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Net.Guide to the Jensaarai

The Jensaarai are a sect of Force users who were formed just after the Clone Wars by several rogue Jedi Knights. These Jedi had found ancient Sith teachings and had begun integrating them into their own teachings, forming a darker version of the Jedi Code. Even the word jensaarai is the word for "hidden followers of truth" in the ancient Sith tongue. The Jensaarai remained a secret cult on Susevfi (also known as Suarbi 7/5) for many years, following the teachings of their founding members, such as Nikkos Tyrus. Over the years, Jensaarai apprentices were taught of the "evil" Jedi, equating Obi-Wan Kenobi to Darth Vader in terms of being exterminators. The Jedi were viewed by the Jensaarai as evil, and as traitors to the very ideals they preached.

Upon the death of Nikkos Tyrus, slain by three Jedi including Nejaa Halcyon, the last of the evil Jensaarai vanished. The Saaraikaar, leader of the Jensaarai, continued to teach apprentices the way of the Force, though without the intimate understanding of the Sith teachings that her master had possessed. Thus, the new apprentices were taught the ways of the light side of the Force, only with a different outlook on the universe and the Jedi Knights. Their philosophy was one of extreme defense, though mixed with some of the darker attitudes of the Sith. Still, the Jensaarai were not evil per se, but followers of the light side of the Force under a different philosophy. Yet at the core of their beliefs lies a servitude to the innocent, and defense of peace and justice.

Unfortunately, the events surrounding the death of Nikkos Tyrus tainted their sense of justice and view of the Jedi. In the fateful battle on Susevfi, Nejaa Halcyon was slain as well as the three Jensaarai founders, and his two Jedi companions left the system to tell Nejaa's family of his death. What they did not realize was that these Jensaarai had families, also their apprentices, who would see the Jedi's flight from the planet as an act of evil and betrayal. From that point on, the Jensaarai masters taught their apprentices that the Jedi had strayed from the light and had become evil themselves, abandoning their responsibility to life and defense. The Jensaarai remained hidden, acting as a secret society in the defense of their people, and waiting for the day to bring justice to the Jedi.

A young Jensaarai Defender, the son of the Saaraikaar, went to the Dark Lord of the Sith, Darth Vader, to pledge his aid in wiping out the Jedi, still believing that it was the Jedi who were evil, and that Lord Vader was seeking to

purge their evil from the Galaxy. Though they shared a few points of common philosophy, Lord Vader murdered the young man outright and sent his Jedi hunters to Susevfi to wipe out the Jensaarai, seeing them as a potential threat.

Many years later, following the founding of the Jedi Academy on Yavin 4, Luke Skywalker and Corran Horn traveled to Susevfi in search of Corran's wife, Mirax. There they discovered, and unfortunately fought, the Jensaarai working for Leonia Tavira. With the aid of a Caamasi, Elegos A'kla, the Jensaarai were shown the circumstances of their founding, and that the Jedi weren't evil, only different. Master Skywalker extended an invitation for them to join the Jedi Academy, to which the Saaraikaar promised to consider sending a delegation to share their knowledge.



THE JENSAARAI ORGANIZATION

The Jensaarai begin their training as Apprentices, much like the Jedi. From an early age, these Apprentices are taught the ways of the Force, and how to use it for the defense of their community. They are also indoctrinated with the philosophy of the Jensaarai, and the prejudices against the Jedi. Their teaching consists of a one-on-one relationship with a Jensaarai Defender, much like the Padawan-Master pairing used by the Jedi. The Apprentices train for many years with their Defender, learning how best to work for the betterment of the community. Jensaarai

Apprentices also learn how to construct lightsabers as a step towards becoming a Defender. However, the construction of their weapon does not carry with it the significance that it does with the Jedi.

TYPICAL JENSAARAI APPRENTICE

DEXTERITY 3D+2

Dodge 4D+2, lightsaber 5D+2, melee parry 4D+1, running 4D

KNOWLEDGE 2D+2

Alien species 3D, cultures 3D, intimidation 3D+1, scholar: Jensaarai History 4D, streetwise: Susevfi 4D+1, survival 3D+2, willpower 3D+1

MECHANICAL 2D+1

Communications 3D

PERCEPTION 3D+2

Hide 4D+2, search 4D, sneak 4D+2

STRENGTH 3D+2

Brawling 5D, stamina 4D+1

TECHNICAL 2D

First aid 3D, lightsaber repair 4D

Special Abilities:

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

Force Powers (these are the known powers a typical Jensaarai apprentice possesses and it is believed that they have access to other powers as well):

Control Powers: Concentration, Control Pain, Enhance Attribute, Resist Stun

Sense Powers: Danger Sense, Life Detection, Magnify Senses

Alter Powers: Telekinesis

Control and Sense: Lightsaber Combat

Force Points: 2

Character Points: 8

Move: 10

Equipment: Lightsaber (4D), civilian clothes, comlink

The next level in the Jensaarai hierarchy is the Jensaarai Defender. Defenders are the equivalent rank of the Jedi Knight amongst the Jensaarai; they are the most common and the most used in the organization. Once an Apprentice is ready to ascend to the rank of Defender (as designated by the Saarai-kaar and the Apprentice's own mentor), he is allowed to design his own personal armor. This symbolizes his readiness to protect his community, as well as his aptitude with the Force and other skills. Using the Force as a guide, similar to the way a lightsaber is constructed, a Jensaarai Defender will craft armor of spun cortosis fibers in the likeness of an animal that that Defender feels most exemplifies his personality. From there, Defenders act in the defense of their community, as their many years of training have prepared them.

There are some divisions in the ranks of the Defenders, to which Apprentices with certain skills gravitate. For

example, the Ring Defenders are given the task of protecting the space around the Jensaarai home planet, using their piloting skills for the protection of the community. Another such faction is the Shield Defenders, who act as the personal assistants and aides to the Saarai-kaar. During an Apprentice's tenure, he or she will decide where their talents are best sewed and will eventually pick one division to join. Many times, no single division will call out to an Apprentice, and he or she will not join any faction. These general-purpose Defenders make up the bulk of the Jensaarai forces, doing their best to protect their people.

TYPICAL JENSAARAI DEFENDER

DEXTERITY 4D

Dodge 5D+2, lightsaber 7D, melee parry 6D, running 4D+2

KNOWLEDGE 3D+1

Alien species 4D, cultures 3D+2, intimidation 5D, scholar: Jensaarai History 5D, streetwise: Susevfi 6D, survival 5D, tactics 5D, willpower 4D+2

MECHANICAL 2D+2

Communications 4D

PERCEPTION 4D

Command 4D+2, hide 6D, investigation 5D, persuasion 4D+2, search 4D+2, sneak 5D+1

STRENGTH 3D+2

Brawling 5D+2, brawling: Jensaarai Rek'dul 6D+2, stamina 5D

TECHNICAL 2D+2

Armor repair 4D, first aid 4D, lightsaber repair 4D+2

Special Abilities:

Force Skills: Control 5D, Sense 6D, Alter 4D

Force Powers (these are the known powers a typical Jensaarai Defender possesses and it is believed that they have access to other powers as well):

Control Powers: Accelerate Healing, Concentration, Control Pain, Enhance Attribute, Force of Will, Hibernation Trance, Reduce Injury, Remove Fatigue, Resist Stun

Sense Powers: Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Sense Force Potential

Alter Powers: Telekinesis

Control and Sense: Farseeing, Lightsaber Combat

Control and Alter Powers: Accelerate Another's Healing, Control Another's Pain

Control, Sense, and Alter Powers: Affect Mind

Sense and Alter: Block Force Sense, Dim Other's Senses

Force Points: 3

Character Points: 10

Move: 10

Equipment: Lightsaber (5D), Jensaarai armor, civilian clothes

TYPICAL JENSAARAI RING DEFENDER

DEXTERITY 4D

Dodge 5D+2, lightsaber 6D, melee parry 5D, running 4D+2

KNOWLEDGE 3D+1

Alien species 4D, cultures 3D+2, intimidation 4D, planetary systems 4D, scholar: Jensaarai History 5D, streetwise: Susevfi 5D, survival 5D, tactics 5D, willpower 4D+2

MECHANICAL 2D+2

Astrogation 3D, communications 4D, sensors 4D, space transports 4D+1, starfighter piloting 4D, starship gunnery 4D, starship shields 3D+2

PERCEPTION 4D

Command 4D+2, hide 4D+1, investigation 4D+1, persuasion 4D+2, search 4D+2, sneak 4D+1

STRENGTH 3D+2

Brawling 5D, brawling: Jensaarai Rek'dul 6D, stamina 5D

TECHNICAL 2D+2

Armor repair 4D, first aid 4D, lightsaber repair 4D+2, space transports repair 4D, starfighter repair 4D, starship weapon repair 3D+1

Special Abilities:

Force Skills: Control 4D, Sense 5D, Alter 3D+1

Force Powers (these are the known powers a typical Jensaarai Ring Defender possesses and it is believed that they have access to other powers as well):

Control Powers: Accelerate Healing, Concentration, Control Pain, Enhance Attribute, Hibernation Trance, Instinctive Astrogation, Reduce Injury, Resist Stun

Sense Powers: Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Shift Sense

Alter Powers: Telekinesis

Control and Sense: Farseeing, Lightsaber Combat

Control and Alter Powers: Accelerate Another's Healing, Control Another's Pain

Control, Sense, and Alter Powers: Affect Mind, Force Cloak

Sense and Alter: Dim Other's Senses

Force Points: 3

Character Points: 10

Move: 10

Equipment: Lightsaber (5D), Jensaarai armor, civilian clothes, datapad

The highest-ranking Jensaarai is the Saara-kaar, of which there is only one at a time. The Saara-kaar determines the course of action for the Jensaarai as a whole, and is the supreme commander of all Defenders and Apprentices. Any Jensaarai who defies the will of the Saara-kaar is seen as a traitor and a blight on the light of the Force; as such, few Defenders have ever gone against their leaders will. Any decisions which affect the entire organization fall to the Saara-kaar. Additionally, the Saara-kaar is expected to lead the Jensaarai into battle, organizing and coordinating their fight as well as lending

his or her own lightsaber blade to the cause. The Saara-kaar functions as judge, general, ruler, diplomat, and a host of other functions necessary to the survival of the order.

The Saara-kaar at the time of the Jensaarai's discovery by Luke Skywalker and Corran Horn was also the first Saara-kaar, and is beginning to show her age despite the power she wields. She was apprenticed to Nikkos Tyrus at the time of his death, and assumed his position following the Jedi departure from Susevfi. Her husband was killed during the fight between Jedi and Jensaarai, and she in particular harbors a burning desire for "justice" against the Jedi, and in particular the Halcyon line of Corellian Jedi, blaming them for her husband's death and their abandonment. The title of Saara-kaar is to be handed down from the present holder of the title to his or her apprentice. Next in line was to be the current Saara-kaar's son, before his death at the hands of Lord Vader. It is unknown who will be the next to carry the title of Saara-kaar, as the current leader has not taken on an Apprentice since her son died.

**THE SAARA-KAAR****DEXTERITY 3D**

Dodge 6D, lightsaber 7D+2, melee parry 6D, running 4D

KNOWLEDGE 4D

Alien species 6D, bureaucracy 4D, cultures 5D, intimidation 6D, languages 4D+2, law enforcement

4D+1, planetary systems 5D, scholar: Jensaarai History 10D, streetwise: Susevfi 6D+2, survival 5D+1, tactics 6D+2, willpower BD

MECHANICAL 2D+2

Astrogation 4D, communications 4D, space transports 4D+1

PERCEPTION 4D

Bargain 6D, command 6D, command: Jensaarai 9D, hide 7D, investigation 8D, persuasion 5D+1, search 5D+2, sneak 6D+1

STRENGTH 3D

Brawling 6D+1, brawling: Jensaarai Rek'dul 9D, stamina 5D

TECHNICAL 2D+2

Armor repair 6D, first aid 5D, lightsaber repair 6D+2

Special Abilities:

Force Skills: Control 8D, Sense 8D, Alter 7D

Force Powers (these are the known powers a Saarai-kaar possesses and it is believed that they have access to many other powers as well):

Control Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Pain, Enhance Attribute, Emptiness, Force of Will, Hibernation Trance, Reduce injury, Remove Fatigue, Resist Stun

Sense Powers: Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Sense Force Potential, Sense Path, Shift Sense

Alter Powers: Telekinesis

Control and Sense: Farseeing, Lightsaber Combat, Projective Telepathy

Control and Alter Powers: Accelerate Another's Healing, Control Another's Pain, Control Breathing, Remove Another's Fatigue, Transfer Force Control, Sense, and Alter Powers: Affect Mind, Battle Meditation, Enhanced Coordination

Sense and Alter: Ballistakinesis, Block Force Sense, Dim Other's Senses, Lesser Force Shield

Force Points: 5

Dark Side Points: 2

Character Points: 23

Move: 10

Equipment: Lightsaber (5D), Jensaarai armor, civilian clothes

JENSAARAI ARMOR

The Jensaarai, upon obtaining the title of Defender, craft a special kind of body armor that is symbolic to their dedication to the way of the Jensaarai Defenders. A standard suit of body armor serves as a basic template for the armor's design, and from there the armor becomes as much of a part of the Jensaarai as any appendage. Spun cortosis fibers are carefully woven, using a combination of the Force as well as conventional tools, into a protective layer covering most of the outer portion of the armor. Once

the basic shell has been coated with cortosis, the armor is then molded into the form of an animal that most exemplifies the Defender's dedication to the Jensaarai's cause. The majority of these designs are defensively-minded; most animals chosen are those that do not attack outright, but rather hide away and only attack if provoked beyond avoidance. The crafting of the armor is as much an art form as crafting a lightsaber, with an equal amount of Force dedication and skill required to complete the task.

JENSAARAI DEFENDER ARMOR

Type: Custom Designed Body Armor

Scale: Character

Cost: Not available for sale

Availability: 4, X

Game Notes:

Armor Protection: +2D physical, +1 D energy, -1 D Dexterity and related skills

Cortosis Fiber Coating: +5D protection against lightsabers; also causes the lightsaber blade to deactivate for the remainder of the round.

Sealed Body Glove: Climate-controlled body glove and breath mask allows operation in uncomfortably cold or warm climates and toxic-air environments.



HIBERNATION INDUCER

The hibernation inducer is a specially designed device that allows the Jensaarai to hold someone unconscious for an extended amount of time. This works when the captive is under the effects of a stun bolt, or a Force-induced hibernation trance, or even asleep. The offshoot is that the victim cannot awaken unless the device is deactivated or destroyed.

HIBERNATION INDUCER

Type: Custom Detainment Device

Skill: Security

Cost: Not available for sale

Availability: 4, X

Game Notes: When the device is placed on the forehead of an unconscious captive, an Easy security roll activates the device. If the captive is merely asleep, a Very Difficult willpower roll will awaken the character and prevent the device from functioning.

JENSAARAI POWERS AND SKILLS

FORCE POWERS

BALLISTAKINESIS

Alter Difficulty: Difficult

Sense Difficulty: Easy

Required Powers: Telekinesis

Effect: This power causes a small object to fly quickly as though fired from a weapon at a target designated by the user. A small object of no more than one pound can be hurled with intense speed at an enemy, causing 3D damage. Items such as coins, rocks, tools, etc. are perfect examples of ammunition for this power. Additionally, bladed weapons and stun weapons can be used in this manner; weapons which user Strength to determine damage now use the 3D in the place of the STR stat. For example, a knife that does STR+3D damage now does 4D damage (3D from Ballistakinesis, 1D from the weapon). A missile weapons roll may be required, at the GM's discretion, for "called shots" at specific areas of the body.

BLOCK FORCE SENSE

Alter Difficulty: Difficult

Sense Difficulty: Moderate.

Required Powers: Dim Other's Senses, Life Detection, Life Sense, Sense Force

This power can be kept up.

Effect: When this power is implemented, the user creates a bubble which blocks out many kinds of Force probes, much like attempting to probe an area where the Force has been negated by a ysalamiri. Force powers still function inside the bubble, however anyone outside trying to probe the area contained by the power's field will detect



absolutely nothing. This power negates the use of the following powers from outside against the area inside the bubble: Dim Other's Senses, Enhanced Coordination, Farseeing, Life Detection, Life Sense, Projective Telepathy, Sense Force, Sense Force Potential, and Shift Sense. Several Force users may overlap their blocking bubbles for a more widespread effect.

FORCE CLOAK

Control Difficulty: Easy (modified by area affected)

Sense Difficulty: Moderate

Alter Difficulty: Difficult (modified by area affected)

Required Powers: Dim Other's Senses, Farseeing

This power can be kept up.

Effect: This power helps protect the user from sensor probes of a computerized nature. Note that it does not protect against visual or Force detection, only by any sort of computerized sensors. When implemented, the difficulty to detect the character (and any surrounding area protected by this power) by two difficulty levels. Even if the character making the sensors roll succeeds, the character and anything he or she is trying to protect appears only as a phantom sensor anomaly, which may be overlooked by many sensor operators. Several Force users may overlap their Force Cloaks in order to cover a larger area, but they must physically spread further apart.

JENSAARAI REK'DUL MARTIAL ARTS STYLE

Rek'dul is the name of the fighting style used by the Jensaarai during combat. While many of its maneuvers do not involve the use of a lightsaber, its style is meant to complement and be used at the same time as a lightsaber. The style requires that the lightsaber hilt be held like a dagger, blade down and angled at the ground towards the ground, opposite hand on the pommel of the weapon to manipulate it. The style also requires that the blade stay angled toward the rear of the fighting stance, in essence pointing the blade away from an opponent, but adding leverage for longer strikes. This style was taught by Nikkos Tyriss, and appears to be a combination of Sith martial arts and the lightsaber-dueling style of many Old Republic Jedi, such as Adi Gallia.

For every 1D that a Jensaarai improves his or her Rek'dul martial arts specialization, that character gains a special maneuver described below. In addition to those listed below, the following martial arts skill from the Rules of Engagement sourcebook are acceptable for selection by Rek'dul combatants: Disarm, Foot Sweep, Instant Stand, Power Block, and Weapon Block. Characters must declare which martial arts technique they are attempting to use prior making the required skill roll unless otherwise

indicated. Though many of the maneuvers seem similar to existing maneuvers, they are specially designed to be used

with a lightsaber and do not require that the character be empty-handed like many other martial arts styles.

Technique	Description	Difficulty	Effect
Double Sweep	The character can follow a sweep using a lightsaber with a foot sweep.	Moderate	If the character makes the required skill roll, and has just executed a lightsaber sweep, she may attempt to knock an opponent down using a foot sweep. That opponent remains prone for the remainder of the round, and any of his or her lightsaber rolls are -1D.
Hilt Blow	The character can use the hilt of a lightsaber to strike a stunning blow.	Easy	If the character makes the required skill roll, she may attempt to strike an opponent with the hilt of her lightsaber, causing that character to be stunned for the remainder of the round.
No Fall	The character is trained to turn a normal fall into a backflip and land standing or crouched.	Difficult	If the character is tripped or falling, she may use this technique to flip and land standing up. The character may then react as normal for the remainder of the round.
Reversal Elbow	The character is trained to follow a lightsaber attack with an opposite blow using the elbow.	Moderate	Following an attack in close quarters, the character may immediately reverse her momentum to attack with her elbow, causing damage equal to her Strength attribute. This attack can be used without incurring the multiple action penalty only once in a round, and only following an attack using a lightsaber.
Shoulder Charge	The character is trained to use her body weight to topple an off balance opponent.	Moderate, plus an opposed Strength roll	By throwing her weight into a shoulder charge, a character may attempt to knock an opponent to the ground. Failure to make the required skill roll results in the character becoming off balance, and her opponent may make one additional/attack this round without a multiple action penalty.

THE JENSAARAI PLAYER CHARACTER

The Jensaarai offers many unique and interesting roleplaying opportunities for those looking for an alternate method of Force use. However, the Isolation and strange philosophies of the Jensaarai make playing such a character difficult in a campaign involving more than just Jensaarai.

The fact that the Jensaarai have been so isolated is one of the biggest difficulties, and the greatest roleplaying opportunities, for a player to deal with. Whenever such a character leaves Susevfi, they are essentially entering into a completely unknown galaxy. Though space traffic is not rare in their system, Jensaarai rarely have contact with more than just a handful of nonhuman species. Anything less common than a Wookiee is likely to be unheard of to them, and they should react accordingly. Also, most of the technology will be alien, if not incomprehensible to most Jensaarai. Any uncommon starship designs will be unknown, and the same goes for vehicles, equipment, and weapons. Additionally, the customs and etiquette in other

parts of the Galaxy will seem awkward and difficult for a Jensaarai to comprehend, not only making them stand out but also causing some very embarrassing situations. Still, it is not unheard of for a Jensaarai to leave their home on a mission for the Saarai-kaar, which is seen as a great honor and a solemn duty.

If there is one thing that the Jensaarai have in common with most other citizens of the Galaxy it is an extreme distaste for the Empire. Imperial forces stationed on Susevfi allowed the Jensaarai plenty of time to develop a thorough and deep-seeded dislike for the Empire and its policies. In fact, it was this hatred for the Empire that led them into the senlce of Leonia Tavira; when she arrived at Susevfi and executed the imperial Governor, the Jensaarai thought they had been saved. When they revealed themselves to her, however, she betrayed them just like the Empire had, and threatened to harm their people if they did not serve her. As a result, the Jensaarai are likely to react violently, if not obviously, to an encounter with imperial agents. Most pirate crews and outlaws who have threatened their people will incur the same wrath from a Jensaarai, and players are encouraged to display this

nearly blind desire for justice against Imperials.

Equally loathed by the Jensaarai are the "evil" Jedi Knights, who, in their eyes, strayed from the true ways of the light side of the Force long ago. Their philosophies are taught vehemently from a young age, so all Jensaarai, from Apprentices all the way up to the Saarai-kaar herself will react with disgust and possibly even violence when encountering anyone related to the Jedi or their teachings. A young Force user who has studied and begun his training may not quite upset a Jensaarai warrior outright; instead, the Jensaarai might attempt to convert this young, misguided soul to the "true" ways of the Force, the Jensaarai way. Jensaarai Defenders may take on a Force sensitive character as an Apprentice following the same guidelines for training that pertains to Jedi characters.

Above all, the Jensaarai are dedicated to sewing the people of Susevfi, and their own order. An Apprentice or Defender will act out of what he thinks best for his people; this could mean fearless loyalty to any party members who have earned his trust, or abandonment of the party when their goals contradict those of the Jensaarai. They seek the truth, justice, and the light side of the Force, and nothing will stop a Jensaarai from performing such a sacred duty.



JENSAARAI APPRENTICE CHARACTER TEMPLATE

Type: Jensaarai Apprentice

DEXTERITY 3D+1

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 3D+1

STRENGTH 3D+1

TECHNICAL 2D

Special Abilities:

Force Skills: Control 1 D, Sense 1D

Force Powers:

Control Powers: Concentration

Sense Powers: Magnify Senses

Move: 10

Force Sensitive: Yes

Force Points: 2

Character Points: 5

Equipment: Lightsaber (4D), civilian clothes, comlink

Background: You were raised among the Jensaarai of Susevfi, taught their ways of manipulating the Force as well as their philosophies. You learned from an early age the joys of touching the Force, its clean purity and goodness of the light, and you have since come to know it is your responsibility to defend it from those who would taint the universe by calling upon the Dark Side. You have learned the value of your community, and will protect it at all costs. While studying under a Defender you learned the truth of those who would harm your people for personal gain, and inside you burns a fire that would purify the universe by burning away their darkness. **Personality:** You are steadfast and strong-willed, holding dear your beliefs as well as your community. To you, the Force shines its light on all living things, and those who would call upon the powers of the Dark Side reject the gift of purity. You see it as your duty to protect your friends and family, and further the cause of the Jensaarai at all costs.

Objectives: To learn more about those who could potentially harm your peoples and the Jensaarai, and rid the Galaxy of such threats.

A Quote: "The light of the Force will burn away the darkness, with the Jensaarai as its torchbearers."

FOR THE GAMEMASTER: JENSAARIA IN CAMPAIGNS

IMPLEMENTING JENSAARAI INTO A CAMPAIGN

Implementing a Jensaarai can be a difficult task, especially if it is a player character. The best way to deal with a PC is to make sure that the player remembers about the Jensaarai isolationism. Take advantage of their hatred for the Jedi and the Empire, as well, should the character begin getting out of hand. For smooth integration into a non-Jensaarai party, encourage the

player to dress in civilian clothes and act as a sort of undercover agent. Keeping the character's affiliation from the rest of the party could create an interesting subplot, as well as forcing the PC to think carefully before acting. Perhaps the character could even pretend to be a Jedi, taking on the role of one whom he loathes in order to learn more about his enemies by becoming closer to one of them. This could even be used for character development, either having the Jensaarai reevaluate his outlook on the Jedi, or even trying to convert a Jedi to the Jensaarai way. Also, the PC could be sent on a mission by the Saara-kaar herself, bringing him into the company of the other party members in order to follow the will of his commander.

More likely, though, a GM will introduce a Jensaarai as a nonplayer character. As villains, they present interesting opportunities for PC Jedi. A sworn enemy who is not a Dark Side user presents an interesting moral dilemma, as well as someone whose skills and talent in the Force are a match for him. Also, the idea of a Fallen Jensaarai could be used for a recurring villain; just as the Jedi lose Padawans and Knights to the Dark Side, so to do the Jensaarai lose fellow members to the quick and easy path, often times in their zeal to be rid of the Jedi. There are many opportunities to use the Jensaarai as an opponent, both as a physical villain and as a deep, zealous enemy

whose difference in philosophy ruins what could otherwise be a common link between the party and the Jensaarai.

Another option is to introduce the Jensaarai as an NPC, working with the party in some way. This would also be a good place to have the Jensaarai undercover, or even as a zealot trying to convert a PC.

JENSAARAI-ONLY CAMPAIGNS

It is also possible to run an all-Jensaarai campaign, though this is a bit more tricky. For one, the Defenders rarely stray far from their homes, and never in the numbers of a typical party. But should a GM decide to run such a campaign, there are many options for opponents. During the Jedi Purge, Lord Vader sent his extermination squads after the Jensaarai, which would make the whole Galaxy a hostile environment for the party. After that, the Empire occupied their home planet of Susevti for several years, until Leonia Tavira came into the picture. After that, they were forced into servitude of Tavira's pirate gangs based out of the Star Destroyer Invidious. Even in the New Jedi Order era, some of the new Jedi Knights might see them as a threat and, following Kyp Durrón's idea of preemptive strikes, decide to take matters into their own hands. These hooks offer many types of adventures against different adversaries from the time of the Clone Wars all the way up to the Yuuzhan Vong invasion.

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