

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 Frame

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. (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 them self, 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 sides 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, 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.

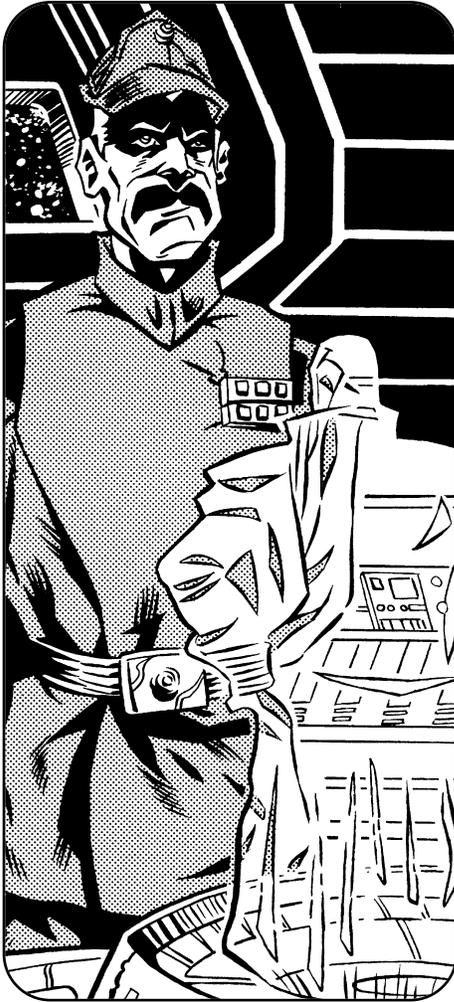
This extra "edge," however, comes with a price. Despite the emperor calls for order and conformity, there is a considerable degree of competition between the three Dark Jedi orders. The Order of Executions current position has made them a target for jealous members of the other orders.

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 telepathy*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, datapad, 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 telepathy*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, datapad, 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 cor-sucant. His lucky break came when a SAgroup member picked him up off the street.

There he quickly fell in line with the Empire's propaganda 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 eventually 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 Shale 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 Shale 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 dying, 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 have 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. 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 out lying 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

Move: 13

Dexterity: 3D+2

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

Knowledge: 2D

Intimidation 5D

Mechanical 2D

Perception 2D

Search: 3D

Strength 3D

Brawling 5D

Equipped With:

- Humanoid body
- Broad-band antenna
- Flame thrower
- Movement sensor (+2D to search for moving objects)
- repulsor lift engine
- 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: 10 (walking, 3 hover)

Size: 2 meters tall

Capsule:

A Sector Moth wanting to eliminate the rebel presence once and for all 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.