Jedi Master had doomed the galaxy forever. He had implanted the shadow of darkness in one of his students minds. This student was Exar Kun. And Exar Kun would want know more about the Sith...



Chapter Three : The Krath

"Greetings Jedi... I am here to warn you... you must not interfere with the work of the Dark Side. The Sith are destined to rise again. Nothing can prevent that. Arca cannot interfere with the dead... nor can he help YOU, poor Jedi to avoid your destiny..."

You will be one of the GREAT ONES...and there is another even greater than you."

- Warning of Freedon Nadd

THE NEW MENACE - THE KRATH

Since the Unification Wars over a thousand years earlier, the Empress Teta system had changed drastically. Forever ruled by nobility, the old ways had run amuck. The seven worlds of the Empress Teta system had become stagnant...like the Sith Empire some thousand years earlier...like the Old Republic some five hundred years earlier...the Tetans took the Light for granted. The descendants of the great Empress Teta continued to rule the Seven Worlds, but they have been forced to share power with the commercial interests that developed the carbonite mines...it had been an unholy alliance for the Empress Tetans, a trade federation out of control.

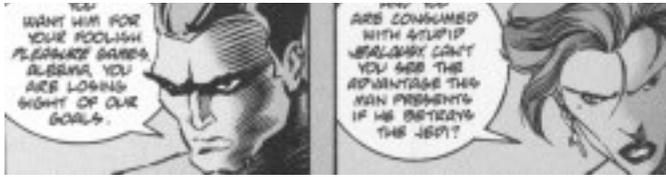
The Carbonite Guild and the Tetan Royalty were a tightly knit group - arrogant and ruthless. Their sons and daughters were a self-indulgent lot, with much leisure time on their hands...and anger in their hearts. This anger and hatred would be cause for a whole galaxy to suffer. For many months ago, to amuse themselves, these bored, young aristocrats began dabbling in the lore of primitive magic. They formed a secret society which they called, The Krath, named for a demon from the fairy tales of their youth. On a trip to Coruscant and Onderon, in search of Dark Side lore, Krath adepts Satal and Aleema stumbled on secrets... Sith secrets.



The political coup of The Krath was no lark - it had all of the planning and strategy worthy of Dark Side masterminds - worthy of the Sith.

For hundred years earlier, during the great Sith Hunt, a Dark Jedi named Freedon Nadd had introduced the Sith teachings to the planet Onderon. Nadd's dark-side powers took hold on the isolated world, and flourished unchecked until Jedi Master Arca brought together a band of Jedi to root it out. Now, four hundred years later, Freedon Nadd's undying spirit has taken hold of two new disciples - Satal and Aleema.

The coup of the Empress Teta System had not gone unnoticed by the Jedi Council. Master Arca was again instructed to determine the cause of this disturbance. Arca and his band - Ulic and Cay Qel-Droma, Nomi Sunrider, Tott Doneeta, Dace Diath, Shoanes Culu, Oss Wilum, and Qrrrl Toq - were dispatched at once to Onderon to root out the cause of the coup.



Aleema and Satal

Cousins and heirs to the Tetan monarchy in the Empress Teta System, this pair were never really deemed Dark Jedi, but they used the power of the Dark Side and Sith Magic to overthrow the reigning Tetan monarchs and claim control of the Empress Teta System for their group known as the Krath.

Born into one of the more prominent and wealthy families Aleema and Satal had become bored with every day 'boring' life of countless parties, hunting trips lavish houses and the like. However on one of their trips they found, and stole an ancient Sith book kept on display on Onderon. Inticed by the lore and glamore of primitive magic that they found on the planet of Onderon and within the Sith book that they stole, the two quickly fell to the Dark side, and soon spread its corruption amongst their friends and other young nobels that were also boared and shared the same vision of power and wealth that they had, eventually forming a secret society called the Krath, after a demon from the fairy tales of their youth.

Aleema

Type: Krath Sorcereres

DEXTERITY 3D

Dodge 6D, Melle Comabt 4D+2, Melee parry 4D+1

KNOWLEDGE: 3D+2

Bureaucracy 5D+2, Bureaucracy: Tatan 8D, intimidate 5D+1, scholar: Sith Lore 7D+1, willpower 6D+2

MECHANICAL 2D+1

PERCEPTION 3D

Bargan 5D+2, command 7D, con 6D+2, persuasion 8D

STRENGTH 2D+2

TECHNICAL 3D+1

Special Abilities:

Force Skills: Controll 5D+1, Sense 6D+2, Alter 6D+1

Control: Absorb/dissipate energy, accelerate healing,

concentration, control pain, emtiness, enhance attribute, hibernation trance, rage reduce injury, resist stun
Sense: Danger sense, life detection, life sense, magnify senses, receptive telepathy, sense force potential, shift sense, translation

Alter: Blot of hatred, dark side web, telekineses

Control and Sense: Farseeing, projective telepathy

Control and Alter: Force lightning, inflict pain, force explosion.

Control, Sense, and Alter: Afect Mind, Force Illusion

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

This Characte is Force-sensitive

Force Points: 3

Dark Side Points: 8

Character Points: 22

Move: 10

Equipment: clothing, expensive jewlery.

Satal

Type: Krath Sorcerer/warrior

DEXTERITY 4D

Dodge 7D, Melle Comabt 7D+2, Melee parry 5D+1

KNOWLEDGE: 3D

Bureaucracy 5D, Bureaucracy: Tatan 6D, intimidate 7D+1, scholar: Sith Lore 5D+1, willpower 5D+2

MECHANICAL 2D+2

PERCEPTION 3D

Bargan 4D+2, command 6D, con 5D+2, persuasion 6D

STRENGTH 3D+1

Brawling: 4D

TECHNICAL 2D

Special Abilities:

Force Skills: Control 3D+1, Sense 3D+2, Alter 3D+1

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, rage, dextoxify posion.

Sense: life detection, life sense, receptive telepathy.

Alter: Telekineses

Control and Sense: projective telepathy

This Characte is Force-sensitive

Force Points: 2

Dark Side Points: 4

Character Points: 12

Move: 10

Equipment: clothing, expensive jewlery, Blaster(5D)



Republic and the Jedi sent in a joint war fleet to subdue the Krath Rebellion and to contain it within the Empress Teta system. They failed.

In the heat of the battle, Exar Kun braved the Onderon wilderness to the location of Arca's presence years before...to the tomb of Freedon Nadd. It was here that Exar Kun breached the tomb of Mandalorian iron... breached the walls of the Sith tomb... and reclaimed the evil heritage of the Sith Order. Exar Kun found scrolls hidden on Nadd's long decayed body... scrolls leading to the dark master of Freedon Nadd... leading to the last home of the Sith...leading to the last great battle of the last great war...the tombs of Korriban. Here on Korriban, Exar Kun was transformed. He was forever tainted by the Dark Side...Freedon Nadd had given him the knowledge unmatched by any in the galaxy. Knowledge the Jedi Council was unable to uncover... Knowledge the Jedi Shadows never found... knowledge of the last great Dark Lord of the Sith...**NAGA SADOW.**

Arca and the Jedi had already assumed that the Sith had influence due to Freedon Nadd's history with the planet. It was here that Ulic Qel-Droma reached a turning point in his life... and the galaxy's. Ulic had gone to inspect some of the remaining Sith artifacts which were being packed for shipment to the Jedi archives on Ossus.

He had sensed one Sith amulet in particular...the amulet of Freedon Nadd... At this same time, Exar Kun had grown bored with the teachings of Vodo-Siosk Baas. It was here that in an impulsive rage, Exar Kun would have slain his Jedi sister Sylvar were it not for Master Vodo's interruptions. Master and student dueled...and Exar Kun displayed an immense power in the Force...yet, as master Baas noted, was lacking any light in his heart. Exar Kun left his Jedi training and went to Onderon where he met up with Master Arca...

"Everything I know about you I have learned through the Force. I know that your fascination with Darkside things has already led you into a lie..."

The coup turned into a full-fledged war when the Jedi were unable to stop the chain of events. The



While Exar Kun was completing his Sith training on Yavin 4, the Krath War of Onderon had boiled out of control. The Jedi Council convened the great Jedi Assembly on Mount Meru of Deneba. During the deliberations regarding the Krath, Ulic Qel-Droma hatched an unexpected plan...a plan based on an earlier battle with the Sith... a plan to destroy the Sith from the inside. Ulic Qel-Droma offered great insight on why Jedi would ever undertake such a mission...

"The Krath Conspiracy must be torn out by its roots before it can spread out to other systems. But the only way that will happen is if one of us joins the Krath... and learns its secrets..."

THE DARK UNION

"And so two there were...master and apprentice."

Exar Kun had gone to Yavin 4 to complete his training. He had uncovered Sadow's Temple of Fire... he had survived the remaining Massassi Warriors left there... and he had survived Naga Sadow's dark experiments. He had gained much power...and he had gained an artifact of immense power - the Focus of Naga Sadow. Like the ancient Dark Jedi of myth, Dark Jedi Exar Kun enslaved the Massassi who believed him to be a god. Exar Kun instructed the Massassi to reconstruct the Sith temples of old. With his training complete, Exar Kun headed back to Onderon to finish what Satal and Aleema had started...Exar Kun was going to renew the Sith Order.

Ulic Qel-Droma had also headed back to Onderon. He had a different goal. Like Jedi Knight Daars Ungo before him, Ulic Qel-Droma was heading head-first into the darkness. Like Jedi Knight Daars Ungo, the darkness would ultimately destroy him.

Qel-Droma succeeded in stopping the Krath, but his plan had taken its toll. Ulic's brother, Cay had been horribly disfigured. Ulic's Master Arca had been slain. Ulic himself had gone too far into the darkness, having been influenced by Satal and Aleema's Sith artifacts. After ending the reign of the Krath, finally they met. Ulic Qel-Droma, student of the Dark Side and Exar Kun, Sith Adept.

A dark alliance

"CEASE! You of the future...hear me well. The two amulets are joined. The time is upon you. You have chosen...now you ARE the chosen. My power is all that concerns you. You have both found my amulets...and each other. Now the power of these amulets is joined...AND I HAVE COME. I now complete your initiation to the power of the Dark Side...so that you may bring to pass the great destiny foretold..."

Exar Kun, because of you, the Sith will never die... You have rightly earned the title of... DARK LORD OF THE SITH This other Jedi...Ulic Qel-Droma...he too has taken the dark road...Qel-Droma will be your first and foremost APPRENTICE. By your free choice, both of you have become part of the grand design. In MY time, even as the Galactic Republic battles us to extinction, we now secure the future... WHEN THE SITH WILL TAKE THEIR REVENGE!"

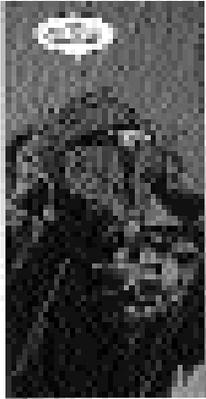
And so with these words spoken by the spirit of Freedon Nadd, the galaxy would shudder under the weight of the Sith...the galaxy would know a war like no other...a SITH WAR!

- The Sith Lords



The two fought a fierce duel. But, during the battle... just as Dark Lord of the Sith Marka Ragnos had brought an end to the battle of Ludo Kressh and Naga Sadow...the undying spirit of Freedom Nadd appeared to Exar Kun and Ulic Qel-Droma and spoke of the glorious power of the Sith...

BEGINNINGS OF WAR



While Exar Kun had one plan of conquest, his Dark Side disciple Ulic Qel-Droma had an entirely different one. He had used the Krath adept, Aleema's power to conquer the Empress Teta system. Ulic Qel-Droma had become general of Exar Kun's attack fleet, and he was becoming too powerful. But, in the turmoil surrounding the Krath Rebellion and subsequent takeover

by Ulic Qel-Droma, a new threat was trying to take advantage of the chaos. The Mandalore Warriors attacked the Empress Teta system with a ferocity unmatched by any in the galaxy.

The Mandalore Warriors, led by the great Mandalore himself, had been wanting territory of the Empress Teta system for a long time. Mandalore's sneak attack had been swift and deadly, yet Ulic and the Tetan forces fought him to a standstill. The Mandalore Warriors, holding personal honor above all else offered Ulic a deal. A battle to the death for the control of whole armies - if Mandalore loses then Ulic gains the entire might of the armies of Mandalore - if Ulic loses then the Empress Teta system has a new master.

The battle was a fierce one. The greatest combatant the galaxy has ever seen, the great Mandalore, versus the greatest Dark Jedi the galaxy has ever known. The battle that changed the galaxy was fought on the Plains of Harkul on Kuar, the Mandalore homeworld. For hours, the battle went on, neither wishing to fail, both knowing the price of defeat. Until finally, the power of Mandalore was insignificant to the power of the Force. The awesome power of the greatest fighting force in

the known galaxy now belonged to one of the greatest threats the galaxy has ever known.

With the added might of the Mandalorians, Ulic Qel-Droma took it upon himself to speed up his Dark Lord's timetable. His strike at the great Republic Shipyard at Foerost was brutally efficient in its execution. Ulic Qel-Droma, Dark Jedi had the might of the Mandalore Warriors... the might of the Sith Witch, Aleem, and the ultimate power of the Dark Side.

Foerost was one of the oldest and most successful large-scale orbital construction sites...the shipyard builders of Foerost stripped raw materials from the uninhabited planet below and lifted them into high orbit. For centuries, the Foerost shipyards produced a steady stream of advanced warships for the fleet of the Galactic Republic...and in minutes the shipyard was boarded. The cruel battle was over almost as soon as it began.

Foerost Orbital ship yard

Type: Orbital ship yard

Scale: Capital

Length: 2.5 Kilometers

Skill: Capital ship gunnery

Crew: 450, gunners: 200, skeleton: 200/+30

Crew Skill: captial ship gunnery 5D, captial ship shields 4D+1, sensors 3D+1

Cost: Not for sale

Hull: 8D

Shields: 2D; 3D backup

Sensors:

Passive: 20/1D

Scan: 45/2D

Weapons:

4 Heavy turbolasers

Fire Arc: 1 front, 1 left, 1 right, 1 rear

Crew: 3

Scale: Captial

Fire Control: 1D+2

Space Range: 1-8/15/20

Damage: 9D

40 Laser Cannons

Fire Arc: 10 front, 10 left, 10 right, 10 rear

Crew: 1

Scale: starfighter

Fire Control: 2D+2

Space range: 1-3/7/10

Damage: 2D+1



WHILE TOTT PONSETA AND LAY GEL-
PROMA ATTEMPT TO TRACK THEIR
OPPONENTS THROUGH THE MAZE
OF CORRIDORS, THE BEST
WARRIOR COMMANDOS SEEM TO
KNOW THE SHORTEST ROUTE TO
THE ROYAL QUARTERS!

STAND AND
DIE, INVADERS!



DID HE SAY
DIE?

THAT'S
WHAT HE
SAID

POW!



POW!



CURSED ENEMIES! I WILL
DOWN THE POWER OF FREEDOM
NADD UPON THEE--



IF IT'S MAGIC QUEEN AMANDA WANTS TO INVOKE,
THEN SHE'S EITHER TOO OLD AND SLOW--OR THE
COMMANDOS ARE EQUIPPED WITH SPECIAL
PROTECTION.

Ulic Qel-Droma had two armies under his control... the power of the Dark Side to command... the power of the Sith at his fingertips... and now the power of three hundred of the Republic's newest warships. He was not pleased to find out that his master, Dark Lord of the Sith, Exar Kun only had twenty Jedi disciples to corrupt. With the strategic genius of Mandalore on his side, Ulic had grown too big for even a Dark Lord to control. The next target was the center of the Galactic Republic, Coruscant. Ulic Qel-Droma, hero of the Freedom Nadd Uprisings, hero of the Beast Wars of Onderon was completely under the influence of the Dark Side.

WAR

Coruscant - only a Jedi filled with the audacity of Dark-Side inspiration would dare to strike the capital world of the Galactic Republic. Ulic's plan was to occupy the Republic War Room - and crush the heart of the military command. But, unbeknownst to him, on Coruscant were the very people he originally sought to protect - his brother Cay, and his companion Nomi Sunrider, along with Exar Kun's old Jedi Master, Vodo-Siosk Baas and his old companion, Sylvar the lover of one of the Dark Lord's new disciples. The Jedi sensed that the battle would be won or lost at the Coruscant War Room...and there it was they went.

---Vodo Siosk-Baas' Oath

"A Jedi has broken our way...this is the time to be firm, not careful!"

The Republic troops were no match for Ulic's armada. Ulic Qel-Droma had made it to the war room, with the Sith Witch Aleema. Ulic had already begun breaking the will of the Republic troops...*"WHO ELSE WILL RESIST MY ORDER?"* asked the Dark Jedi...

"I Will" it was his brother Cay.

A Jedi stand off - but Ulic could not win. Both Jedi Master, Vodo Siosk Baas, and Jedi Knight Nomi Sunrider knew of the "blocking" technique that temporarily severs ones' link to the Force. They should know it...it was taught to them by Jedi Master Odan-Urr, bane of the Sith for a thousand years. With the other Jedi adding their power, Ulic Qel-Droma, Dark Jedi and Mandalore Warlord, was subdued.

JEDI JUSTICE

"Ulic Qel-Droma, Jedi and TRAITOR...You will stand trial... and you will be SENTENCED TO DEATH."

It is a hard thing to be a teacher and see your students fail... Jedi Master Vodo-Siosk Baas, understood the consequences of this:

"I should have foreseen this war. The storm has come, and I know what is at its heart. Not just a military battle for the dominance of a few worlds-- this is a war of Light and Darkness, and at its center is my own student-- Exar Kun. As a Jedi Master, I have failed him... Exar Kun defeated me, his own master, in a lightsaber battle...Master Arca dead...While Kun himself fell to the Dark Side. And now, this attack on Coruscant itself. Ulic Qel-Droma has been arrested as the leader of these attacks...but I know better. Ulic is just a victim. I must make things right. I must do something. I must go to the trial of Ulic Qel-Droma.This may be our last chance...This is MY BATTLE..."



"What do you think of my modifications to my lightsaber, master?"

While the Jedi were preparing for an event they had not had to deal with in THOUSANDS OF YEARS-- The trial of one of their own-- others were just as busy. Aleema had taken control of Ulic Qel-Droma's armada. She had turned her back on her leader... on her lover. But who could expect any less from a Sith witch..

However, others did believe in honor...Mandalore had already begun planning for a rescue operation. But before he could analyze how Ulic could have been captured and discover Aleema's treachery, she had him lead an attack on the Republic Jump Station of Kemplex Nine. But, during the attack, Mandalore left to follow his own plans.

Exar Kun was also planning on taking advantage of the Jedi assembly for the trial. He had an order for his disciples-Exar Kun's Order to his Disciples

"The time has come for our first and most important strike. The old Jedi Masters are the crumbling foundation of this fossilized order... before we can proceed to our Golden Age, we must REMOVE the foundations...level the field. Make room for the NEW. Go and strike down your own masters! They will suspect nothing... until it is too late. We will be like a knife in the night-- FAST AND DEADLY!"

In addition to this, Exar Kun, Jedi Knight, apprentice of Jedi Master Vodo Siosk-Baas, DARK LORD OF THE SITH, had one more order: "Leave Vodo to me..." While Exar Kun's Sith disciples left to carry out their dark tasks, a new visitor arrived...

MANDALORE. He had burned out his hyperdrive , arriving as fast as he possibly could. He had come to ask the help of the Dark Lord in freeing Ulic Qel-Droma from the Jedi. Exar Kun went not just to help Ulic...he went to show the Jedi that there was no hope left. The new Golden Age of the Sith was upon the galaxy

To Ulic's credit, he was never going to receive a fair trial...the penalty for Jedi treason is swift. Before he would be executed, Ulic had some final words for the entire Republic Senate:

Ulic's Closing Statements

"You are puppets of tradition pretending to be important. The coming Golden Age has no place for you. Your Republic is an empty, self-indulgent diversion...signifying nothing. The lost glory of the Sith will turn all of your supposed accomplishments to dust!"

This caused the whole Republic Senate to gasp in disbelief. Even Ulic's brother, Cay could not believe just how far Ulic had sunk into despair. But, at this time the Council received a new guest...they should be honored...it was the first time in the Senate's history that they would have as a guest...a Dark Lord of the Sith.

With his first words, Exar Kun uttered a powerful Sith spell, freezing the entire Senate chamber, save a few Jedi. However, they were held in check by the Massassi Warriors that Kun and Mandalore had brought with them. The entire Galactic Senate... the ENTIRE JEDI COUNCIL...were powerless to stop them. Exar Kun walked right up to the Grand Chancellor of the Galactic Senate. Using the Sith amulet of Naga Sadow, he gave his own speech to the Council using the Grand Chancellor as his vessel:

Exar Kun's Speech to the Galactic Senate

"The Sith Empire will rise again, and we are the spark. The flames will wash over the crumbling Republic and consume all your works... establishing the glorious days of a lost Golden Age, far greater than any of us can know. You can choose either to be a part of this great rebirth, or you can stand in our way. It doesn't matter to us-- we WILL succeed, WITH YOU OR AGAINST YOU."

Cay Qel-Droma, brother of the worst enemy the Jedi had ever known, could not stand for this. Ulic's words to his brother, "You'll have to kill me if you want to stop me." Killing his own brother was not something Cay Qel-Droma could do. Ulic was different from his brother.

But, where Cay would not...could not stop the Sith, one Jedi stood up...one Jedi out of a thousand... One Jedi who had a lot to answer for... Jedi Master Vodo-Siosk Baas.

Master and student it used to be...now it was Master of the Light versus Dark Lord of the Sith. The two fought...Exar Kun with his lightsaber and Vodo Siosk-Baas with his wooden staff. Vodo fought with all of the combined might of the Jedi behind him. Exar Kun fought with all of the dark treachery of the Sith on his side. Exar Kun had made some modifications to his lightsaber since the two had last fought some six months ago...Exar Kun had uncovered the dark ways of Sith weaponry...Exar Kun had made a double-bladed lightsaber. Lightstaff versus Jedi staff. Vodo Siosk-Baas, Jedi Master to hundreds of Jedi...Teacher to countless Jedi...Teacher to Exar Kun...was gone.

With the murder of a Jedi Master, the Sith left the Senate chamber...**The Sith Brotherhood had controlled the galaxy!**

Chapter four: Fall of an empire



THE SITH EMPIRE

The Sith Empire had been destroyed for a thousand years. The original Sith Order had been sent into hiding for nearly five hundred years. But, a new order, the Sith Brotherhood have taken its place. This new dark force was led by former Jedi and reigning Dark Lord of the Sith, Exar Kun. Joined with him are former Jedi Knight, Ulic Qel-Droma; the fierce warrior, Mandlore; and the Sith witch, Aleema. These four control the entire power of several armies - the Empress Tetan forces, the feared Mandalore Warriors, and the last remnants of the original Sith, the Massassi Warriors. In addition to them, Ulic Qel-Droma has captured hundreds of the Republic's newest warships. On another level, Exar Kun has begun training an army of former Jedi in the dark arts of the Sith. His final orders to them attempting to rescue Ulic Qel-Droma from the Galactic Senate - *"KILL your former masters."*

A NEW KIND OF WAR

Dark Lord of the Sith, Exar Kun has issued a death sentence for all of the old Jedi Masters. All across the Galactic Republic, the pogrom continued under Kun's orders...student killing master. None of the Jedi Masters were safe. The Light side of the Force was struck down by the evil Sith magic. The Jedi were

completely caught off guard by this new insidious method of warfare. However, one Jedi Master was not caught off-guard - Master Thon. Jedi Master Thon, teacher of the great Jedi Knight Nomi Sunrider...teacher to former Jedi Knights and new Sith Adepts Oss Wilum and Crado survived the attack on him. Oss Wilum was captured and subdued in the attack, while Crado escaped - forever scarred by his former lover and Jedi Knight, Sylvar. At the same time, Jedi Shadows Qrrl Toq, Dace Diath, and Shoaneb Culu had discovered the evidence of successful attacks. They could conclude only one thing...

Jedi Shadow Findings

This war of the Sith is spread by military might and evil use of the Force -- by Ulic Qel-Droma and Exar Kun.

But, the findings of this Jedi group were too late. For the Sith Brotherhood was already well into the next phase of their plan - the ultimate destruction of the Jedi.

ANCIENT EVIL

With news of the widespread success of their attacks against the Jedi Masters, Exar Kun was ready to escalate his plans of conquest. He had uncovered a terrible prize - the warship of Naga Sadow. A thousand years earlier, Dark Lord of the Sith, Naga Sadow, used the ship to flee Republic fighters come to defeat him. A thousand years earlier, Naga Sadow came to the fourth moon of Yavin to hide. Now, a thousand years later, his goals-- the goals of a new Sith Golden Age would finally happen.



THE PLAN

On board the ship, as Exar Kun and Ulic Qel-Droma discovered, was an extremely powerful weapon capable of destroying whole star systems. It was a weapon they intended to use. Ulic Qel-Droma chose Aleema to fly Naga Sadow's ship and use the weapon. Ulic Qel-Droma would repay Aleema back for her treachery. The target of the attack was the main jump station of the Republic - Kemplex Nine in the Auril Sector. It was there that Ulic planned to destroy much of the Republic fleet. Exar Kun had other plans. Kun realized that this weapon was capable of destroying much more than anyone could have imagined. By attacking Kemplex Nine, Kun was planning to wipe out the entire Cron Cluster and the great Jedi Library on Ossus along with it! Ossus was the only planet near enough to the Cron Cluster to help its defense.

So it was, the attack on Kemplex Nine went as planned - for both Ulic and Kun. Jedi Master Thon, knowing there was more to this attack sent only the Jedi Shadows to aid Kemplex Nine. There were no survivors left. Naga Sadow's ship was brutally efficient in combat. The Jedi Shadows - Qrrl Toq, Dace Diath, and Shoaneb Culu - were no match for Naga Sadow's warship. It was when the Jedi came in close that Aleema

released her surprise - the ancient Sith weapon of Naga Sadow. Aleema used the powers that Exar Kun had shown her... tapping into the stars themselves and claiming such destruction as her own. Aleema used the Sith power in Naga Sadow's ship to rip out the core from the center of one of the ten stars in the Cron Cluster... and tossed it into the heart of her Jedi attackers...exactly as Dark Lord of the Sith, Exar Kun had planned. Bathed in gamma rays, x-rays, and ionized fire, the ships are sterilized in an instant; all life aboard incinerated in a white-hot flash - Qrrl Toq, Dace Diath, and Shoaneb Culu never had a chance. The three Jedi ships became dead, burned-out husks. Even their distress signals had been silenced. Everything had worked according to Exar Kun's evil plans...but there is more to that plan.

DEATH OF A GALAXY

Aleema's gambit of tearing free a stellar core has set up a chain reaction inside the star... causing it to collapse... to implode! In an instant, all the brooding power contained within a giant star is unleashed... with nowhere else to go-- but outward... into a great conflagration...

A SUPERNOVA!

In her last moments, Aleema Keto, founder of the Krath and Sith witch knew that her treachery had been exposed. The blast front hit the other tightly-packed stars in the Cron Cluster... catapulting them over the brink to annihilation as well. All ten stars feed a sudden inferno more devastating than the galaxy had ever seen. Nearby Ossus, the renowned storehouse of Jedi knowledge and artifacts lies directly in its path!

DESTRUCTION OF THE JEDI

"I feel a *GREAT* disturbance in the Force."

On Ossus, a desperate evacuation commenced. The deadly shock wave was quickly approaching. However, while the Jedi were trying to leave the planet as quickly as they could, others arrive... scavengers... predators... the Sith Brotherhood - eager to take the lost treasures guarded by the Jedi for generations. The Brotherhood had split the armies up - half came with Dark Lord of the Sith, Exar Kun and his Dark Jedi Apprentice, Ulic Qel-Droma. The other half went with Mandalore to take the dark citadel of Iziz on the planet Onderon.

The mass chaos surrounding the evacuation of Ossus took its toll on those who witness the events - the Jedi Master Thon, and his apprentices Nomi Sunrider, Cay Qel-Droma, and Tott Doneeta. However, the observations were interrupted when Cay could feel something he hasn't felt in months - his brother. Cay raced to the nearest ship and flew to meet his brother, Ulic Qel-Droma, traitor to the Jedi.

Not wanting to battle, Ulic Qel-Droma attempted to evade Cay while his Mandalorian Warriors set out to plunder the planet with Exar Kun. Cay managed to disable Ulic's engine, but was shot down in the process. Both crash landed on the planet below.

Oblivious to the battle in the skies above them, or the evacuation efforts of the Jedi going on around them, Exar Kun lands on Ossus. Like an emperor claiming a conquered land, Exar Kun emerges from his ship, searching for treasured artifacts.

Exar Kun's Toast to Victory

"Can you smell the history, the POWER here? We have little time to take it all for ourselves."

Exar Kun followed his senses to the most powerful of the Jedi artifacts. Here, in a secret alcove, he encountered the great Jedi Master Ood trying to safeguard the most precious of all Jedi artifacts - ancient lightsabers, some of the first Jedi weapons ever created. Even as powerful as he was, Master Ood knew this was one

battle he could not win by force. However, when used for defense, Master Ood became more powerful than even Exar Kun could defeat. Master Ood channeled the very Force of all of Ossus into himself - and was transformed. He became rooted forever to the planet, and around his artifacts protecting them from his attacker. Looking at all of the precious Jedi artifacts his Massassi Warriors have stolen, Exar Kun knew he had more wealth and knowledge than he could ever use, to try and take the few items from Ood would be a waste of his time. He turned to make his departure from Ossus... and met face to face with Sylvar, the mate of Crado, a man turned to the Dark Side and murdered by Exar Kun.

THE END OF THE BROTHERHOOD

**"NOW YOU WILL DIE BY MY
LIGHTSABER!"**

Sylvar was not pleased to meet the Dark Lord of the Sith. Filled with an intense rage, she waded through the army of the Massassi. However, Exar Kun had little time for battle with the shock wave approaching. While his Massassi had Sylvar tied up in combat, he escaped to his ship... stranding his Sith Brother, Ulic Qel-Droma to fend for himself.

Sylvar was not the only Jedi looking out for the Sith. The others - Master Thon, Nomi Sunrider and Tott Doneeta saw the location that Cay and Ulic's ships went down. They raced to the crash site. But, they would come too late.

As Cay crawled out of his star fighter, he saw his brother, Ulic Qel-Droma standing before him - lightsaber drawn. Cay was astonished at this turn of events, but still he believed that there was good left in his brother. Cay tried to save his brother from the Dark Side. The two battled - brother against brother. Cay Qel-Droma was the only one who truly knew his brother... knew why he fell into such despair.



A Brother's Plea

"The Sith Poison, Ulic! You're not thinking clearly! Drive back the Dark Side! Control your anger over Master Arca's death, Ulic! That's what drove you to seek revenge! That's what opened the doorway to this evil in your mind! You could have done nothing to help him! He died to protect YOU! Don't destroy his sacrifice! Ulic, I love you! That's why I'm doing this!"

But, the truth was too much for Ulic to bear. With renewed vigor, Ulic struck at his brother, severing his mechanical arm - the reminder of their last meeting. As Cay Qel-Droma sat defenseless, Ulic pressed on once more... and struck his brother down.

The other Jedi arrived just to see Cay Qel-Droma killed. It was too much. Nomi Sunrider - seeing her friend killed by the man she once loved - was devastated by these twisted workings of the Dark Side. Nomi Sunrider, Jedi Knight, called upon the TOTAL power of the Force. She used the ancient power taught to her by Jedi Master Odan-Urr - a temporary Force-blocking technique used to neutralize an opponent. However, Nomi Sunrider pushed further... driven by rage... she tapped the unlimited potential of the Dark Side... she forever barred Ulic Qel-Droma from the force. His bond to the Force was permanently severed as he collapsed to the ground exhausted.

THE END OF THE WAR

"I know where to find him...I can take you there...to YAVIN FOUR!"

Beaten, broken, his brother dead, and no longer a Jedi, Ulic Qel-Droma started on his path of redemption. Ulic Qel-Droma knew the cost of the Sith War, and he knew it had to stop. So, now, Ulic Qel-Droma would lead one last invasion fleet. The Jedi gathered the evacuation fleet, and redirected it to a new target - Yavin Four. Exar Kun would pay for his crimes against the galaxy. As the last of the ships leave the system, the shock wave hits Ossus.

The explosion of ten suns sears the face of Ossus, like a galactic funeral pyre. Shelter means nothing... not even to a Jedi Master like Ood.

As the Jedi fleet left to put an end to Exar Kun, the Onderon Forces were actually holding against Mandalore and his fearless warriors. Just as it looks like Mandalore would get the upper hand, the entire battle fleet of the Old Republic arrives - reinforcements at last! With the new soldiers of the Republic to help, Mandalore and his army was routed - Mandalore himself falling prey to the wild beasts of the Dxun Moon.

Exar Kun watched in horror as a Jedi fleet came out of hyperspace and began descending on Yavin Four. But, treacherous as ever, the Dark Lord of the Sith had a plan. The great temples which the Massassi had built for him were to serve another purpose...

Exar Kun commanded his Massassi servants to forfeit their lives in a dark ritual. Exar Kun had uncovered a way to shed his mortal shell and let his evil power run rampant throughout the whole universe. As the Jedi approached, Exar Kun prepared to unleash his spirit on the galaxy...as his spirit left his body, Exar Kun ran right into the power of a Jedi army.

The wall of Light generated by many Jedi becomes a crushing blow against the Dark Side of the Force... a flood that sweeps down to extinguish the corrupted power of the Sith...to stop Exar Kun. But this power also triggers a massive wave of destruction in its wake sweeping through all of Exar Kun's temples and the jungle. With his spirit blocked from leaving, Exar Kun was forever trapped in the Dark Side of the Force. It would be several thousands of years later before he would again threaten the galaxy.

In the wake of the destruction, the Jedi ships depart the jungle moon to begin the work of restoring the galaxy and rebuilding the Republic. But what of the individuals touched by this terrible Sith War. Can there ever be healing...would there ever be redemption?

Chapter Six: Powers of the Dark Side

“The dark side musters much of its energy to masquerade as the light so that it might lure the uninitiated into its grasp. By the time the hapless victim discovers their error, it is too late - the dark side has ensnared them, holding them in the shadow both by its own power and by the fallen Jedi’s relentless hunger for more.”

- Jedi Master Bodo Bass

Powers of the Dark Side

In game terms, sith and dark side powers work exactly as their Jedi counterparts do. Dark side characters have access to the three Force skills ~ *Control*, *sense*, and *alter* - upon which all the underlying powers are based. The sith powers are separated from the other Force powers (even though there are dark side powers listed there), simply because they reflect a different philosophy and means of contracting the Force.

Learning sith powers should prove extremely difficult for characters since knowledge of their existence, much less their workings, has been nearly extinct for many years. Very few sith masters remain, in the time of Tales of The Jedi Era, and even fewer during and after the movies, and those who do still exist have long ago shed their corporeal existence, leaving them stranded in whatever vessel they were able to construct to hold their spirits. There they lie awaiting the time for escape. Anyone who

dares explore these dark side temples, citadels, and obelisks risks releasing such a sith specter from its confines so that it might be free to retake all the power it had once possessed.

Sith Disciplines

Like the Jedi, the Sith developed areas of study that focused on particular types of Force effects. Though these did not evolve into formal schools, personal preference caused many magicians to concentrate on those powers that most interested them. The Jedi Archives contains the following list of sith disciplines, and their powers.

General

Some sith powers defy categorization, or belong in all disciplines equally. These basic effects fall under the heading of general dark side powers. Many form the basis for other effects - those more complex powers that require an understanding of and proficiency in other lesser powers.

These lesser powers are all the regular dark side powers found in the Tales of The Jedi book. They include, force lighting, inflict pain, injure/kill, rage, feed on Dark Side, as well as the opposite of accelerate another’s healing, cure another’s disease, and so forth. Many of the regular powers can be reversed in a way that allows a Sith wizard to use against others.



Body

Powers in this discipline run the trade route from simple healing rites to complicate rituals involving the creation of Sithspawn - hideous monstrosities bred from the stock of naturally evolved creatures. Some cultures have labeled these sorcerers as necromancers, but this nomenclature thrusts the discipline into the area of superstitious alchemy - tales and legends laced with equal parts mystic blather and pseudo-scientific prattle.

The Force transcends technology based tricks and allows feats that science cannot duplicate.

Corruption of the flesh

Control: Difficult

Modified by *Relationship*

Alter: Very Difficult

Modified by *Proximity* (LOS sight only)

Time to use: 5 minutes

Required powers: Accelerate Another's healing (reversed), Detoxify poison in another (reversed)

Warning: Anyone using this power gains a Dark Side Point.

Effect: The Force-user uses the Dark Side to alter the targets molecular form, altering it in such a way as to create another arm, leg, or even creature from the targets body. (depending on the users roll.)



Create Sith Spawn

Control: Heroic+

Modified by *Relationship*

Alter: Heroic+

Modified by *Proximity* (touching only)

Sense: Very difficult

Required powers: Corruption of the Flesh, transfer force, mind wipe

Warning: Anyone using this power gains a Dark Side Point

Effect: The Force-user alters the molecular form of a creature to turn into a hideous monstrosity. The user is in effect killing the creature, and bringing it back to life, for his own dark purposes. The user must spend one force point to create the beast, after which it will be loyal only to the user. The Force-user can only alter the creatures existing attributes and skills into other attributes and skills. (for example the force user can take 1D away from the creatures perception and add 1D to its strength.) However, the Force-user can add new features to the Sith spawn by spending additional force points. For each additionally force point used in the creation of the beast, the wizard may add 3D of attributes, skills or features (such as razor sharp teeth adding +1D to the creatures bite damage)The Force-user can only modify creatures that total attributes, skills, and features equal less than their total number of control, sense and alter dice. (for instance a wizard with control of 7D, sense of 6D, and alter of 7D can only modify a creature that has less than 20D in total attributes, skills, and features, but still be able to create one with higher dice using force points to add to the creation of the beast.)

Force Heal

Control: Easy

Modified by *wound status*

Alter: Moderate

Time to use: One minute

Required powers: Accelerate Healing

Warning: Anyone using this power gains a Dark Side point.

Effect: The effect of this power is very dramatic. The force user calls upon the Dark Side and uses its power to quickly heal his wounds. The force user can even create missing arms or limbs. However the effect is temporary at best, and only lasts as long as the power remains 'up'. If the jedi uses the power successfully, he/she may move up to normal status, with all wounds regardless how bad healed.

Energy

Certain Force powers summon energy from the user's surrounding and direct it at a target for some purpose (which often involves the injury of the targeted individual). The forms of energy include lightning, fire, gravity, and other naturally occurring forces.

energy powers tend to have the most noticeable effects, perverting the user from attempting to keep his machinations secret, as he would be able to do if he were using powers from the Mind Discipline. Sith interested in the area, therefore, tend to have unstable personalities, from obsessive and brooding to outright maniacal.



Force Explosion

Control: Heroic+

Alter: Heroic+

Modified by *Proximity* and *Relationship*

Required powers: Injure/kill, telekinetic kill.

Warning: Anyone using this power gains two Dark Side points

Effect: The Force-user using this power simply uses the force to cause a explosion within the target, causing the target to exploded in a hideous ball of flame. The amount of damage is equal to half the Force-users Alter dice, rounded down. The explosion does the same amount of damage to a 3 meter radius.

Hate Fire

Control: Difficult, as modified by *Proximity*. Limited to Line of sight.

Alter: Perception or control roll of target.

Warning: Anyone using this power for any reason automatically gains a Dark Side point.

Effect: This power is a corruption of the force. When used green/blue flames erupt from the user's fingertips like sorcerous fire. The flames set every thing in their path on fire, even solid metal. The fire courses over and around the target, convulsing the target with pain, siphoning off his power, and eventually killing him, as the victims skin and flesh is burned off by the supernatural flames that will burn even underwater.

However since the power is Force-generated, it can be Force-repelled using dissipate energy. Hate fire causes 1D of damage for each 2D of alter the user has (rounded down: a character with an alter of 5D would cause 2D damage). However, the fire cannot be put out as long as the power remains up. Hate fire will even burn in the emptiness of space. The fires continue to do the same amount of damage until the victim is dead, or the power is dropped. The fires will continue to burn for 1D after the power is used.

Characters effected by the Hate Fire automatically lose a character point.

Demi

Control: Difficult, as modified by *Proximity*. Limited to Line of sight.

Alter: Perception or control roll of target.

Warning: Anyone using this power for any reason automatically gains a Dark Side point.

Effect: This power is a corruption of the force. The force user bends the force to cause an area or target to be crushed by gravity. Bright red tendrils of force energy surround the area of effect, and causes the area to become warped, or the targets bones and organs to be crushed under the weight of the force gravity. Since the power is Force-generated, it can be Force-repelled using dissipate energy.

Demi causes 1D of damage for each 2D of alter the user has(rounded down: a character with an alter of 5D would cause 2D damage).

Ice Storm

Control: Difficult, as modified by *Proximity*.
Limited to Line of sight.

Alter: Perception or control roll of target.

Warning: Anyone using this power for any reason automatically gains a Dark Side point.

Effect: This power is a corruption of the force. When used bright white flames erupt from the user's fingertips like a sudden blizzard. The bright white tendrils freeze every thing in their path, even solid metal. The ice quickly courses over and around the target, convulsing the target with pain, siphoning off his power, and eventually killing him, as the victims is slowly frozen by the supernatural flames that freeze every thing in their path, even underwater.

However since the power is Force-generated, it can be Force-repelled using dissipate energy. Ice storm causes 1D of damage for each 2D of alter the user has (rounded down: a character with an alter of 5D would cause 2D damage). However, the Ice cannot be melted as long as the power remains up. the Ice storm will remain frozen even in lava! The Ice continue to do the same amount of damage until the victim is dead, or the power is dropped. The Ice will remain for up to 1D after the power is used.

Soul Bomb

Control: Heroic, as modified by *Proximity*.
Limited to Line of sight.

Alter: Perception or control roll of target.

Sense: Heroic plus the diameter of the Soul Bomb
+10 for 1 meter, +5 for each additional meter.

Required powers: Transfer Life, Bolt of Hatred, force explosion, hate fire, ice storm, demi, feed on dark side, rage.

Warning: Anyone using this power for any reason automatically gains a Dark Side point.

Effect: This power is one of the most feared and difficult to master power, and as such one of the most difficult to find. This power is a pure corruption of the force. Only by deep concentration is one able to summon all their rage, hate and feelings that the dark side uses to create this powerful sphere of energy to be used

against the Force users victim. When used bright white blinding bolts erupt from the user's fingertips like a explosion, followed by a dark glowing field that surround the force users hands.

Suddenly, as the force user clasp their hands a dark explosion of their hate and anger flares into a ever growing sphere of energy As the force user feeds the sphere more and more dark energy into the ball of hate, the ball becomes very large, until at last the user releases the ball of hate, which flies from the users hand. The force use can direct this ball by making a thrown weapons roll with a 4d bonus to launch the bolt of energy at the target. Characters hit become engulfed in the pure energy of the dark side as black tendrils course through the victims body, convulsing the target in pure pain, siphoning off their power, until at last the victim dies, in which a force explosion then rips the target apart, causing a energy wave blast in a 10 meter radius from the explosion.

However since the power is Force-generated, it can be Force-repelled using dissipate energy. Soul bomb causes 1D of damage for every 2D of alter the user has (rounded down: a character with an alter of 5D would cause 2D damage).

If the target is killed by the blast of hate from the soul bomb, a force explosion rips thought the victims body and does 10D damage in a radius of 10 meters. All dark side points that the victim may have had are given to the sith force user in the form of force points which the force user must use within five minutes of receiving them. However, if the victim is not killed from the explosion, they loose a character point and gain a dark side point due to the raging hate and despair they had to face while the sphere of dark side energy was coursing through their body.

***Note that Ice Storm, Hate Fire, Soul Bomb and Demi are all "Force created" powers and as such does not need any "fuel" or materials to create the effects described in the power's description.**

Illusions

Many sith Magicians enthralled by the dark side favor the aspect of the Force that allows them to fool the senses of their victims, in a twisted testament to

the power of mind over the body. The sensations experienced by the targets of such effects appear all too real - but they exist only in the dreamscape playground of the mind, that area where creativity and imagination normally flourish. But in the case of this perverted Sith power it becomes the haunted battleground of shadow-forms that impact the individual as if the delusional phantoms had actual substance.

Typical illusionary effects employed by the Sith include the morphing of one object into another - most often a weapon into a similarly proportioned creature with deadly intent. Of the feigned presence of an individual. Or even the absence of an object or being that is truly present.

The strand that gathers all these powers beneath the banner of illusionary magic is the manipulation of their victim's senses. Some Sith scholars continue to believe that these effect alter the pattern of the Force that "connects" with the target's mind, that they somehow augment the brains normal wavelengths or trip synapses that would not fire under the true current conditions in which that being finds himself. But since no one yet has discovered the physicalities involved in the effect - just as no one has been able to comprehend the true nature of the Force in the first place - no definitive explanation can be given. Suffice it to say that these powers somehow manipulate the senses as opposed to the mind (which is covered under the Mind discipline).

Force illusion

Control: Varies Bases on the number of target individuals.

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

Sense: Varies Bases on the number of target individuals (see above chart)

Alter: Varies Bases on the number of target individuals (see above chart)



Note: Characters should be very careful in their use of this power. If they were to use it for evil or harm against a target they would automatically gain a Dark Side point.

Effect: The character conjure up a illusion that the target thinks is so real or deadly that they can be even harmed by it, even killed by the supernatural illusion. The character using this power can make almost any object, usually a weapon into a hideous monster that strike fear into the victim. So real is the illusion that if the monster were to bite the victim, the victim would actually believe that he was hurt - possibly even die from the illusionary wound. However great control is

needed to keep up the illusion. A character using this power must re-roll his control roll over every five rounds to maintain the illusionary effect. Once the Sith wizard has broken his concentration, the illusions disappear as if they had never existed. The Sith wizard can create any creature or beast that he can think up, as well as illusionary foot soldiers to supplement his own forces in battle. This type of illusion is nearly impossible to master but Sith lords of the past have proven that they can call forth great illusionary forces to battle their enemy.

Game notes: Once the user has successfully created an illusion that the target(s) think are real, the item, or creature they create has the same attributes and stats as the creature and acts just as if it were real. Only creatures, people or things that the Sith knows may be created and only last as long as the power is kept up.

Mind

Effect in this discipline prey on the minds of their victims, altering thoughts without the individual's awareness. Such insidious powers allow Sith devotees to manipulate and outright control their targets, forcing them to undertake acts they would not normally perform under the given circumstances.

While the Jedi do use the *affect mind* power, they curtail their reliance on it, for it is far too easy to slip toward the dark side when you consistently intrude into other people's mind to twist their thoughts to your will.



Corrupt Mind

Warning: Any Jedi who uses this power automatically receives a dark side point, plus an additional Dark Side point for each evil action they make a victim of the power to undertake.

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

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

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

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

For a Jedi who has turned to the dark side:

Number	Willing	Unwilling
1	Very Easy	Easy
2-6	Easy	Moderate
7-20	Moderate	Difficult
21-50	Difficult	Very Difficult
50-100	Very Difficult	Heroic +



Effect: The power allows a Jedi to slowly corrupt the mind of another person, by whispering his or her darkest desires to them, promising them power, fame, wealth, finally turning the target into a minion of the dark side. When used successfully, a Jedi can “poke” and “prod” the actions of the target, corrupting their will until they finally fall to the dark side. The power may be kept up to allow the user to maintain his corruption of the individual - The Jedi must make a new roll if a new target is to be added.

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

The character who is effected by this power however, loses 1D of willpower for every 2D of control the user has rounded down, to resist the effects of the force users spell, in not falling to his or her own dark desires. For every dark side point the Target has, lower the difficulty of committing another another evil action by one level.

Example: Sith’ba the dark Jedi wishes to corrupt the local police chief to his will. However the police chief is un-moving in his will against the dark Jedi’s attempts at bribes, and actively causes much trouble for the dark Jedi. (willpower of 7D) The Dark Jedi decides to try to corrupt the mind of the police chief, and uses his power to wear down the police chiefs iron will.

Sith’ba has 10D in control, and lowers the police chiefs willpower to 2D (5D-7D) and then bribes him with a very large sum of money for looking the other way just one time. The police chief tries his best, but in the end accepts the money, despite himself. This act gives the police chief a dark side point for looking the other way when the dark Jedi commits a horrible crime. It gives the dark Jedi two dark side points.

Mechanical

Thousands upon thousands of years ago the Sith discovered how to focus the Force to affect mechanical constructs. The majority of powers in this discipline have fallen into obscurity, however since very few sorcerers took much more than a passing interest in this area.

But dark rumors continue to slither from Sith Holocrons and other stores of Sith lore about the creation of half/being/half-mechanical creatures by magicians who has delved into the more theoretical aspects of this discipline. No remnants of such constructs have ever surfaced, so confirmation of such musings remains cloaked in mystery, but several Jedi scholars continue to search for evidence of their existence. Their sole warning to any one who happens to encounter such a twisted monstrosity is to flee and report the sighting to the nearest Jedi Master.

The Iskalloni

Source: Twin Stars of Kira, page. 92. Created by Stewart Warley.

The Iskalloni are a species of voluntary cyborgs. Their physiology is such that they recover from physical injury extremely rapidly, and their body adjusts to foreign matter in their systems rather than combating it. They also have a special relationship with living organisms, in that they can create "creatures" which perform functions similar to those for which humans use machines. Navigation computers, sublight engines, power reactors, communications equipment, even starship hulls are "bred" from great vats of organic ooze which Iskalloni brew on their home world. And each of these organisms has the unique ability, as do the Iskalloni, to incorporate any foreign object into their personal physiology.

The combination of these characteristics has allowed the Iskalloni to experiment with all manner of cybernetic implants. Unfortunately, the Iskalloni have been unable to make advances in the past few centuries.

Stealing has been the mainstay of Iskalloni expansion and technological knowledge. They do not understand the general reluctance of other species to be linked with machines, and often made use of their implanting techniques on other aliens despite vehement protests. More often than not, such encounters ended in combat.

Attribute Dice 11D

Height: 1.3 - 1.5 meters

DEXTERITY 2D/3D+1

KNOWLEDGE 2D/3D+1

MECHANICAL 1D+1/2D+2

PERCEPTION 1D+2/3D

STRENGTH 2D/3D+2

TECHNICAL 1D/2D

Special Abilities: Damage done to the Iskalloni by energy weapons is reduced by one level of effect (as if the weapon were set on stun). Additionally, each Iskalloni will have at least one implant which can be used as a weapon. Blaster-type modifications can be placed virtually anywhere on the body and will generally be 3D to 5D. Any melee weapons (or equipment effectively amounting to melee weapons) will be on the order of STR+1 damage up to STR+2.

Physical Description: The Iskalloni are pale, hairless, blue-skinned creatures. They generally wear tight-fitting, leather-like clothing in colors which are generally unflattering to their appearance. A bright burgundy color seems to be their favorite. The clothing generally has large, rough rips in it where Iskalloni have cut through in order to insert some odd piece of machinery. Usually within the area of a tear, a puffy pink scar can be seen where the implant was made.

The creatures have deeply recessed eyes with black irises. Facially, their lack of eyebrows, the protruding forehead, their high, pronounced cheekbones, and their perfect white teeth (which are all nearly perfect triangles and extremely sharp), all combined to produce the appearance of a creature who is always brooding, always on the edge of a violent outburst.

The average Iskalloni will have a number of cybernetic enhancements. Many of these are mundane and only serve the purpose of helping the Iskalloni react quickly or think well mathematically. The Iskalloni usually submerge their implants beneath their skin to help protect the items. Now that the Iskalloni intend to increase their dealings with humans, they are increasing the amount of equipment which they allow to put past the surface in hopes of gaining a psychological edge by virtue of their appearance. Some of the aliens have even had limbs removed or replaced with cybernetic arms or Droid equipment.

Electronic Reprogramming

Control: Easy for non-sentient machines; Moderate for sentient machines; difficult for sentient machines hostile to Sith. Modified by proximity.

Alter: Easy for slight alterations; Moderate for significant changes in programming; difficult for major reprogramming. Heroic for adding new components.

Required powers: Electronic Manipulation

Warning: Anyone using this immediately gains a Dark Side point.

Effect: This power is a variation of Electronic Manipulation. Instead of simply restoring original programming, the Sith can actually modify and *add* to the original circuits of a computer, droid, or machines electronic components or programming. This is a corruption of the Force, and major programming can only be evoked in a state of rage. However as the user *adds* new skills or components to a object, the Sith must take away skills in order to make room for the new programming. The Sith may also eliminate or destroy programs or electronic components to further his goal in reprogramming a computer, droid, or machine and their electronic components. (such as removing the Life preservation programming on a droid, or the transmission circuit of a camera for example)

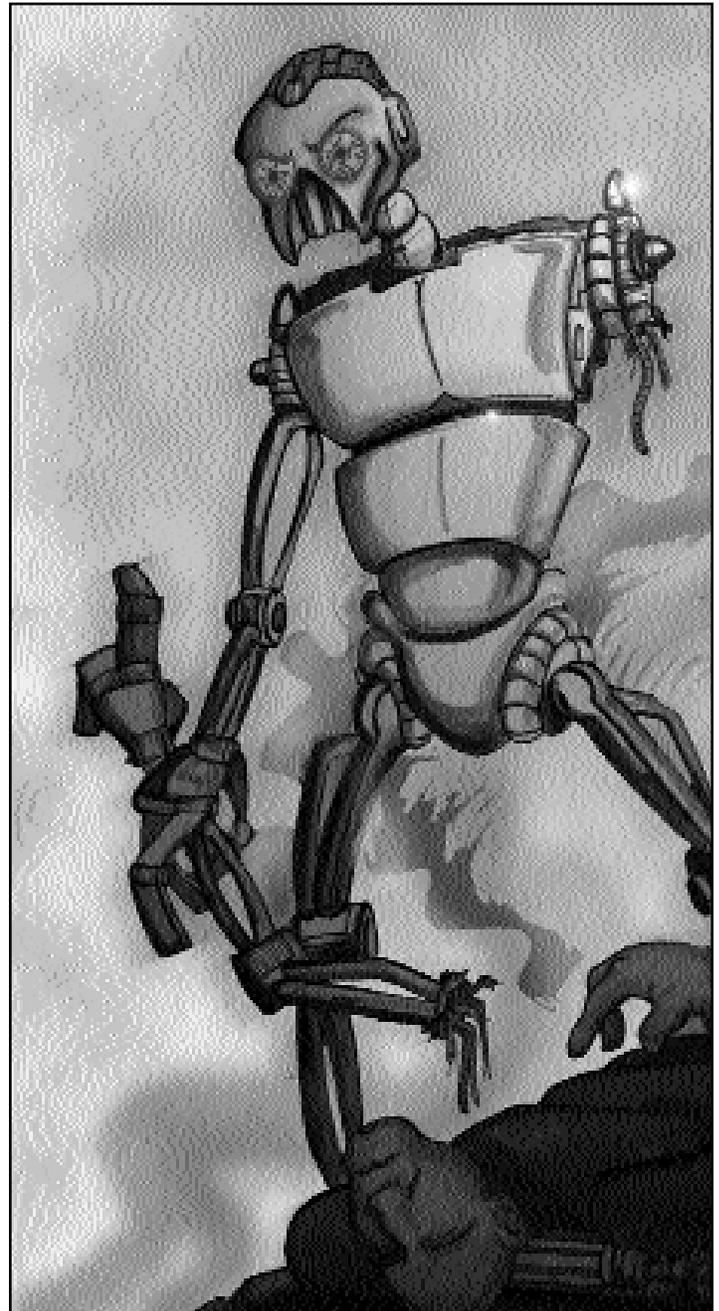
However since the user is in essence re-writing computer code, and making new circuits the reprogramming will only be as good as the users skill. Roll the Sith users associated Technical skill when using the power. Use the same *Alter* Modifiers to determine success of the re-programming. A failure indicates that the reprogramming did not go as expected, and the object the Sith was attempting to reprogram then short circuits and is no longer functional with out repair.

Electronic tampering

Control: Easy for non-sentient machines; Moderate for sentient machines; difficult for sentient machines hostile to Force user. Modified by proximity.

Alter: Easy for slight alterations

Effect: This power is is a more mundane of the two other electronic powers. In essence this power allows



the Force user to make a computer, droid, or machine and its electronic components to “hic-up” for a brief moment allowing the Force user to escape from a potentially hostile or life threatening situation. (such as a camera or droid short-circuiting for a brief second to allow the Force user to pass unseen, or shorting out a police radio for a few seconds when a report about the Force user comes over the communications.)

Protection

Protective powers defend a Force-user from the effects of other Force powers as well as from other forms of “attack.” This discipline became extremely popular during times of revolt, especially during the rebellion against the Dark Lords lead by the pure-blood Sith Naga Shadow. The recent resurgence in Sith magic has - perhaps unintentionally, perhaps not - failed to explore this aspect of dark lore. When the Jedi begin to pose a serious threat to these new Sith devotees, however, interest in the protective powers will surely increase.

Force protection

Control: Moderate

Alter: Moderate

Sense: Easy

Modified by *Proximity* and *Relation ship*

Required powers: Lesser force shield.

Effect: The Force-user using this power should take heed. Although using this power does effect the benefit of allowing the user to be unharmed by many pure Force powers such as Force Lightning, or simular type of Force attacks, it also temporarily masks the user from the Force, and as such the user is unable to call upon the Force as long as this power remains ‘up’. Any Pure “Force only” type powers have no effect while the user has Force protection up. However the user is still subject to any type of non Force skill, and equally subject to any physical harm. The user may only keep ‘up’ this protection for 5 rounds, after which they must rest for 5 hours before attempting to use this power again. Because of the traumatic effects of using this power, a force user who attempts to use a different power after using this power suffers a 4D penalty to all force skills for 1 hour. This power should only be used during a life and death situation.

Force mask

Control: Easy

Alter: Easy

Sense: Difficult

Required powers: Force protection

Effect: This power is simular to the above, except that the user totally masks their Force powers temporarily as long as the power remains “up”. Characters using

sense force, or sense force potential will not be able to pick up the “small ripples” that are emitted normally from Force sensitive characters. The character using this skill may not use any Force related skills at all. This power is not as nearly as traumatic as Force protection, and does not have as many adverse effects.

Other

This category defies all traditional aspects of Force usage as we know it. The Sith have many strange and dark ways to bend the Force to their will, and are able to wield great power. These powers are perhaps more sinister and evil than any other Force powers that the Sith have demonstrated. Powers such as these are on the verge of necromancy at best, and any on running into a Sith or Dark Jedi wielding these powers should immediately flee. These powers are probably the most pure and corrupt form of the Dark Side as we know it.



Raise Dead

Control: Very Difficult

Alter: Very Difficult

Sense: Difficult

Required powers: Force Illusion, Transfer Force

Warning: A player using this power for any reason gains a Dark Side point.

Effect: This power is a corruption of the Force. The user uses his/her dark energies to bind a creature, or persons spirit that is dead to its physical body, making it un-dead, needing no food, no water, no air. Although re-animated the un-dead creature retains much of its original skills, but its attributes are usually less than half of it's original as the un-dead monster continues to decompose. These dark malicious beings are forever tormented not being able to be free from their physical shell that their entire being is nothing but pure hate and malice. Not only do they hate anything that is living, they particular loth Force-users, and are able to sense whenever one is nearby. Because of these traits, these un-dead creatures are favorite 'crypt keepers' of the Sith.

A Sith must spend one force point to re-animate the dead being and bind it to its physical body. The newly created un-dead has all of its original skills, but has half of its regular attributes. Also, as un-dead creatures carry with them a host of different varieties of diseases, and are able to easily infect victims with a horrible disease if they cause a wound.

Paralyze

Required Powers: Affect mind, Waves of uneasiness

Control: Varies Bases on the number of target individuals.

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

Sense: Varies Bases on the number of target individuals (see above chart)

Alter: Varies Bases on the number of target individuals (see above chart)

Warning: Characters using this power automatically gain a dark side point.



Effect: By building up his/her rage, the Sith user emits a silent blanket of fear and rage that penetrates deep into the victims mind, making them unable to move or act. However this effect only lasts a minute or two, and requires immense concentration to keep up. A player keeping this power up losses a total of 4D to all Force skills while the power remains up. Also every 5 rounds the player must re-roll his control roll. Failure means that the victims are able to move and act again. The Force user must rest 5 hours before attempting to use this power again due to the mental strain.

Greater Force shield

Alter: Moderate

Sense: Heroic

Modified by *Proximity* and *Relationship*

Required powers: Lesser force shield.

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

The Shield acts as STR+2D armor to all energy and physical attacks, not to mention acts as +1D against any force related attacks (in combination with Absorb/dissipate energy) Including non direction attacks such as gas clouds and grenade blasts. The Shield is a bit stronger than the lesser force shield, an usually strong enough to protect the Jedi from serious injury.

Chapter 7

Creatures of the Dark Side

"The rain was unusually cold that day. Some say that the great demons are born when the lightning strikes. You can tell them their right."

- Unknown hunter

Creatures. Everyday you see them, scurrying around in the shadows, finding dark spots to hide in whenever we pass by. The galaxy is filled with these creatures, and thus they too are a part of the larger picture of the Force. Some creatures however are malefactors of the dark side of the Force. Living off the death, decay and misery of their victims cries. The following is a list of these dark creatures.



Duxn Beasts

Found only on the remote moon world of Duxn these nefarious beasts are one of the most vicious and feared beasts that a Jedi would ever face. Standing a massive 1.5 meters tall and almost 3 meters long, these wild pack beasts have the uncanny ability to affect the force in other creatures, as well as able to "sniff out" force users. Thus these beasts have been the favorite guard pet for important tombs and places that Jedi should never visit. With their sharp beak like snout and sharp claws these large beast can easily crush a unprepared victim.

Duxn Beast

Scale: Character

Length: 1.5 meters tall, 2.7 meters long

Dexterity: 3D+2

Dodge: 5D+1

Run: 4D+2

Perception: 4D+2

Sneak: 5D; Hide 5D; Search 5D

Strength: 4D

Brawling: 6D; Climb jump 5D+1

Move: 14

Force Block: (5 meters) These strong beasts are able to block some effects of the force around them. A force user attempting to use his powers around a duxn beast has two level modifiers added to use the skill, and also suffers -4D to all force skills.

Force Sense: Because the Duxn beast blocks the force it is able to "sniff out" and sense where ever it is strong (when a force user is near by for example.) Add +2D to the duxn beast's search whenever a force user is near by.

Sharp Beak: The sharp beak of the Duxn beast does Str+2D damage

Claws: The duxn beasts claws do Str+1D+1 damage

Light absorbing skin: Duxn beasts are covered by a thin coat of very dark hair that absorbs most light, making a Duxn beast very hard to spot at night. This hair also in turn can regulate the beasts body heat to evade the large birds of prey found on the duxn moon who hunt by heat. +1D to hide (at night) and +1D to hide vrs heat detection devices.

Game notes: Most Duxn beasts are territorial and often travel by themselves. Only when a large disturbance in the Force (by a Force user using his powers for example), do more than one appear.



Sathishs

These sleek and very dangerous beasts can usually be found on many different worlds throughout the galaxy (though it is not known whether they developed naturally on those planets or were brought there by Sith wizards millennia ago). Often found near old tombs and other dark places, they are scavengers by nature feeding off unlucky victims the occasional lost traveler who happened to be near their hunting grounds. Xenobiologists believe they originate from the planet Korriban where they can be found scavenging around the great Sith tombs. Standing about a meter tall and 2 meters long these black muscular beasts also are able to affect the dark side of the force. Thus they were highly prized beasts by the Sith who used

Sathishs

Dexterity: 4D

Dodge: 6D
Run: 6D
Perception: 3D+2
Search: 5D; **Sneak:** 5D; **Hide:** 6D
Strength: 4D
Climb jump: 7D; **Brawling:** 6D
Light side disruption: These beasts emit a strong dark side vibration that blocks some of the effects of the light side of the force. -4D to a force user who attempts to use a force power without gaining a dark side point.
Black coat: The Sathish is covered by a thin black coat that allows them to hide more efficiently in the dark by bending them into the darkness. +2D to sneak and hide rolls. (at night or in a dark area)

Derriphans from page 85 of *Wretched Hives of Scum and Villainy*

Derriphans: (a term derived from the sith word for "devourer") are nightmarish creatures born of the dark side of the force. They are parasitic beings whose natural forms are crackling spheres of ebony energy. They derive sustenance from devouring the thoughts and experiences (the very essences) of a being. When they are done feeding, they leave the empty shell of a being behind as they search for a new host to sate their hunger. Derriphans are solitary beings, always remaining separate from others of their kind.
Game Notes: Derriphans are considered to be the most dangerous form of what is commonly referred to as the "dark plague", affecting normally users of the force. Not being able to travel far distances without fading into nothing, a Derriphans can only travel about

Symbiote of Fear

*I still remember
The taste of your fear
It clings to your screams
As they flow through my ears*

*I dream of the pain
That you can't ignore
It drives my will
Like nothing I've known before*

*I am your nightmare
You can never let me go
I feed on your fear
Let your anger flow*

*I am one with the Dark Force
I live on your anger and hate
I am a Dark Jedi
I will always control your fate*

30 meters or so before needing to find a host. There is no known cure to rid your self of a Derriphans, but rumors have it that Light side healers may have a cure. A Derriphans will kill its host in about 2 to 4 weeks.



Space Grazer

The Origins of the Space grazer are unknown; perhaps they evolved in a distant star cluster in an arm of the galaxy; perhaps they came from beyond the galaxy itself. Although space grazers are thought to be extinct, however stories and myths from spacers and pirates from the outer regions still tell tales about the massive beasts floating gently amongst the stars, grazing on asteroids, as their name implies.

However none of these wild stories or rumors ever seem to be true, that is unless you have met one of the few lucky pirates or drifters that have met up with one and survived the encounter. They can tell you first hand of the devastation the huge monsters can inflict on smaller space crafts, populated asteroids, and even mid-sized capital ships.

Pirates and scouts first discovered the grazer some six millennia ago; no one believed their transmissions until a junker salvaged the remains of a modest colony fleet devastated by the grazers. Two armed mid-sized frigates were sent out to kill the beast. Only one came back, nearly destroyed. Since that first contact, other reports of the beast began to pop up. So many reports in fact, that a sizable fleet of destroyers with support ships were sent to find and destroy the beasts. Space grazers feed on minerals ground from asteroid, as well as nebula gas, and anything it can get its huge tendrils on.

The creature has several 'lines' like a giant jelly fish that it is able to use to grasp its prey and force it into its huge round main body. Inside the ships are slowly broken apart by tiny creatures living inside the beast that consist of its digestive system. Though the minerals are slowly digested the creatures remain hungry throughout their entire lives. Whole asteroid belts have been consumed by one creature, although this can often take a decade or two.

Through their huge tentacles, which have some spe-

cial organ able to "sniff out" large quantities of minerals, the grazers feed on the biggest choice mineral rich content thing the tentacles can find. Since starships are comprised of refined ore, a space grazer would regard a ship as a veritable feast. Fortunately grazers are some what slow. Unfortunately they are difficult to destroy. Battling one is like fighting a huge capital ship, one with several large tractor beams and a incredible boarding weapon. Some mining company's have hunted grazers; the few that they have found have yielded a plethora of un-eaten ships, still some what salagable, as well as minerals, and other things that the grazer has eaten. The catch is finding, stalking, and killing such a creature - a heroic task indeed.

With one exception, all space grazers thus encountered have been in pairs, or large groups. Any pirate or scout, or fleet with half a brain upon finding these huge creatures are best to turn and go in the opposite direction. Of course by the time a bigger fleet has come to take on the huge creatures, they would have already of left. Xenobiologists theorize that the grazers lay eggs or embryos within asteroids. No such cache has even been found, but the bodies that scientists have obtained suggest that the grazers lay eggs and reproduce a-sexually Their life spans are unknown, but may last of centuries.

Historical note: During the massive republic battle in the Tetan system vrs the Krath. Adeema, studied in the ways of the sith, managed to use her dark side powers to conquer up huge illusions of these mighty creatures. Several ships were lost to the huge creatures before they were dispelled as a illusion.

Space Grazer

Type: Huge Space Vacuum creature (*adult*)

Dexterity: 2D+1 Dodge: 2D+2

Perception: 2D+2 Hide 3D+1, Search 3D+2, sneak 3D

Strength: 9D Brawling: 13D+1, Stamina 10D

Special abilities:

Space Survival: The Space grazer does not require any type of gas to breath to remain alive, and can withstand the pressures of zero-gravity.

Tentacles: The space grazer has many huge large tentacles which "sniff-out" its food. A large adult has about 15 large tentacles which can grab 15 mid-sized capital ships. Treat the space grazers *Brawling* skill as its attack skill when countering a starship; treat *Strength* as its hull code and treat its *Dodge* skill as its maneuverability code. If successful in using its *brawling* skill to capture a ship, the space grazer pulls up the ship into its huge 'belly' to be digested. All crew on board are considered lost as the ship fills with digestive creatures and fluids.

(Space Grazer cont.)

Size: 1-10 meters to 6 Kilometers.

Note that only space grazers over 5 Kilometers in length tend to be solitary.

Move: 1 (space)

Game Master note: Space grazers come in different sizes see the table below for differences

Hatchling stage

Size/Scale/Dodge/Strength/Hide/Sneak/# of Tentacles

1-5 meters Character 6D 3D 7D/6D+2 1

6-20 meters Speeder 5D+2 3D+1 6D+2/6D 1

21-50 meters Walker 5D+1 3D+2 6D/5D+1 2

Adolcent to Adult Stage

51-150 meters Starfighter 5D 4D 5D+1/5D 2

151-300 meters Capital 4D+2 4D+2 5D/4D+2 3

301-600 meters Capital 4D 5D+1 4D+2/4D+1 5

601-1 KM Capital 3D+2 6D 4D+1/4D 8

1.1-2 KM Capital 3D+1 7D 4D/3D+2 11

2.1-4 KM Capital 2D+2 8D 3D+2/3D+1 13

4.1-6 KM Capital 2D+2 9D 3D+1/3D 15

Timat

Found on the remote jungle world of Ifthath these huge massive beasts are the most dangerous creatures ever to crawl out of the dark thick forests of that planet. Standing a very muscular 5 meters tall by 9 meters long, these man eating beasts are easily able to strike down and kill their pray within a matter of seconds with there powerful jaws which hold very sharp teeth. Put together their ability to camoflag themselves and seem to move at huge distances quite quickly, with their large menacing paws that can rip a man in half with one blow, and you have your self the Timat. Normally a dappled dark brown in color they have striking double black eyes that can face forwards and to the sides at the same time, which allows them unparallel vision and tracking skills. Rumors of trained Timat's by Dark jedi also add to the mystek of this beast.

Timat

Type: Monstrous Dark Side creature

Scale: Speeder

Dexterity: 3D

Dodge: 6D

Run: 6D

Perception: 4D+1

Search: 6D; Sneak: 4D; Hide 4D

Strength: 8D

Brawling 10D

Climb/jump 10D

Story notes: Timats are trainable if you are able to find a abandoned pup a few days old. Other wise it is nearly impossible to train them. Treat a trained timat with an oneriness of 4D

Huge maw: Timats main attack is from its huge maw which can tear off a large piece of flesh with one bite Damage Str+3D+1: A character who is wounded level two from a Timat bite automatically looses an arm or leg if bit in that location (to represent the huge maw of this beast and it's ability to tear off flesh.) but not on the head.

A character suffering from an incapacitating wound from a Timat bite on the head however automatically has their head ripped off. (instant death)

Huge paws: A timat has huge paws which has four large deadly claws in it. Damage Str+1D+1

A character hit by a Timats claws suffers massive blood loss due to the huge wound created. If the bleeding is not stoped within a few hours, the character hit will die from the blood loss.

Light side disruption: Timats have an uncanny ability to suppress Light side powers. A Jedi attempting to use his powers must use a dark side point or a force point to use a power or not be able to use any powers at all.

Dark fur: The Timat is covered by a thin black coat that allows them to hide more efficiently in the dark by bending them into the darkness. +2D to sneak and hide rolls. (at night or in a dark area)

Double vision: A timat can see up to four directions at once. Add +2D to their search roll when attempting to find prey. (be it a person or jedi)

Void spiders

Spiders: for many just the name sends shivers down many peoples backs. These insidious creatures however are on of the most hideous type of spiders found in the galaxy. Named Void spiders, because the first few

cases of these spiders were found on direct ships coming out of the recently found Arachnid nebula near the out-rim.

Currently the entire sector around the Arachnid nebula is off limits to any ships due to the dangers of these spiders, which inhabit the nebula. Able to travel in the void of space, the void spider can wait for decades until a passing mynock, or even better a starship comes by, when the spider become active.

With their huge sharp claws, the spiders find their ways into the nooks and crannies of a ship, and wait for its food to arrive.

The spiders also have the ability to lay eggs which hatch several days later. Recently before the real danger of these pests became apparent, the cruise ship *Lady Midnor* with 10,000 passengers traveled to the nebula where beautiful reflections in the nebula make particular patterns that are a sight to see suddenly disappeared. (the patterns apparently are huge webs that criss cross the nebula attached to drifting debris or asteroids.) A month later the cruise ship returned out of the nebula, with all of its passengers lost to the void spiders.

On board instead custom officials found the egg sacks of the void spiders, as well as a few live ones. They were forced to destroy the huge cruise ship, and send the debris to the nearest sun to be vaporized. Still, several months later, reports emerged that ships were being attacked at the very same area where the patrol boats destroyed the *Lady Midnor*.

Floating egg sacks withing the debris of the ship as well as hibernating void spiders floating in space, had found their way onto many more ships. This prompted an immediate quarantine of the sector, as well as automated warning beacons that are programmed to destroy any ship foolish enough to go to the nebula, even though scientist have discovered large pockets of Administrum, in fine dust form which makes up the nebula.

The same material which is used to coat the inside of blaster casings, and other radioactive chemical energy due to its unique nature. A foolish but greedy miner could make a fortune mining the gases in the nebula, only at the risk of becoming the void spiders next meal.

Void Spider

Type: Dangerous space spider

Scale: character

Dexterity: 2D

Dodge: 3D

Perception: 2D

Hide 4D

Strength: 2D

Brawling 4D

Climb/jump 4D

Special abilities:

Space Survival: The Void Spider does not require any type of gas to breath to remain alive, and can withstand the pressures of zero-gravity.

Huge Claws: Void spiders have two large claws which they use to hold their victims in place, and to pry their way into hard surfaces, such as those found on starships. (str+3D+1 Damage)

Egg sacks: Void spiders when mature carry egg sacks which they will drop when they have found a suitable place for the hungry young that hatch few days later.

Cling to walls: Void spiders, like all other spiders have the ability to be able to walk on virtually any surface.

Web: Void spiders can make very beautiful webs that lure hapless victims into the extremely strong web. Rumors of fine silk dresses made of this special silk can stop most energy based weapons due to its unique nature. Dresses made out of the silk can fetch a huge price because not only of its very beautiful threads, but its extraordinary strength. The web of a void spider is equal to 6D strength to break free. A dress or armor made out of the silk infers a STR+3D+1 Physical, STR+2D+1 Energy.



Chapter Eight Equipment

“A jedi only uses his lightsaber for defense. Never for attack.”

- Obi One

Weapons of the Dark side

-However..some don't. Expecially Dark Jedi. They tend to have at their utillity a vast array of often deadly and dangerous tools that they employ to carry out their dark ways. This following chapter list a variety of Dark jedi as Sith weapons and tools often used by the Dark Ones. Care is recommended to use these items for more often than not do these weapons and tools hurt the person that uses them, than hurting the users target.

The general availability of these items is no doubt only found in the back alleys or within dark underground bazaars where other illegal weapons and tools are sold. Often the price to obtain one of the older and more finely crafted weapons which are more reliable, can often cost a arm and a leg.. literally. Gm's should make obtaining these types of objects a mini-game in its self. It should take time and of course lots of money to find these dark pits, then its often dangerous as well to walk into these black markets with out having to worry if the person next to you is a dark assassin or bounty hunter looking to place your head on the table for an upgrade on his blaster.

Besides the standard equipment that dark jedi may carry some of the items are reserved for certain cets of the dark jedi. The items are divided into sub-classifications according to their funtions. They are:

- Weapons
- Armor
- Sith Tailsmans and amulets
- Miscullaneous equipment.

Weapons

Death's Kiss

“Death's kiss”: A fitting name to this particular evil weapon favored and used only by the dark jedi assassins. It is a tubular weapon that straps to the back of the forearm. By punching forward, the dark jedi activates a tightly curled 100 meter long monofilament wire (a wire only one molecule thick). If the tip weapon touches the enemy the wire filament pierces armor and flesh and instantly uncoils inside the victim's body. Within the space of a heartbeat the enemy's insides are reduced to the consistency of soup.

■ “Death's Kiss”

Model: Modified LuvmaxMonfiliment lancer

Type: Assination tool

Scale: Character

Skill: Brawling; “Death's kiss”

Ammo: 1 (per pod; each new pod must be atached to the tube launcher)

Cost: 8,000; 1000 (pod)

Range: Touching only

Damage: 8D

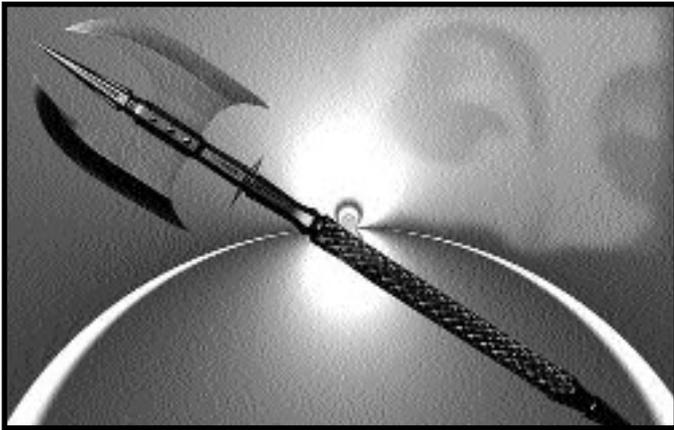
Game notes: The pod is only a few inches long, and each pod is attached to the launching mechnisim attached to the back of the forearm. The pod takes one minute to change; if the character wishes to rush the change process, the character must make a technical roll:

Roll	Time to change
Heoric	One round
Very difficult	Two rounds
Difficult	Three rounds
Moderate	Four Rounds
Easy	Five Rounds

Sith Axe

These alchemically reinforced blades on the hilt of the sith axe can withstand any blow. Their indestructible nature allows them to even parry lightsabers. Such weapons have survived through thousands of generations and yet remain in perfect condition, the edges of the axe sharp, and straight.

Any one who uses a Sith Axe in combat automatically loses a Force point and gains a Dark Side Point. If the Dark Side Point is not used at some point during the battle, however, it too is lost. The Powerful blades of the sith axe causes STR+3D+1 damage. Often, the Sith axe was given in pars to battle worth Sith who managed to obtain these weapons that are rarer to find than the illusive sith swords.



Sith Lance

Similar in fashion to the axe, it is essentially a sharp fat blade at the end of a long pole. However, the type of metal used in the process of making these lances made them strong, but unable to block a lightsaber blows. Lances were the typical form of weapons used by the Sith during Naga Sadow's time. Lances do STR+1D+1 Damage.

Power fist

The power fist or power glove is a heavily armored gauntlet surrounded by an energy field which disrupts the surface of solid matter, allowing the fist to punch through walls and armor, and grip and tear away at solid objects. It is an awesome weapon and amongst the most potent a Sith warrior can carry.

A character wearing a power fist may not hold anything else in that hand.

■ Power fist

Model: Unknown

Type: Heavy Assault Fist

Scale: Character

Skill: Power armor; Power Fist

Cost: Not for sale

Range: Touching only

Damage: 10D (Power fist) 6D (power glove)

Game notes: This huge armored gauntlet must be powered by a small generator in order for it to function. Servos and other devices allow a normal person to attach it to their armor, along with hydrolic lifts in order to use the fist. The fist is made of unbelievably strong metals and its power allows it to crush normal items with ease. However because of its bulkness, it subtracts 1D from all dexterity related skills, and a character using a power fist can only use the power fist only once during hand to hand combat.

The more popular power glove is a bit smaller and can be worn under normal clothing. It is a miniature version of the power fist, but not nearly as powerful. Still it allows an extra edge in combat and is able to smash through walls with relative ease.

Both power fists increase climb/jump by 1D and add 1D to lifting.

Sith Claws

These small claws which attach to the back of a specially designed power glove, allow the Sith warrior an extra edge in combat. Able to spring to life at any moment, the claws are made of the same material that is used for other Sith weapons. However due to their small size, it would be foolish for a unexperienced dark jedi to attempt to use them in defense of a lightsaber. Shadow jedi are known to use a variation of these claws with several smaller lightsabers in place of the Sith metal. Both types are viewed with disdain by both Dark Jedi and Shadow Jedi, being that they are ineffective, and not very practical. Sith Claws however have the advantage of being able to be used as climbing claws as well. Both types of claws are favored by more elite Dark and Shadow Jedi who wish to move silently, and strike silently without making much of a scene.

■ **Sith Claws**

Model: None

Type: surprise attack weapons

Scale: Character

Skill: Melee; Sith Claws: Lightsaber

Cost: Not for sale

Damage: STR+1D (Sith Claws) 3D+2 (lightsaber)

Availability: 4, X

Game Notes: To activate the claws takes an easy melee, or lightsaber roll. Installing lightsabers in place of Sith claws requires three additional lightsaber repair rolls (one for each blade) at one higher difficulty.

Wave Mandiblaster

Small and compact, the dual wave beam Mandiblaster is one most sought after concealable weapons on the black market. Favored by pirates and thugs this small hand held blaster is about the size of a standard hold out blaster but has two barrels. A button near the lower facing barrel activates the mandiblaster, and expands the holding shaft to the size of the standard hand length. The button used to activate the weapon, is also used to fire it once the weapon is charged and ready to use. A specialized one time use power cell allows the user of the mandiblaster to fire up to 50 times with both barrels at twice the speed of a regular blaster. For some one needing a quick firing concealible blaster, the Wave mandiblaster is the perfect choice.

■ **Wave Mandiblaster**

Model: Invulmina Model 345 Mandiblaster

Type: Hold out wave blaster

Scale: Character

Skill: Blaster; Wave Mandiblaster

Cost: 1,200; 500(Small), 800(Large) Power cell

Damage: 3D+2

Availability: 3, F or R

Range: 3-30/100/300

Fire Rate: 1 (fires two shots)

Ammo: 25, 50 (depending on size of cell)

Game Notes: The special power cell in the Wave Mandiblaster is a one time use cell. It take 5 minutes and a moderate technical repair roll to change the power cell. The power cell comes in two sizes, regular (25 shots) and large (50 shots).

Plasma Blades

Originally when Ran-corp designed and developed the plasma blades for miners, ship workers and engineering crews, it was only by a fluke that these small sliver forearm guards that pass just over the back of the hand would soon become the hottest black market item found in the galaxy. The blades are emitted from round recessed covering that is on the top of the forearm bracelets which holds the control panels. The blades are palm activated and able to reach up to a meter and a half in length. The user of the blades are quite safe since the silver material surrounding the blades is made of enhanced materials which do not convey heat. This allows the user of the blades to easily weld or break apart hard materials with ease. However they also make for the perfect weapon. The heat absorbing elements of the space age material which are used in the creation of the blades makes them sensor proof, as well as lightweight. Perfect for concealment, and use. Teridnye corporations, the weapon manufacturer go a hold of a pair of these and decided to include a feature that allows the user to utilize the blades as long range weapons as well. A flow control device is merged with the original construction, and drops down when in use to fire a plasma bolt, which is not very accurate, but does a lot of damage. Further development is being done to get the accuracy increased. The blades are so popular that the original company that manufacture these blades is using the plasma blades as a jumping of point into the world of weaponry. To fire the plasma bolt all one does is press a button and the plasma flow control device slides into place.

■ **Plasma Blades**

Model: Modified Ran-corp Plasma mark II Blades

Type: Ran-corp Plasma Blades

Scale: Character

Skill: Melee; Plasma Blades: Blaster; Plasma Bolt

Cost: 4,200; 100 Power cell; 1,000 Flow control device to fire bolts of plasma

Damage: 6D; 5D+2 (Plasma bolt)

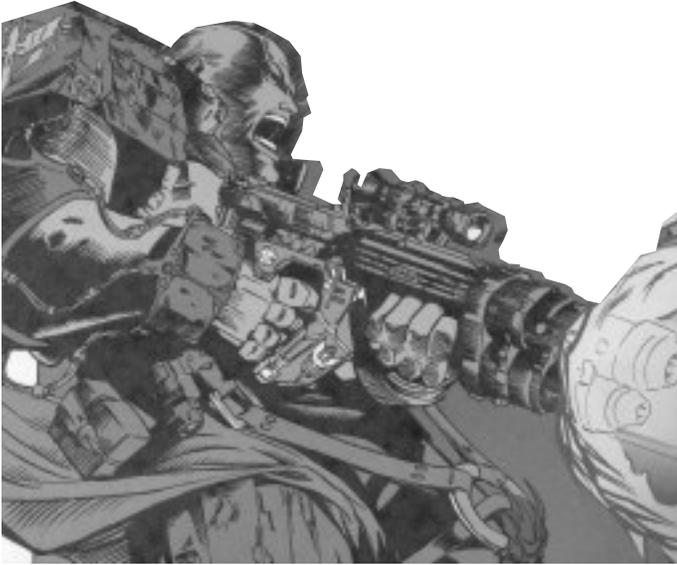
Availability: 4, X

Range: Melee or 3-30/100/300

Fire Rate: 1

Ammo: Unlimited; 25 (plasma bolts)

Game Notes: To activate the plasma launcher requires an easy dexterity roll.(this is a free action) It takes one round to switch between melee and fire mode.



Light & Medium Repeating Blaster Mark II

Just when you think that you have the best and latest weapon available they come out with a weapon that breaks the mold. The Light & Medium Blaster Mark II from BlasTech are these weapons. Seeing how their Espo Heavy repeating Blasters were a marked improvement from the bulky generation I models, BlasTech went to work to adapt new technology to old favorites. The result is clear: Increased accuracy, improved firing performance, and best of all... shields. That's right. By placing shields with their Heavy Repeater units it was shown that the crews were able to concentrate their fire on a target without having to worry about stray blaster shots. Blastech fitted existing Light and Medium repeaters with smaller defensive energy shields. The technology is still very new, as energy shield generator is attached to the rear stock. The generator feeds off the existing power supply of the blaster, limiting the number of shots one can fire. However a portable backpack generator can be used to supply both the blaster and the shield for an extended amount of time.

■ Light & Medium Repeating Blasters Mark II

Model: Blastech Light and Medium Repeating Blasters Mark II

Type: Light and medium repeating blasters

Scale: Character

Skill: Blaster; Light repeater: Medium Repeater

Cost: 2,200 (light) 4,000 (medium) power pack (200) or backpack generator (500)

Damage: 6D+1 (light) 7D+1 (medium)

Availability: 2, F, R, or X

Fire Rate: 1

Range: 3-50/175/375

Ammo: 100 (shield off) Shield uses up one shot of ammo per round if on. Backpack Generator: 500 (with shield on)

Game Notes: Defensive energy shield provides 4D (character-scale) Protection (front facing only)

Vibro Chainsaw

Chainsaws are an older tool used mainly for personal purposes, usually the cutting down of various plants. However, there are those odd individuals in the galaxy that would turn such a tool into a devastating, and messy, weapon. Chainsaws are moderately sized, featuring a half meter long extension that rotates a razor sharp cutting chain at a high speed. When used against someone as a weapon, the effects can be devastatingly gruesome. Corellia once had a problem with a serial killer that lurked around in various cities all over the planet, killing and dismembering 52 victims before finally being shot to death by CoreSec personnel.

■ Plasma chainsaw

Model: Xzeri Labor Corporation Chainsaw

Type: Light cutting instrument

Scale: Character

Skill: Melee combat; Plasma chainsaw

Cost: 175

Availability: 1

Difficulty: Moderate

Damage: STR+3D (max: 8D)

Game Notes: Rolling a mishap indicates that the chain has dislodged from the chainsaw. An Easy Repair roll is required to repair it in 1D rounds.

Ryan Matheny (darkweji@intnet.net)

<http://starwars-rpg.net/dlos/>



Sith Armor

Made out of the same alchemically reinforced metal as Sith blades this suit of armor covers the entire body and can withstand any blow. Its indestructible nature allows it to even withstand direct lightsaber blows. Such suits have survived through thousands of generations and yet remain in perfect condition, the metal plates undamaged, and unmarred by time.

Any one who uses Sith Armor however will eventually be quickly be turned to the dark side as it feeds of the characters force points and corrupts the mind of the character wearing the suit of armor. A Character automatically loses a Force point and gains a Dark Side Point when they put on the suit. If a battle occurs the character will lose one force point and gain one Dark side point.

■ Sith Armor

Model: Sith Armor

Type: Protective Armor Suit

Scale: Character

Cost: Not for sale

Availability: 4, X

The Suit provides STR+4D vrs physical damage and provides 3D vrs Energy damage. It also provides STR+5D vrs lightsaber damage.

Game Notes: This suit of armor is very powerful. It is not recommended for characters and should only be used by a NPC.

Spiked Sith Armor

Made out of the same materials as Sith Armor, this set of spiked sith armor is virtually one of a kind. Spikes over the entire suit even the helmet making the suit a sort of weapon into itself. The spikes are made out of the same indestructible material and allow it to

withstand lightsaber blows with ease.

Any one putting on this armor however, will soon find out that its benefits soon diminish as they are turned to the dark side and become the suits slave! One the suit has taken over the mind the suit slowly kills its new host.

A character putting on the armor automatically loses a Force point which is replaced by a Dark Side point. Every Adventure the suit takes a Force point away and replaces it with a Dark Side point (the suit corrupting the victims mind.)

■ Spiked Sith Armor

Model: Cursed Sith Armor

Type: Protective Armor Suit

Scale: Character

Cost: Not for sale

Availability: Specail

The Suit provides STR+4D+2 vrs physical damage and provides 4D vrs Energy damage. It also provides STR+5D vrs lightsaber damage. In addition its spikes cause STR+1D+1 damage.

Game Notes: This suit of armor is very powerful. It is not for characters and should only be used by a NPC. *Willpower Drain:* The suit is inhabited by a ancient Sith spirit trapped within its shell (the original creator of the armor) Once a character puts on the suit secretly roll 5D vrs the characters Perception or Control (which ever is higher). If the suits roll is higher Then the suit becomes “attached” then it begins to feed on its hosts Dark Side points. If the roll is lower the suit will drain the characters will power by 1D and add it to the 5D to roll vrs the characters perception or Control. Roll once an adventure until the suit takes over the character, or until the character realizes what is happening and decides to leave the suit. (The characters willpower will return to its full normal with a few days.)

However once the suit is attached then the character can not “live” without the suit. And becomes addicted to it. Each day the suit feeds off its hosts Force points and dark side points until there are none left, after which it then drains one of the characters attributes by 1D, until at last the character dies. (all attributes drop to below 1D)

Chapter X :

Character Creation

*“Accept the Dark Side of the Force...let it’s fathomless energy flow into you.. you **must** surrender to the Dark Side!”*

- Freedon Nadd

The Sith templates in the back of this Galaxy Guide represents the different types of Sith characters that a best suited for players wishing to start their characters as Dark Jedi, or Sith.

For those players who prefer a bit more of variation, this chapter presents a blank template as well as suggestions and ideas for further elaboration on new Dark Side characters. There are four broadly defined Dark Jedi categories: Imperial, Sith, Independent, and Other. These templates are stereotypes of that type of Dark Jedi; each individual Dark Jedi will have his or her own back ground, objectives and behaviors.

For those who want to create other templates, there is a series of “suggestions” rather than a listing of intricate “rules.” The reasoning is simple - any detailed rules system has exploitable flaws and weaknesses. Rather than turn character creation into a “quest to find the loopholes and exploit the rules”, this system gives the gamemaster final say.

The Player has the opportunity to be as modest of bold as he or she dares. Do you want your character to be the son or daughter of a famous Imperial? Ask for it. Want to be the “evilest being in the galaxy”? Ask for it.

Be careful what you ask for, because you may get it...

Game masters have final say over characters: they can approve or veto any part of the character, from disallowing equipment to adding certain background elements to a character’s life - “Somebody is holding a grudge against you ... yeah his name’s Vader or something like that ...”

This doesn’t mean that the gamemaster should make the character not fun to play; it does mean that the gamemaster has the responsibility to make sure that a new dark side character does not unbalance the game. Since dark jedi campaigns can range from “dark and gritty” to “epic and larger than life,” gamemasters must decide for themselves what constitutes a “balanced” character.

Gamemasters should feel free to adjust characters as necessary for play balance and to make for an interesting game. give the reasonable player a bonus or two if you feel its justified- maybe a few extra skill dice or a beat-up-ship. For the greedy players though..give the character a million credits if his player asks for it. Just don’t tell the player that the reason his character has a million credits is because they were stolen from a certain cimelord on tatooine. One who has places a bounty of 3000,000 credits on said characters head... The player can find out about that during the adventure right?

In other words, players and gamemasters-have fun! Don’t let the rules get in the way of that.

A serious concern

“Uh-oh here comes trouble..Get the thermals”

- A bounty Hunter spotting a

Dark Jedi-

The creation of a dark jedi character should be approached as a serious concern. dark jedi is more than using your dark powers against your enemies; being a dark jedi is a way of life. Dark jedi carries with it a distinctly negative reputation. The few who do adopt the particular lifestyle do not do so casually, nor for the sheer enjoyment of it. One the hunting profession is adopted, few are able to casually abandon their selected line of work for another,and fewer still live long enough to worry about retirement.

So why then would anyone want to be a bounty hunter?

THE DARK SIDE

Character Name: _____

Type: Fallen Jedi

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ 3D **Perception** _____ 3D

Dodge _____ Con _____

Lightsaber _____ Persuasion _____

Melee _____ Command _____

Melee Parry _____ Search _____

Brawling Parry _____ Sneak _____

Knowledge _____ 3D **Strength** _____ 2D

Languages _____ Brawling _____

Planetary Systems _____

Streetwise _____

Survival _____

Willpower _____

Mechanical _____ 2D **Technical** _____ 2D

Astrogation _____ Lightsaber repair _____

Repulsorlift Op _____ Repulsor repair _____

Sensors _____ Security _____

Space Transports _____

Starship gunnery _____

Swoop Operation _____

Special Abilities:

Force Skills: Control 1D,

Sense 1D, Alter 1D

Control: Enhance attribute,

Control Pain

Sense: Life sense, Combat

Sense

Alter: Injure/Kill

Control, Sense, and Alter

Affect mind

Move 10

Force Sensitive? Yes

Force Points 2

Dark Side Points 1

Character Points 5

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortal Wounded



Equipment: Lightsaber (5D), Blaster (5D, ammo 50), Armor (Covers chest, shoulders +1D Physical, +1 Energy)

Background: At one time you marveled at the galaxy and strived to be the best jedi ever. However after denying you as a jedi knight you quickly started to see the error of their ways. The Jedi Masters were fools. You were better than all of them. So you left your masters and set out to build your own empire. There you would be the master of the galaxy and laugh at the jedi masters who mocked you.

Personality: Ruthless and cunning, you quietly bid your time, gathering forces to one day take over the galaxy. You view others as inferior, and petty. Soon they will bow down to you and call *you* master.

Objective: To gather your forces and conquer the galaxy.

A Quote: "You *WILL* bow down to me."

Connection With Characters:

THE DARK SIDE

Character Name:

Type: Dark Jedi Warrior

Gender/Species: /Human

Age: **Height:** **Weight:**

Physical Description: _____

Dexterity _____ 3D+2 **Perception** _____ 2D+1

Dodge _____ Con _____

Lightsaber _____ Persuasion _____

Melee _____ Command _____

Melee Parry _____ Search _____

Brawling Parry _____ Sneak _____

Knowledge _____ 2D+1 **Strength** _____ 2D+2

Languages _____ Brawling _____

Planetary Systems _____

Streetwise _____

Survival _____

Willpower _____

Mechanical _____ 2D **Technical** _____ 2D

Astrogation _____ Lightsaber repair _____

Repulsorlift Op _____ Repulsor repair _____

Sensors _____ Security _____

Space Transports _____

Starship gunnery _____

Swoop Operation _____

Special Abilities:

Force Skills: Control 2D,

Sense 1D

Control: Enhance attribute,

Control Pain, Accelerate

healing,

Sense: Life sense, Combat

Sense

Control, Sense: Lightsaber

Combat

Move 10

Force Sensitive? Yes

Force Points 2

Dark Side Points 2

Character Points 5

Wound Status	
<input type="radio"/>	Stunned
<input type="radio"/>	Wounded
<input type="radio"/>	Incapacitated
<input type="radio"/>	Mortal Wounded



Equipment: Lightsaber (double bladed) (5D+2), Blaster (5D, ammo 50), Armor (covers chest +1D Physical, +1 Energy)

Background: You have studied the ways of the dark side for years, learned the arcane arts of the lightsaber with deadly precision. Now the time has come to enact your revenge on your enemy's who mocked you as being weak. You will hunt them down, and kill them. For now you offer your services, for a price. Along the way you constantly are on the search for more dark jedi knowledge, to make you stronger when you eventually kill your enemy's.

Personality: Greedy and ruthless, you are secure in the knowledge that the dark side of the Force is with you. You embrace the dark side and let it flow through you.

Objective: To serve the Dark Side of the Force and to kill your enemy's.

A Quote: "Don't worry I will kill you and it will all be over soon."

Connection With Characters:

THE DARK SIDE

Character Name:

Type: Banished Nobel/Dark Side Sorcerer

Gender/Species: /Human

Age: **Height:** **Weight:**

Physical Description: _____

Dexterity _____ 2D+2 **Perception** _____ 3D

Dodge _____ Con _____

Lightsaber _____ Persuasion _____

Melee _____ Command _____

Melee Parry _____ Search _____

Brawling Parry _____ Sneak _____

Knowledge _____ 3D **Strength** _____ 2D

Languages _____ Brawling _____

Planetary Systems _____

Streetwise _____

Survival _____

Willpower _____

Mechanical _____ 2D **Technical** _____ 2D+1

Astrogation _____ Lightsaber repair _____

Repulsorlift Op _____ Repulsor repair _____

Sensors _____ Security _____

Space Transports _____

Starship gunnery _____

Swoop Operation _____

Special Abilities:

Force Skills: Control 1D,

Alter 1D

Control: Concentration,

Control pain

Alter: Bolt of Hatred

Injure/Kill

Control, alter: Control

another's pain

Move 10

Force Sensitive? Yes

Force Points 2

Dark Side Points 1

Character Points 5

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortal Wounded



Equipment: Blaster (5D, ammo 50), Nobel robes, 10,000 credits

Background: You are a noble on the ruling council of a small planet. To fight the boredom, you secretly studied the forbidden texts locked away deep within the royal library. You studied and practices the ways of the sith, and became a sorcerer. You attempted to use your new powers to take control of the ruling council and kill the king, but was caught. You used your powers to escape and hide away with all the credits from your families estate on a transport ship to a new planet. There, you would continue to study and learn the ways of the sith, so that one day you can become a powerful sorcerer and take back your birthright as king.

Personality: Smart, well dressed and ruthless, you see yourself as rightful heir to the throne. For now you search the stars looking for more sith artifacts so that you can increase your power. Eventually you will return, and kill the false king and claim what you see as your birth right.

Objective: To study the sith, and to make your self king.

A Quote: "You fool, you got my robes dirty! For that you will pay! <zap>"

Connection With Characters:

THE DARK SIDE

Character Name: _____

Type: Bounty hunter

Gender/Species: _____/Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ 3D+2 **Perception** _____ 3D

Dodge _____ Con _____

Lightsaber _____ Persuasion _____

Melee _____ Command _____

Melee Parry _____ Search _____

Brawling Parry _____ Sneak _____

Knowledge _____ 2D+1 **Strength** _____ 3D+1

Languages _____ Brawling _____

Planetary Systems _____

Streetwise _____

Survival _____

Willpower _____

Mechanical _____ 2D+1 **Technical** _____ 2D+1

Astrogation _____ Lightsaber repair _____

Repulsorlift Op _____ Repulsor repair _____

Sensors _____ Security _____

Space Transports _____

Starship gunnery _____

Swoop Operation _____

Special Abilities:

Force Skills: Control 1D

Control: Enhance attribute

Move 10

Force Sensitive? Yes

Force Points 2

Dark Side Points 1

Character Points 5

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortal Wounded



Equipment: Blaster (5D+1, ammo 100), Cyber Arm (Lifting+1D, Strength +1D to brawling), Cyber Eyes (infrared, +1D to blaster-linked), grenade, fragmentation (5D), IPCK, Stun baton strength+1D(4D stun), Vibro Knife Strength +3D

Background: You are the toughest hunter out there, and you know it. You have special skills that none of the others have, and you use it to your advantage where ever your next job takes you. Other hunters look at you with fear, and you like it. It makes you stronger.

Personality: You don't care where your next job comes from. You hunt for the seer pleasure of instilling fear onto your quarry as you hunt them down. Often, you bring back only body bags, as you take mostly dead or alive jobs. The fear that others exude while in your presence is intoxicating.

Objective: To get everything out of life before someone with a bigger blaster ends it.

A Quote: "Die criminal scum! <blam>"

Connection With Characters:

THE DARK SIDE

Character Name:

Type: Alien Sith Warrior

Gender/Species: /Tss'Thi

Age: **Height:** **Weight:**

Physical Description: _____

Dexterity _____ 4D+1	Perception _____ 3D
Dodge _____	Con _____
Lightsaber _____	Persuasion _____
Melee _____	Command _____
Melee Parry _____	Search _____
Brawling Parry _____	Sneak _____
_____	_____

Knowledge _____ 2D	Strength _____ 3D+2
Languages _____	Brawling _____
Planetary Systems _____	_____
Streetwise _____	_____
Survival _____	_____
Willpower _____	_____

Mechanical _____ 2D	Technical _____ 2D
Astrogation _____	Lightsaber repair _____
Repulsorlift Op _____	Repulsor repair _____
Sensors _____	Security _____
Space Transports _____	_____
Starship gunnery _____	_____
Swoop Operation _____	_____
_____	_____

Special Abilities:

Force Skills: Sense 2D
 Sense: Beast Languages, life detection, life sense, Magnify senses, sense force

Move 13
Force Sensitive? Yes
Force Points 2
Dark Side Points 1
Character Points 5

Wound Status	
<input type="radio"/>	Stunned
<input type="radio"/>	Wounded
<input type="radio"/>	Incapacitated
<input type="radio"/>	Mortal Wounded



Equipment: Lightsaber (4D)

Background: At an early age you were out-cast from the rest of your kind as being a Tul'itha or evil thing. You did not understand this and were forced to live out in the dangerous jungles of your world. There, you stumbled upon a strange temple. Inside, you found various strange objects. Somehow you were able to understand what they were and use them. You also learned new things, and were able to talk to the various creatures in the jungle. One day a strange craft from the stars appeared. You stowed away on the vessel and were transported to a far off place. Now you are a strange alien in a strange world.

Personality: Often misunderstood, you travel from place to place, un-sure of what path to take. You wish to find more understanding of the galaxy and of its nature.

Objective: To succeed at what ever task lies before you, no matter what the personal cost.

A Quote: "I ssense a sstrong pressenss.."

Connection With Characters:

THE DARK SIDE

Character Name: _____

Type: _____

Gender/Species: _____ / _____

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____

Dodge _____

Lightsaber _____

Melee _____

Melee Parry _____

Brawling Parry _____

Perception _____

Con _____

Persuasion _____

Command _____

Search _____

Sneak _____

Knowledge _____

Languages _____

Planetary Systems _____

Streetwise _____

Survival _____

Willpower _____

Strength _____

Brawling _____

Mechanical _____

Astrogation _____

Repulsorlift Op _____

Sensors _____

Space Transports _____

Starship gunnery _____

Swoop Operation _____

Technical _____

Lightsaber repair _____

Repulsor repair _____

Security _____

Special Abilities: _____

Move

Force Sensitive?

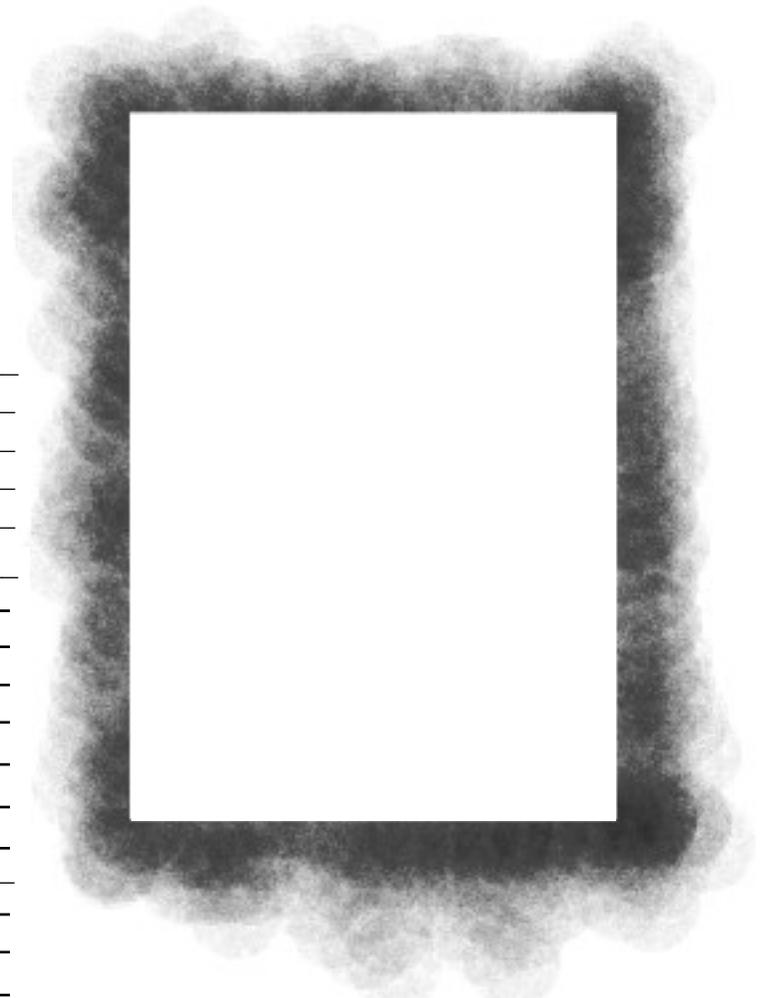
Force Points

Dark Side Points

Character Points 5

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortal Wounded



Equipment: _____

Background: _____

Personality: _____

Objective: _____

A Quote: _____

Connection With Characters: _____

STAR WARS

Force Users Quick Reference Guide

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Relation ship modifiers

Difficulties

Very Easy	1-5
Easy	5-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-25
Heroic	26-30+

Relationship

User and Target Are	Add to Difficulty
Close Relatives (married,siblings, parents)	+0
Close Friend	+2
Friends	+5
Acquaintances	+7
Slight Acquaintances	+10
Met Once	+12
Never Met, but Know by Reputation	+15
Complete Strangers	+20
Complete Strangers and Not of Same Species	+30

Proximity

User and Target Are	Add to Difficulty
Touching	+0
In Line of Sight, but Not Touching	+2
Line of Sight, 11-100m	+5
101m-10km away	+7
11-1,000km away	+10
Same Planet, More than 1,000km away	+15
Same Star System, Different Planet	+20
Different Star System	+30

Control

POWERS	DIFFICULTY	PREREQUISITES
Absorb/Dissipate Energy		
Control:Sunburn	4	none
Intense Sun	8	
Solar Wind	14	
Radiation Storm	18	
Blaster Bolt/Force Lightning	12+damage roll	
Accelerate Healing		
Control:Stunned	2	none
Wounded	9	
Incapacitated	13	
Mortally Wounded	19	
Concentration		
Control:Jedi Relaxed/At Peace	8	none
Jedi Filled with Emotion	17	
Jedi Acting on Emotion	25	
Remove Fatigue		
Control:Needs to fail two stamina checks before fatigued	13	



POWERS	DIFFICULTY	PREREQUISITES
Contort/Escape		
Control:Loose Bonds	3	none
Hand Binders	7	
Serious Restraints	14	
Maximum Security	21	
Houdini	27	
Control Disease		
Control:Mild Infection (cold)	4	none
High Fever (flu)	7	
Serious Sickness (gangrene)	12	
Life-Threatening Disease (TB)	17	
Massive Disease (cancer)	27	
Control Pain		
Control:Stunned/Wounded	3	none
Incapacitated	7	
Mortally Wounded	12	
Detoxify Poison		
Control:Alcohol	3	none
Mild Poison	8	
Virulent Poison	13	
Neurotoxin	23	
Time: 5 minutes		
Enhance Attribute		
Control:+1D for 3 rounds	14-27	none
+2D for 2 rounds	28-39	
+3D for 1 round	40+	
Emptiness		
Control:To Enter	11	Hibernation Trance
To Exit	18	
Force of Will		
Control:To Enter	4	none
To Bypass	number rolled	
Hibernation Trance		
Control:To Enter	17	
Instinctive Astrogation Control		
Control:Very Easy Astrogation	20	none
Easy Astrogation	25	
Moderate Astrogation	30	
Difficult Astrogation	35	
Very Difficult Astrogation	40	
Heroic Astrogation	50	
Rage		
Control:To Enter	19	Hibernation Trance
To Exit	26	
+1 Darkside Point		
Reduce Injury		
Control:Incapacitated	14	Control Pain
Mortally Wounded	19	
Dead/Killed	28	
-1 Force Point		
Remain Conscious		
Control:Stunned	7	Control Pain
Incapacitated	13	
Mortally Wounded	19	
Resist Stun		
Control:Stunned	10	
Short-Term Memory Enhancement		
Control:Current Episode	22-30	Hibernation Trance
Last Episode	31-42	
Last Two Episodes	43+	

SENSE

<u>POWERS</u>	<u>DIFFICULTY</u>	<u>PREREQUISITES</u>
Beast Languages		
Sense: Domesticated/Friendly	8	<i>Receptive Telepathy,</i>
Wild, Non-Predatory	16	<i>Projective Telepathy,</i>
Ferocious, Predatory	24	<i>Translation</i>
Combat Sense		
Sense: 1 Opponent	13	<i>Danger Sense,</i>
+1 Opponent	+3	<i>Life Detection</i>
Danger Sense		
Sense: 1 round warning	13	<i>Life Detection</i>
Other Jedi	CON	
Instinctive Astrogation		
Sense: Very Easy to Moderate		
Journey	12	<i>Magnify Senses</i>
Difficult Journey	17	
Very Difficult Journey	21	
Heroic Journey	26	
Life Detection		
Sense: Force-Sensitive	2	
Not Force-Sensitive	10	
Modified by <i>Relationship</i>		
Life Sense		
Sense: Specific Being	2	<i>Life Detection</i>
Modified by <i>Proximity and Relationship</i>		
Life Web		
Sense: Billions	6	<i>Life Detection,</i>
Hundreds of Millions	12	<i>Life Sense,</i>
Tens of Millions	18	<i>Sense Force</i>
Millions	24	
Hundreds of Thousands	30	
Modified by <i>Proximity</i>		
Magnify Senses		
Sense: Senses Above Normal	4	none
Time to use:	3 rounds	
Receptive Telepathy		
Sense: Friendly	3	none
Resistance	CON/PER	
Modified by <i>Proximity and Relationship</i>		
Sense Force		
Sense: Single Object	6	none
Area	11	
Modified by <i>Proximity</i>		
Sense Force Potential		
Sense: Friendly, non resisting	13	<i>Life Detection,</i>
Unfriendly	13+	<i>Life sense,</i>
Targets	Per/Control	<i>Sense Force,</i>
		<i>Receptive telepathy</i>
Sense Path		
Sense: Lightside or Darkside	14	<i>Emptiness,</i>
		<i>Hibernation Trance</i>
Shift Sense		
Sense: Simple Phenomena	16	<i>Magnify Senses</i>
Uncommon		
Phenomena	18	
Complex	22	
<i>*May be kept Up</i>		
Translation		
Sense: Humans/Aliens	13	<i>Receptive Telepathy,</i>
Droids	18	<i>Projective Telepathy</i>
Written	2	
Purposely Cryptic	+5	
<i>*May be kept Up</i>		

<u>POWERS</u>	<u>DIFFICULTY</u>	<u>PREREQUISITES</u>
Weather Sense		
Sense: Lived in Area for		
Over a Year	8	<i>Magnify Senses</i>
6 to 12 months	12	
1 to 6 Months	16	
Less than 1 Month	20	
Modified by <i>Proximity and Local Conditions</i>		
<i>*May be kept Up</i>		

ALTER

<u>POWERS</u>	<u>DIFFICULTY</u>	<u>PREREQUISITES</u>
Injure/Kill		
Alter: Roll=Damage	PER/CON	<i>Life Sense</i>
<i>*+1 Dark Side point</i>		
Telekinesis		
Alter: 1 Kg or Less (1D)	4	
1-10 Kg (2D)	8	
11-100 Kg (4D)	13	
101 Kg - 1 Ton		
(3D Speeder)	20	
1 - 10 Tons		
(3D Starfighter)	28	
10 - 100 Tons		
(5D Starfighter)	36	
+10 m/round	+5	
Gentle Turns	+3	
Easy Maneuvers	+8	
Complex Maneuvers	+18	
Modified by <i>Proximity</i>		
<i>*May be kept Up</i>		

CONTROL + SENSE

<u>POWERS</u>	<u>DIFFICULTY</u>	<u>PREREQUISITES</u>
Farseeing		
Control: Past	10-25	<i>Life Sense</i>
Future	15-35	
Sense: Friendly	4	
Resists	CON/PER	
Time to use: at least 1 minute		
Modified by <i>Relationship</i>		
Life Bond		
Control: Permanent Link	13	<i>Life Detect,</i>
Sense: General Location	8	<i>Life Sense,</i>
Senses	13	<i>Magnify Senses,</i>
Read Thoughts	18	<i>Receptive</i>
Send Thoughts	23	<i>Telepathy</i>
<i>*May be kept Up</i>		
Lightsaber Combat *See Modified rules		
Control: Add Control to Damage	13	none
Sense: Add Sense to Skill	7	
Projective Telepathy		
Control: Verbalize Thoughts	3	<i>Receptive</i>
Cannot Verbalize Thoughts	11	<i>Telepathy</i>
Modified by <i>Proximity</i>		
Sense: Friendly Target	4	
Resists	CON/PER	
Modified by <i>Relationship</i>		



CONTROL + ALTER

POWERS DIFFICULTY PREREQUISITES

The following powers use the same difficulties

Accelerate another's Healing		Control another's pain, control pain
<i>*see Accelerate Healing for result</i>		
Control Another's Disease		Control another's pain
<i>*see control disease for effect</i>		
Control Another's Pain		Control pain
<i>*see control pain for effect</i>		
Place Another in Hibernation trance		Hibernation trance
<i>*see hibernation trance for effect</i>		
Remove Another's Fatigue		Accelerate another's healing, control another's pain, remove fatigue
<i>*see remove fatigue</i>		
Return another to Consciousness		Remain conscious
<i>*see remain conscious</i>		

Control: To activate	3	
Modified by Proximity or Relationship		
Alter:	3	
Time to use:		1 to 5 minutes

Control Breathing		
Control:	13	Concentration,
Alter: Under Water breathing	23	hibernation trance, telekinesis
<i>*Can be kept up</i>		
Detoxify Poison in another		
Control: To activate	3	Accelerate healing,
Alter: Alcohol	3	Accelerate another's healing, control pain,
Mild Poison	8	control another's pain
Virulent Poison	13	detoxify poison
Neurotoxin	23	
Time to use:		5 minutes

Feed on Dark Side		
Control: To activate	15	Sense force
to keep up	3	
Alter: to activate	14	

**Can be kept up*
***Gains 1 dark side point plus force point for every dark side point gained by light side character. *Gamemaster note: avoid overusing this power*

Force Lightning		
Control: To use	18	
Modified by Proximity		*Limited to line of sight
Alter:		PER/CONTROL
Damage of force lightning = 1D for every 2D of alter		
<i>*Gains 1 dark side point</i>		

Inflict pain		
Control: To use	3	Control pain, life sense
Modified by Proximity		
Alter:		PER/Control/willpower
<i>*Gains 1 dark side point</i>		

Transfer Force		
Control: To use	3	Control another's pain
Modified by Proximity		
Alter: to transfer force point	13	

SENSE + ALTER

POWERS DIFFICULTY PREREQUISITES

Dim Other's Senses

Sense: To Prepare	7	none
+1 Target	+3	
Alter: -1 pip		CON/PER
-2 pips		CON/PER+6
-1D		CON/PER+11
-2D		CON/PER+16
-3D		CON/PER+21

Lesser Force Shield

Sense: To Prepare	7	Absorb/Dissipate
Alter: STR+1D Armor	13	Energy, Concentration, Magnify Senses, Telekinesis

CONTROL + SENSE + ALTER

POWERS DIFFICULTY PREREQUISITES

Affect Mind

Control: Perceptions	2	none
Memories	9	
Conclusions	15	
Modified by Proximity		
Sense: Target		CON/PER
Alter: Slight Misconceptions	4	
Minor Changes to Memories	5	
Has No Interest	3	
Brief Visible Phenomena	8	
Memories Less than a Year Old	8	
Has Minor Emotion	8	
Short Hallucinations	14	
Memories Less than a Day Old	11	
Has Strict Orders	12	
Slight Disguises	19	
2 Sense Hallucinations	17	
Fresh Memories	16	
Has Strong Interest	18	
5 Senses Hallucinations	24	
Major Memory Change	25	
Illogical Conclusion	22	

Battle Meditation

Control: 1-2 Targets	4	none
3-20 Targets	7	
21-100 Targets	13	
101-1,000 Targets	18	
1,000-10,000 Targets	24	
10,000+ Targets	30	
Sense: 1-2 Targets	4	
3-20 Targets	7	
21-100 Targets	13	
101-1,000 Targets	18	
1,000-10,000 Targets	24	
10,000+ Targets	30	
Alter: 1-2 Targets	4	
3-20 Targets	7	
21-100 Targets	13	
101-1,000 Targets	18	
1,000-10,000 Targets	24	
10,000+ Targets	30	
<i>*May Be Kept Up</i>		
Time to use:		5 Minutes

Control Mind

Control: To Prepare		12
Receptive Telepathy,		
Sense: Target (each round)		CON/PER
Telekinesis,		
Modified by Relationship		Affect Mind
Alter: 1 Target	12	
2 Targets	18	
3 Targets	22	
4-5 Targets	30	
6-8 Targets	32	
9-15 Targets	35	
Dark Jedi	+5	
<i>*May Be Kept Up</i>		

POWERS	DIFFICULTY	PREREQUISITES
Create Force Storm		
Control: To Prepare	42	Hibernation Trance,
Sense: To Prepare	34	Life Detection,
Alter: To Begin, 1D (Capital)	37	Life Sense,
Modified by <i>Proximity</i>		Magnify Senses,
100m or less	+5	Receptive Telepathy,
100m-1km	+10	Sense Force,
+1 km	+15	Telekinesis,
+1D (Capital)	+5	Projective Telepathy,
<i>*1 Dark Side Point</i>		Rage
Doppleganger		
Control: To Prepare	27	Control Pain, Emptiness,
Sense: To Prepare	25	Life Detection, Life Sense,
Alter: To Create a		
Doppleganger	38	Magnify Senses,
Time to use:	5 minutes	Receptive Telepathy,
Reroll Every 5 Minutes		Sense Force, Telekinesis,
<i>*1 Dark Side Point</i>		Projective Telepathy,
		Control Another's Pain,
		Transfer Force, Affect Mind
Drain Life Essence		
Control: To Prepare	23	Control Pain,
		Inverse Relationship,
		Hibernation Trance,
Sense: 1-5 Victims	4	Life Detection,
6-50 Victims	7	Life Sense,
51-1,000 Victims	13	Magnify Senses,
1,000-50,000 Victims	18	Receptive Telepathy,
50,000-1 Million Victims	24	Sense Force,
1 Million-10 Million Victims	30	Telekinesis,
<i>*1 Dark Side Point</i>		Farseeing,
		Projective Telepathy,
		Control Another's Pain,
		Transfer Force,
Enhanced Coordination		
Control: To Prepare	13	Life Sense,
Sense: To Prepare	18	Affect Mind,
Alter: 1-10 Targets	4	
11-100 Targets	7	
101-500 Targets	13	
501-5,000 Targets	18	
5,001-50,000 Targets	24	
51,000-500,000 Targets	30	
<i>*May be Kept Up</i>		
Force Harmony		
Control: To Prepare	18	Life Detection,
Modified by <i>Proximity</i>		Life Sense,
Sense: To Prepare	18	Projective Telepathy,
Modified by <i>Relationship</i>		Receptive Telepathy
Alter: +5D to Resist Dark Side Powers	12	
Projected Fighting		
Control: To Prepare	18	Concentration,
Sense: To Prepare	18	Telekinesis
Alter: Brawling at Range	13	
Modified by <i>Proximity</i>		
Telekinetic Kill		
Control: To Prepare	7	Control Pain,
Modified by <i>Proximity</i>		InFLICT Pain,
Sense: To Prepare	7	Injure/Kill,
Modified by <i>Proximity</i>		Life Sense
Alter: Kill Target	CON/PER	
<i>*1 Dark Side Point</i>		



Expanded Rules

The following rules are for Lightsaber Combat as well as additional rules for conducting a lightsaber battle.

1. Declare Actions and Full Reaction Skills.

Players declare all actions for this combat round. Actions are declared in order of Perception but are resolved in order of descending Dexterity. Players may hold their action until later in the turn order. Players roll skill dice for their actions, subtracting 1D per action from each action declared after the first. The gamemaster determines the to-hit and other difficulty numbers for this round. **Size-Up Your Opponent:** Perception+Lightsaber vs. opponent's Perception+Lightsaber to determine the opponent's skill level by observation alone.

Movement: Cautious Speed=1/2 action, Cruising Speed=1action, High Speed=2 actions, or All-Out Speed=4 actions, may perform no other action.

Quick Strike: Lightsaber vs. Difficulty 15, -2D Damage.

Strike: Lightsaber vs. Difficulty 20, +0D Damage.

Fierce Strike: Lightsaber vs. Difficulty 25, +1D Damage.

Strong Strike: Lightsaber vs. Difficulty 30, +3D Damage.

Beserk Strike: Lightsaber vs. Difficulty 25, +4D Damage, 1 Character Point or 1 Dark Side Point.

Full Dodge: add Dodge roll to difficulty, must be used with any Movement action except All-Out, may not be used with any other action.

Full Parry: add Lightsaber roll to difficulty, reduces difficulty of following action by 5, may not be used with any other action.

Bare-Handed Parry: for the truly foolhardy, a bare-handed parry against a Lightsaber! The character must have activated Absorb/Dissipate Energy before being attacked, and must roll Control vs. 12+lightsaber's damage to absorb the attack. Failure means the character takes damage normally.

Feint: roll Perception+Lightsaber vs. opponent's Perception+Lightsaber, if successful, reduce difficulty of the following action by 10.

Lock: Lightsaber vs. Difficulty 20, roll Strength+Lightsaber vs. opponent's Strength+Lightsaber, if successful the both lightsabers are locked and the round is ended, all further actions are forfeited. The attacker may choose to maintain the lock so long as they successfully roll Strength+Lightsaber vs. opponent's Strength+Lightsaber at the end of each round, until they choose to break it, or one combatant chooses to drop their Lightsaber. While locked, all other actions (such as Brawling) are at -1D.

Disarm: Lightsaber vs. Difficulty 30, increases difficulty of the following action by 10, roll Strength+Lightsaber vs. opponent's Strength+Lightsaber. Consult the following chart:

Roll	Effect	
Less	No Effect	
0-3	Distracted	Opponent suffers -5 to next action.
4-8	Distracted	Opponent suffers -10 to next action.
9-12	Disarmed	Lightsaber 1D meters away.
13-15	Disarmed	Lightsaber 2D meters away.
16+	Disarmed	Lightsaber 3D meters away.

2. Declare Reaction Skills.

Reaction skills allow a fighter to execute a quick defensive maneuver in response to an unexpected attack. Each Reaction counts as an additional action and subtracts an additional 1D from all subsequent actions. Reaction skills can be declared at any time during declaration or resolution.

Combat Dodge: substitute Dodge roll for difficulty.

Combat Parry: substitute Parry roll for difficulty, reduces difficulty of following action by 5.

3. Calculate Damage as Hits Occur.

Roll damage and strength/hull dice for all targets hit by an attack, and determine the effects according to the appropriate "Damage Summary" chart.

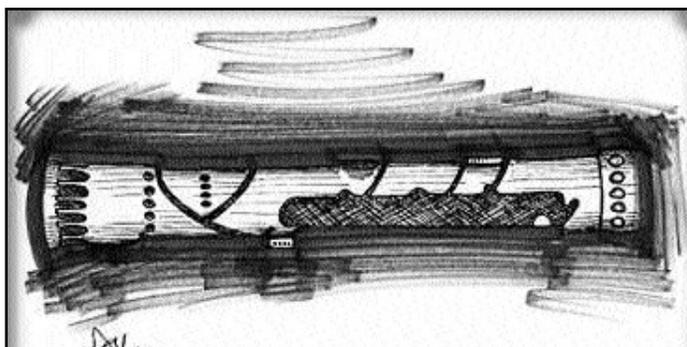
Reflecting Blaster Beams in regards to Scale

Can lightsabers reflect walker scale bolt? Starfighter?

Yes, Lightsabers can reflect up to starfighter scale blaster bolts directed at the character using the lightsaber combat skill, however it become much harder to do so.

For each scale increase decrease the players lightsaber skill by -2D for each scale (-2D for speeder, -4D for walker, -6D for starfighter) then use the following scale die cap table to determine the final roll.

	Character Speeder/Walker	Starfighter	Capital
Character	6	5	3
			-



Predict Natural Disaster

Sense Difficulty: Easy if the Jedi has lived in the area for more than a year; Moderate if the Jedi has lived in the area between 6 and 12 months; Difficult if the Jedi has lived in the area between one and six months; Very Difficult if the Jedi has lived in the area For less than one month.

Modified by severity of disaster (larger disasters are easy to predict) and degree to which the disaster could reasonably be predicted (for example, gamemaster's may decide that certain disasters are easier or harder to predicate based on a multitude of factors).

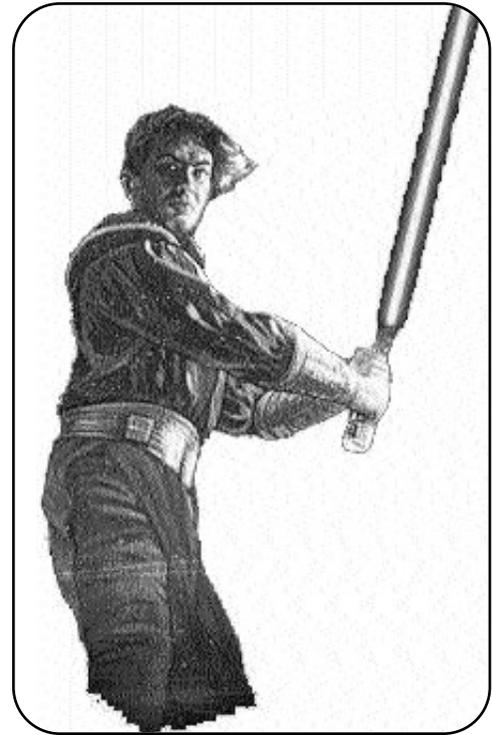
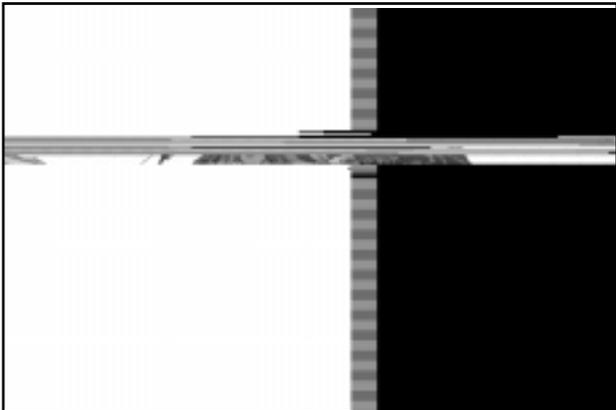
Requires Powers: Danger sense, life detection, weather sense

Time To Use: 15 minutes. May be reduced in five increments by increasing the difficulty one level per five minutes increments (minimum time to use of one minute).

Effect: This power allows the Jedi to sense local meteorological and geological conditions and predict imminent disasters, such as quakes, volcanic eruptions, floods, landslides, avalanches, cave-ins, mine subsidence, large scale conflagrations (such as forest fires) and even dangerous storms, tornadoes and hurricanes (which can also be predicted with weather sense). By opening his or her senses to the environment, the Jedi can predict these disturbances, much as an animal can seemingly sense a quake hours or even days before it happens.

Like weather sense, this power does not lend itself to quick predictions.

It customarily takes weeks for a Jedi to acclimate to local weather patterns and topography. The prediction is effective for 12 hours. The difficulty increases by one level for each additional 12-hour period by which the Jedi wishes to extend the prediction.



Postcognition

Sense Difficulty: Easy if seeing less than two hours into the past; Moderate for seeing more than two hours but less than a week into the past; Difficult for seeing more than a week but less than six months into the past; Very Difficult for seeing more than six months but less than one year into the past; Heroic for seeing more than a year but less than two years into the past; +10 for each additional year. **Required Powers:** Hibernation trance, life detection, sense Force

Time to Use: five minutes; the time to use may be reduced by adding +10 for each minute cut. Minimum time to use of one minute.

Effect: Postcognition allows a Jedi to investigate the tenuous imprints of the Force left on objects when they are handled by living beings. The character must be able to handle the target object.

The Jedi must declare how far in the past is being reviewed prior to rolling postcognition. If the roll is successful, the Jedi can determine who has handled or touched the object and what events have transpired around it. The Jedi may "search" for specific incidents or simply review past events, somewhat like a hologram.

If the postcognition roll is equal to or higher than three times the difficulty number, the character can witness events when the object was present as if she were there herself.

If the postcognition is greater than or equal to twice the difficulty number, the Jedi gains a good sensory impression of the event, but is limited in that the primary sense (the sense which gives the most information, usually sight) is wavery or obscured; the other sensory impressions come through clearly.

If the postcognition roll is simply greater than the difficulty number, then all sensory impressions are muffled, tactile sense is dulled, smells or tastes are indistinct or mixed. The Jedi receives a vague sense of who handled the object and what events transpired around it.

STAR WARS

GALAXY GUIDE 14 THE DARK SIDE

by Eric "Mod Sithson"

"The dark side of the Force is a pathway to many abilities some consider to be unnatural ..."

-- Darth Sidious

Practitioners of the DARK SIDE draw their power from intense, raw and dark emotions such as fear, anger, hatred, passion, and aggression. The SITH are but one of many disciplines that follow the path of the dark side. The path of the DARK SIDE is the quick and easy path, granting amazing power but for many, forever dominating their destinies.

Inside you will find:

- New rules for Dark Side Points, corrupting influence of the Dark Side, and redemption.
- Five new templates: Fallen Jedi, Dark Jedi Warrior, Dark Side Sorcerer, Dark Side Bounty Hunter, and Alien Sith Warrior.
- A partial history of the Sith Empire.
- New Dark Side Force powers such as Corruption of the Flesh, Soul Bomb, and Force Mask.
- Creatures of the Dark Side such as Duxn beasts, sathishs, and Void spiders.
- New equipment and weapons.

STAR WARS SUPPLEMENT

For gamemaster and one or more players.
For ages 12 and up.

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