

# LEIA, A PRINCESS OF ALDERAAN SOURCEBOOK

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By +Oliver Queen and Company



NEW YORK TIMES BESTSELLING AUTHOR

**CLAUDIA GRAY**



**STAR WARS**

**LEIA**



# A NOTE FROM EMPEROR OLLIE

Well I am back. Been awhile since I released something. The reason, burn out. I had been working non-stop on projects, at least that is how it felt, for nearly two plus years. As others who have collaborated with me can testify (preach it baby!), I am a machine. I get into a project and it consumes me. I crank out a massive amount of content in a short time. Unfortunately, not pacing yourself, you guessed it leads to burn out.

Which leads us to this sourcebook. This sourcebook was 95% finished TWO YEARS ago. During that time, I was unable to muster the creative energy to finish it. Bu not its done and I hope you are able to use some of it in your games.

I think I have a better work-flow and hopefully we won't see me drop of the radar and have a sourcebook release for a few years.

May the Force Be With You!

+Oliver Ollie

[shootingwomprats@gmail.com](mailto:shootingwomprats@gmail.com)

## PUBLISHER'S SYNOPSIS

It is Leia Organa's sixteenth birthday and she participates in the traditional ceremony where she declares her intention to one day take the throne of Alderaan. But she's much more concerned about the way her parents are acting lately: lots of meetings and late dinners and not talking to her as much as they used to. Eventually she discovers the reason for their secrecy: their involvement in the increasingly organized rebellion. When Leia decides to become involved herself in the fight against the Empire, whether her parents approve or not, she will have to prove to them that she is a valuable asset who must be allowed to take a stand, regardless of the risk to herself. Her stand will also put her at odds with a pacifist young Alderaanian man who gives Leia her first kiss...and her first real loss.

## CHARACTERS

### Harp Allor

A human female from the planet Chandrila. Sponsored by Winmey Lenz, a Chandrilan senior senator, Allor becomes a member of the Apprentice Legislature in 3 BBY. She is described by fellow Apprentice Legislator Princess Leia Organa as being friendly and over-prepared, and is one of several Apprentice Legislators to participate in a pathfinding class organized by Queen Breha Organa of Alderaan.

**Harp Allor:** all stats 2D except for: alien species 3D+1, bureaucracy 3D, languages 3D+2, law enforcement 3D+2, planetary systems 4D, survival 2D+2, repulsorlift operation 2D+2, space transports 2D+2, investigation 4D, persuasion 2D+2, climbing/jumping 2D+2, first aid 2D+2. Move: 10. Equipment: Apprentice legislature uniform, datapad, comlink.

### Captain Raymus Antilles

A human male, Raymus Antilles hails from the influential and peaceful planet of Alderaan. He is schooled in diplomacy and becomes a capable starship pilot. Eventually, he comes to work for the House of Organa, being entrusted to transport its members across the galaxy. As such, he serves in the command staff of Senator Bail Organa, husband to Queen Breha of Alderaan. Towards the end of the Clone Wars, Antilles piloted the CR70 corvette Tantive III for Bail.

**Captain Raymus Antilles:** all stats 2D except for: blaster 3D+2, dodge 3D, melee combat 3D, Knowledge 2D+2, bureaucracy 4D, law enforcement 3D+1, planetary systems 5D, tactics: space 4D+2, Mechanical 3D, astrogation 4D+1, command 4D, Strength 2D, Technical 2D, first aid 3D. Move: 10. Equipment: Alderaanian naval officers uniform, comlink.

### Sssamm Ashssen

A male Fillithar member of the Apprentice Legislature in 3 BBY. He participated in a pathfinding class organized for members of the Legislature by Queen Breha Organa of Alderaan. Princess Leia Organa noted his participation in the class was unusual, as serpent-like species such as the Fillithar did not usually engage in pathfinding, which was most popular with humanoids.

**Sssamm Ashssen:** all stats 2D except for: Dexterity 3D+1, Knowledge 3D+2, alien species 3D+1, bureaucracy 4D+1, cultures 3D+2, languages 3D+3, law enforcement 4D, planetary systems 3D+2, scholar: galactic history 3D+2, survival 4D+1, repulsorlift operation 2D+2, Perception 3D, bargain 3D, command 3D+1, investigation 3D+1, persuasion 3D+1, climbing/jumping 3D+2, swimming 4D, computer programming/repair 3D, first aid 3D, security 3D+1. SA: Prehensile tail, adhesive secretion. Move: 8. Equipment:

### Ress Batten

A female human from the planet Alderaan who served as a lieutenant aboard the Tantive IV. She accompanied Princess Leia Organa to Crait where they unknowingly came across a base being operated by Organa's father, Bail Organa. She was later brought into the rebellion by Captain Raymus Antilles shortly before the fleet was evacuated from Paucris Major.

**Ress Batten:** all stats 2D except for: Dexterity 3D, blaster 4D+2, dodge 5D, intimidation 3D, languages 3D+1, law enforcement 3D+2, planetary systems 4D+1, Mechanical 3D, communications 3D+2, repulsorlift operation 3D+1, space transports 4D+1, starship shields 4D, command 5D, persuasion 3D+1, brawling 3D, Technical 2D+2, computer programming/repair 3D+2, first aid 3D, security 3D+2, space transport repair 4D. Move: 10. Equipment:

### Brill

A female Tarsunt engineer aboard the starship Mighty Oak Apocalypse, captained by the Wookiee Lohgarra.

**Brill:** all stats 2D except for: dodge 2D+2, melee combat 2D+2, planetary systems 3D, astrogation 3D, repulsorlift operation 3D, space transports 3D, starship gunnery 3D, brawling 2D+2, repulsorlift repair 3D+2, space transport repair 4D+2. Move: 10. Equipment: Spacers outfit, utility belt, backpack toolbox, datapad, comlink.

## C-3PO

A year after the end of the Clone Wars, C-3PO served aboard Senator Organa's CR90 corvette Tantive IV, which was captained by Captain Raymus Antilles. When R2-D2 returned from a solo mission to rendezvous with the former Jedi Padawan Ahsoka Tano and bring her to Senator Organa, C-3PO berated his astromech companion.

### See-Theepio

**Type:** Cybot Galactica 3PO Human-Cyborg Relations Droid

#### DEXTERITY 2D

Dodge 4D

#### KNOWLEDGE 5D+2

Alien Species 7D, bureaucracy 8D, cultures 8D, languages 12D, planetary systems 6D, survival 5D+2, value 5D+2

#### MECHANICAL 3D

Reulsorlift operation 4D

#### PERCEPTION 3D+1

Bargain 6D, con 5D

#### STRENGTH 2D

#### TECHNICAL 3D

#### Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors (human range)
- Broadband antenna receiver
- AA-1 Verbo-brain
- Translang III Communication modile and over six million languages
- Vocabulator speed/sound system capable of providing an extraordinary wide range of sound effects and exact impersonation of voices

**Force Points:** 1

**Character Points:** 8

**Move:** 8

**Size:** 1.67 meters tall

**Cost:** 1,700 credits

## Queen Dalné

A human female who serves as the Monarch of Naboo around 3 BBY. Although the kings and queens of the past actually ruled, Dalné's role was mostly ceremonial, as Naboo's concerns now rested in the hands of the Galactic Emperor's governor, Moff Quarsh Panaka. Though the queen resented this, she was unable to countermand or resist it. She was around the same age as Princess Leia Organa of Alderaan, who visited her in 3 BBY. Frustrated by her lack of power and ability to actually rule, Dalne leapt at the chance to do something useful when Organa offered her a place on her relief mission to distribute supplies. Learning of the corruption and ill-treatment of the miners, the two women resolved to meet with Panaka and attempt to convince him to act, with the queen lending Organa a Naboo jubilation dress from her personal wardrobe to replace her soot-stained gown. Though Dalne was half-convinced that Panaka would not listen, she was both elated and confused when he did, and even more so when he began asking Organa personal questions regarding her birth parents. Both women were unaware that Panaka had noticed Organa's resemblance to one of

Dalne's predecessors, the late Padmé Amidala, who was in fact Organa's birth mother, and that he was intending to inform the Emperor of his idea. Both women then bore witness to Panaka's assassination by the Partisans, narrowly escaping death by the skin of their teeth when the Moff's chalet was destroyed by a bomb. Though shaken by Panaka's murder, Organa encouraged Dalné to take the opportunity, before another Imperial governor was appointed, to enforce measures to protect miners on Naboo's moon Onoam. Though the young queen was skeptical of actually succeeding, she nonetheless resolved to do her best.

**Queen Dalné:** all stats 2D except for: blaster 3D, dodge 3D+2, Knowledge 3D, bureaucracy 5D+1, bureaucracy: Naboo 7D, law enforcement 5D, survival 3D+2, Perception 3D, command 6D, command: Naboo Royal Guard 7D, con 5D+1, con: disguise 5D, persuasion 6D+1, climbing/jumping 3D+1. Move: 10. Equipment: Royal Naboo garb, holdout blaster (4D).

## Kier Domadi

A human male from the planet Alderaan who, alongside Princess Leia Organa, represented Alderaan in the Apprentice Legislature in 3 BBY. Unlike most of the other Apprentice Legislators, Domadi did not intend to further his career in politics, intending to become a historian specializing in the Clone Wars. He participated in Clone Wars reenactments, usually playing the role of a clone SCUBA trooper. Due to taking historical anthropology classes, he was knowledgeable about many primitive skills, including building a travois and knapping flint knives. He and Organa were attracted to each other, and started a relationship. Organa eventually chose to let Domadi in on the secret that her parents, Queen Brea and Viceroy Bail, were involved in building a rebellion against the Galactic Empire. Domadi was critical of the Organas' involvement due to his strong belief in Alderaanian pacifism, and also told Leia he was concerned about what the Empire might do to Alderaan if it found out about what the Organas were doing. This belief, coupled with his love of his homeworld being stronger than his fear of the Empire, led him to secretly collect data on the rebellion, intending to hand it over to the Empire in an attempt to ensure the safety of Alderaan and Leia.

When Organa traveled to the Paucris system to warn a rebel base there that the Empire planned to investigate the system, Domadi, who Organa had contacted beforehand to tell him about her mission as explanation for why she had to cancel plans to meet him, followed in a cutter in an attempt to gather more information on the rebels. He arrived in the system just as the orbital platforms that had been used by the rebels were about to self-destruct. Organa, horrified when she realized who was piloting the ship, attempted to warn him, but the warning came too late and Domadi's ship was severely damaged by the explosions. He was mortally injured from the shockwave, and when Organa boarded his ship, he told her about his collection of information and asked her to turn in the memory rod with the data before dying. Organa instead took Domadi's body aboard her ship, and left the memory rod aboard Domadi's cutter to burn up in Paucris Major's atmosphere. Domadi's parents were told that he had died saving Leia during a small-craft accident in Alderaan's upper atmosphere. After Domadi was buried on his homeworld, Organa placed a lock of Domadi's hair in her keepsake chest. By 28 ABY, the lock of hair was still in Organa's chest.

**Kier Domadi:** all stats 2D except for: Dexterity 2D, blaster 3D, dodge 3D, Knowledge 3D+2, alien species 4D, culture 4D, galactic history 4D+2, galactic history: Clone Wars 5D+2, languages 4D, survival 4D, Mechanical 2D+1, communications 3D, repulsorlift operations 3D, space transports 3D, Perception 2D, investigation 4D, Strength 2D+2, climbing/jumping 3D, swimming 5D, Technical 2D, first aid 3D+2. Move: 10. Equipment: Apprentice legislature uniform, datapad, comlink.

## Amilyn Holdo

A human female born on the planet Gatalenta during the early Imperial Era. In the year 3 BBY, Holdo joins the Apprentice Legislature, an Imperial organization on Coruscant for youth in politics. While in the Apprentice Legislature, Holdo meets Princess Leia Organa of Alderaan, daughter of Senator Bail and Brea Organa. Holdo and Princess Organa spend quite a bit of time together during senatorial sessions and routine pathfinding training on various worlds such as Alderaan, Eriadu, and Felucia. While pathfinding on the planet Pamarthe, Holdo discovers Organa's involvement with the rebellion against the Galactic Empire. Soon after, Holdo helps Organa find passage to the Paucris system in order to warn the fleet of an impending Imperial attack.

Holdo is tall, blue eyes and light-colored skin. Holdo rebels against the peaceful culture of her homeworld and expresses herself by dyeing her hair vibrant colors, wearing vibrantly-colored clothing, and going on daring escapades. In spite of that, Holdo shows an interest in the esoteric practices of her planet, like meditation and astrology, and she is knowledgeable of the galaxy. Organa finds Holdo to be insightful and charming, but also irritating at times.

Holdo has a quirky personality, often getting distracted, speaking in riddles and metaphors with a monotone/singsong voice, and being eccentric. Her oddball persona hides a keen intellect. She is not afraid of death, and dreams of dangerous adventures "to get more comfortable with the nearness and inevitability" of it. Holdo is a determined and patriotic person, able to react to changing circumstances and ready to sacrifice herself for the cause.

### Amilyn Holdo (as of the Evacuation of Paucris Major)

**Type:** Quirky Apprentice Legislature

**DEXTERITY 2D+2**

Athletics: skyfaring 4D

**KNOWLEDGE 3D**

Astrology 4D, cultures 3D+2, bureaucracy 4D, law enforcement 4D, survival 3D+2, willpower 3D+2

**MECHANICAL 2D**

Repulsorlift operation 3D

**PERCEPTION 2D+2**

Persuasion 3D

**STRENGTH 2D+2**

Climbing/Jumping 3D+2, stamina 4D

**TECHNICAL 2D**

**Force Points:** 1

**Character Points:** 5

**Move:** 10

**Equipment:** Vibrant colored clothing, jewelry, hair dyes, comlink, datapad

## Director Orson Callan Krinnic

Orson Krennic is a human male with short gray hair, blue eyes, and light skin. He wears a white Imperial military uniform, similar to those used by members of the ISB, like Colonel Wullf Yularen, with an unusual addition of a white cape not commonly seen on other Imperial officers. Krennic seeks to earn the favor of Emperor Palpatine, using his knowledge of the Empire's system to manipulate it and ascend in the Imperial hierarchy. He is known to be unpredictable and volatile. During his time as part of the Futures Program, Krennic was renowned for his "nocturnal carousing" and partying, as well as frequently coming to Galen's rescue to ward off his tormentors. He has lofty aspirations and a high opinion of himself and his capabilities, feeling that he deserves respect within the Empire's ranks.

He is not afraid to go toe-to-toe with other highly placed officials of the Galactic Empire, including Mas Amedda. He shares a rivalry with Grand Moff Tarkin, who does share his optimism regarding Project Stardust.

Krennic is devoid of many human qualities such as compassion, mercy and regard for innocent lives. Additionally, he remarks on the subsequent cloud of flame and smoke as something of beauty, unremorseful of having just murdered hundreds of thousands of innocent people. He is also dismissive of the Force and its importance in the galaxy. Unlike some Imperial officers, Krennic is a man of action, not afraid to take matters into his own hands if needed. He is also somewhat sarcastic, especially when irritated with his underlings' incompetence.

### Director Orson Callan Krinnic

**Type:** Architect of Destruction

**DEXTERITY 2D+1**

Blaster 3D+1, blaster: heavy blaster pistol 5D+1, dodge 4D+2

**KNOWLEDGE 4D**

Bureaucracy 8D, bureaucracy: ISB Advanced Weapons Research 9D+2, cultures 5D+2, intimidation 7D, planetary systems 5D, scholar: architecture 10D+1, scholar: weapons development 8D, willpower 7D+2

**MECHANICAL 2D**

Astrogation 3D, space transports: Delta-class T-3c shuttle 3D

**PERCEPTION 4D**

Bargain 7D, command 7D, con 8D, persuasion 6D+1

**STRENGTH 2D**

Stamina 4D+1

**TECHNICAL 3D+2**

Capital ship repair 4D, capital ship weapon repair 6D, (A) civil/industrial engineering 9D+2, computer programming/repair 5D+1, demolition 5D, (A) installation engineering 7D, security 5D, (A) weapons engineering 7D

**Story Factors:**

*Hubris:* During the Clone Wars, Orson Krennic oversaw the transformation of municipal grounds on Coruscant into military command centers. Over time, Krennic's designs became the Imperial aesthetic, replacing the graceful, sweeping lines of Republic architecture with the bold, brutalist face of the Galactic Empire. And as the Death Star evolved from concept to terrifying reality, Krennic's personal star continued to rise.

Many have said that Krennic's architectural brilliance was matched only by his ruthless ambition, and by his ability to manipulate others. With the Death Star on the cusp of completion, Krennic's career is truly at its zenith, but also at its most vulnerable.

And Krennic is well aware that he is surrounded by Imperials who have climbed over the weak to achieve great positions of power.

Upon landing a lofty appointment in Imperial Intelligence years ago, Krennic used every tool at his disposal to track down his longtime colleague, the fugitive Galen Erso. Having previously manipulated Erso into conducting research vital to the Death Star's completion, Krennic has since disposed of any pretense of friendship in order forcibly bring Erso back into the fold. By delivering to Emperor Palpatine the superweapon that is key to completing his domination of the galaxy, Krennic believes that he will be immortalized as a hero of the Empire, and will stop at nothing to achieve this goal.

**Force Points:** 2

**Dark Side Points:** 5

**Character Points:** 15

**Equipment:** Coded key cylinder with top level access, non-regulation modified DT-29 heavy blaster pistol (5D+2 damage, range: 3-7/20/40, ammo: 50, Game Notes: Outfitted with macroscope that grants user a +1D bonus for shots fired at medium or long range), Imperial rank plaque (indicates Imperial Fleet equivalence of Admiral), modified Delta-class T-3c Imperial shuttle (ST 149), Tee-muss calf hide gloves, white anti-static tailored cape.

## Senator Winmey Lenz

A human male from the planet Chandrila who served as a senior senator in the Imperial Senate. Lenz had close ties to Bail Organa and was one of a few off-worlders, including fellow Chandrilan Mon Mothma, who attended the Day of Demand held for Princess Leia Organa on Alderaan in 3 BBY. After the ceremony, the young princess saw Lenz in conversation with Bail and Mothma. He is tall, lean and dark-skinned, with a trimmed beard.

Lenz sponsored the young Chandrilan Harp Allor in the Apprentice Legislature. He appears to be loyal to the rebellion, and is included in the rebel senators' strategy meetings. However, Leia and Amilyn Holdo, during a session of their pathfinding class on Pamarthe, witnessed Lenz doing secret dealings with an Imperial officer, selling the Empire cheap quadanium steel in an attempt to play both sides of the conflict. When Mothma and Bail were informed of the girls' discovery, the two senators planned to phase Lenz out of rebel dealings by making him think there had been a disagreement between several factions, as he could no longer be trusted.

**Senator Winmey Lenz:** all stats 2D except for: Knowledge 3D+2, bureaucracy 7D+1, business 5D+2, cultures 4D, law enforcement 5D, planetary systems 4D+2, value 5D, repulsorlift operation 2D+2, Perception 4D, bargain 6D+2, command 5D, con 5D+1, forgery 5D, persuasion 5D+2. Move: 10. Equipment: Senator robes, comlink, datapad, hold-out blaster (3D).

## Cinderon Malpe

A human male representing Derella in the Imperial Senate. Malpe has close ties to Bail Organa and is invited to attend the Day of Demand held for Princess Leia Organa on Alderaan in 3 BBY.

**Cinderon Malpe:** all stats 2D except for: alien species 3D, cultures 3D, languages 2D+2, law enforcement 2D+2, survival 3D, repulsorlift operation 2D+2, space transports 2D+1, climbing/jumping 2D+2, first aid. Move: 10. Equipment: Apprentice legislature uniform, datapad, comlink.

## Lord Mellowyn

A nobleman and a distant kinsman to Bail Organa of Alderaan. He served as the ceremonial supreme governor of the small Inner Rim world of Birren. Due to his distant relation to the House of Organa through the Elder Houses, he was invited to Leia Organa's Day of Demand ceremony. After Leia had named her three challenges, Mellowyn briefly spoke with Leia, complimenting her on how the ceremony went. Over the years that followed Bail's death during the Disaster, Mellowyn occasionally received visits from Leia. However in 28 ABY, the Lord of Birren passed away. Because Mellowyn had no direct heirs, the title passed to Leia Organa, who, despite her fondness for the lord, was not keen on retiring to Birren. Because of this, Organa instead gave the title to Carise Sindian, who happily took the title. After discovering Sindian broke a vow as Governor of Birren, Organa, with the backing and authority of the Elder Houses, stripped her of her titles.

**Lord Mellowyn:** all stats 2D except for: Dexterity 2D+2, blaster 3D+2, dodge 4D, melee combat 3D, Knowledge 3D+2, bureaucracy 7D, business 6D+1, cultures 5D, languages 4D+1, law enforcement 4D, repulsorlift operation 3D, sensors 2D+2, Perception 4D, bargain 6D, command 5D+2, con 6D, gambling 4D+2, investigation 4D+1, persuasion 6D+1, search 4D+2. Move: 10. Equipment: Ceremonial uniform of office, comlink, datapad.

## Senator Mon Mothma

The Clone Wars came to a close following the deaths of Count Dooku and the droid General Grievous. Jedi Knight Anakin Skywalker discovered that Palpatine was secretly Darth Sidious, a Dark Lord of the Sith who had manipulated the entire conflict to gain power over the Republic. Mace Windu and three other Jedi Masters attempted to arrest the chancellor, but the Dark Lord killed them all and seduced Skywalker to the dark side of the Force, anointing him as the Sith Lord Darth Vader. Having found justification to eliminate his enemies, Palpatine declared the Jedi Order to be enemies of the Republic and ordered Darth Vader and clone troopers across the galaxy to destroy the Jedi. A disfigured chancellor, injured in his confrontation with Master Windu, spoke to the Senate about the so-called Jedi betrayal and proclaimed that, in the interest of stability and security, the Republic would be reorganized into the Galactic Empire. The worst fears of Mothma and her allies were confirmed. Amidala died soon thereafter, and Mothma and Organa continued to prepare for resistance to the Emperor's rule.

### Senator Mon Mothma

**DEXTERITY 3D**

Dodge 4D

**KNOWLEDGE 4D**

Alien species 8D, bureaucracy 9D, cultures 9D, languages 7D, planetary systems 7D, scholar: galactic politics 9D+2, survival 5D, value 4D+2, willpower 6D

**MECHANICAL 3D**

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

**PERCEPTION 4D**

Bargain 8D+2, command 8D, con 7D, hide 5D, persuasion 5D+1, persuasion: debate 7D, persuasion: oration 9D, search 6D

**STRENGTH 2D**

Stamina 4D, swimming 3D+1

**TECHNICAL 2D**

Computer programming/repair 4D, first aid 3D, security 4D+1

**Force Points:** 2

**Character Points:** 12

**Move:** 10

**Size:** 1.73 meters tall

**Equipment:** Chandrilan medal of freedom, simple rope of office with draped fibercord livery collar.

## Senator Bail Organa

A human male Alderaanian politician, an influential voice for peace in the Galactic Senate during the last days of the Galactic Republic, and a founding member of the Alliance to Restore the Republic. Organa, the senator of Alderaan, was an outspoken member of the Senate's Loyalist Committee that pushed to maintain the ideals of the Republic during the Clone Wars. He became an architect of the early rebellion against the Galactic Empire and believed that a full-scale Galactic Civil War was inevitable if the Empire was to be toppled and replaced by a New Republic.

During the Clone Wars, Organa often worked closely with Senators Padmé Amidala of Naboo and Mon Mothma of Chandrila in an attempt to de-escalate the war with the Confederacy of Independent Systems and bring about a peaceful, diplomatic resolution to the years-long conflict. He was an opponent of the Republic military enhancement bill that increased the production of clone troopers for the Grand Army of the Republic, as well as the architect of the Alderaan Refugee Conference to deal with the refugees displaced by the war with the Separatist Alliance. At times he became caught in the action of the war, including when his relief effort on Christophis fell under Separatist siege shortly before the Battle of Christophis. He also ensured that relief supplies could be delivered to the citizens of Ryloth during the Separatist occupation of the planet.

After the transformation of the Republic into the Empire, Organa continued to serve in the Imperial Senate but quietly began organizing a rebel movement to combat the Empire. He and his wife, Queen Breha Organa of Alderaan, secretly adopted Leia Organa, who came into their care after her mother, Senator Amidala, died and her father, Jedi Knight Anakin Skywalker, fell to the dark side of the Force. Princess Leia followed in her father's footsteps and succeeded him in the Senate while quietly supporting the Rebel Alliance. Organa tasked her with finding Jedi Master Obi-Wan Kenobi, his old friend and ally, in exile on Tatooine and bringing him into the fight. Bail then returned home to Alderaan to inform his people that war was coming, a warning that would come too late. Shortly thereafter, Organa and the queen were killed when the Death Star, an Imperial superweapon, destroyed Alderaan. They were remembered fondly by the Rebel Alliance and the New Republic as revolutionaries who fought to restore peace and freedom in the galaxy.

Bail Organa was a human man who served as the planet Alderaan's Senator during the last days of the Galactic Republic and the Imperial Era. As a politician, Organa was renowned for his honesty and commitment to justice. During the Clone Wars, Senator Organa forged friendships with several senators who were concerned with the increasingly autocratic rule of Chancellor Palpatine including Padmé Amidala of Naboo and Mon Mothma of Chandrila. Organa also undertook relief missions to war-torn worlds including Ryloth. Organa convinced Junior Representative Jar Jar Binks to use his talents as a clown to distract Trade Federation delegates while he facilitated the shipment of supplies to Ryloth. He also had a deep respect for the Jedi and did not believe Emperor Palpatine's claims

that the Jedi had turned against the Republic. Organa was troubled by the execution of Jedi younglings during the Jedi Purge.

Senator Organa's respect for the Jedi led him to rescue Master Yoda from Kashyyyk. His friendship with Senator Amidala led him to adopt and raise her daughter Leia as his own child. Organa doted over Leia and trained her in the arts of diplomacy and language. While Senator Organa maintained a respectable facade during the Imperial Era, he secretly opposed the Empire and helped to sponsor the earliest manifestations of resistance. Senator Organa cultivated the former Padawan Tano as the Rebellion's first intelligence operative Fulcrum. He also used his wealth and resources to shelter refugees from Raada on Alderaan.

As the Rebellion grew in strength, Organa devoted resources to financing and arming rebel cells such as the Spectres and the Phoenix Group. He was supported in these endeavors by his adopted daughter Leia, who shared his zeal to the Rebellion and finesse for diplomacy and flattery. Organa was widely regarded as a rebel leader and hero by many in the New Republic, who commissioned a statue in his honor. Organa's love for his daughter led him to withhold the secret that she and her brother Luke Skywalker were the descendants of the reviled Darth Vader, the Emperor's executioner.

### Senator Bail Organa

**Type:** First Chairman of Alderaan

**DEXTERITY 2D+2**

Blaster 4D, dodge 4D

**KNOWLEDGE 3D+1**

Alien species 6D, bureaucracy 8D, bureaucracy: Alderaan 10D+1, cultures 7D+2, languages 5D+1, planetary systems 5D+2, planetary systems: Alderaan 9D+2, scholar: galactic politics 9D, streetwise 7D, value 6D+1, willpower 8D

**MECHANICAL 2D+2**

Astrogation 3D+2, beast riding 4D+2, communications 4D+2, repulsorlift operation 3D+2, sensors 3D, space transports 3D

**PERCEPTION 3D+1**

Bargain 6D+2, command 8D, con 7D+1, hide 5D+2, persuasion 5D+1, persuasion: oration 6D+2

**STRENGTH 2D+2**

Brawling 4D, stamina 4D

**TECHNICAL 3D+1**

Computer programming/repair 5D+1, security 4D+1

**Story Factors:**

*Revolutionary Benefactor:* Bail Organa of Alderaan has been wary of the executive power wielded by Palpatine since before the start of the Clone Wars. During that conflict, Organa – then senator of Alderaan – began building a network of like-minded politicians and influencers. The resulting Delegation of the 2,000 formally objected to Palpatine's wartime overreach, but was met with the transformation of the Republic into the Empire at war's end. As the Senate's influence diminished, Organa walked a razor's edge as he and then his successor, his adopted daughter Leia Organa, continued to use Alderaan's popular voice to champion the downtrodden and investigate reports of Imperial abuse. Bail Organa had been orchestrating organized rebellion against the Empire for years. And as a major supporter of the cause, Alderaan has – in secret – funded, armed and equipped the Rebellion at Bail Organa's command.

**Force Points:** 1

**Character Points:** 10

**Move:** 10

**Size:** 1.91 meters tall

**Equipment:** Blaster pistol (4D damage), belt with silver buckle bearing the crest of Alderaan, cloak, simple tunic.

## Queen Breha Organa

A member of the galaxy's Elder Houses, the girl who would become Breha Organa hailed from the planet of Alderaan, a peaceful and influential planet. She was related to Bail Antilles, who represented their home planet in the Senate of the Galactic Republic. As a child, she grew up in the Royal Palace of Aldera, the planet's capital city. She was introduced to Alderaanian pacifist values by her mother, and was first in line to inherit the mantle of Queen of Alderaan.

At the age of sixteen, she underwent her Day of Demand ceremony, during which she claimed her right to the throne by naming three challenges she would have to complete to prove herself worthy. While completing her Challenge of the Body, Breha suffered a bad fall, and her injuries nearly killed her, if not for the quick action by the guards who were observing at a distance. Although she did survive, her heart and lungs had to be replaced by pulmonodes. Unlike most people who received such mechanized organ replacements, however, she refused to encase them in new flesh and skin, choosing instead to keep them visible as a reminder that she lived.

At some point after the accident, Breha ascended to the throne and married Bail Organa, a fellow Alderaanian noble who was a distant kinsman to Lord Mellowyn of Birren. Although she and her spouse wished to have a child, the stress placed on the Queen's body from the incident led the couple to decide to adopt an heir instead of trying to conceive one.

By the time of the Clone Wars, a conflict between the Republic and the Confederacy of Independent Systems, Breha Organa ruled as the Queen of Alderaan. She was a relative of Bail Antilles, a former senator of Alderaan in the Galactic Senate, and the wife of his successor, the Senator and Viceroy Bail Organa. She also served as the minister of education for her planet. During Queen Breha's reign, and through her husband's efforts in the Senate, Alderaan advocated ending the war, due to the planet's pacifist beliefs, and hosted a conference to assist refugees displaced by the galactic conflict.

When the Clone Wars came to an end, Supreme Chancellor Palpatine—secretly the Dark Lord of the Sith, Darth Sidious, who manipulated the conflict to his own tyrannical ends—abolished the Republic and transformed it into the Galactic Empire, with himself as absolute ruler. He also issued Order 66, a command to all clone troopers to kill their Jedi leaders, thus destroying the Jedi Order. During that time, Senator Padmé Amidala gave birth to twins, Luke and Leia, before dying. The children's father, Jedi Knight Anakin Skywalker, had also turned to the dark side of the Force and become Darth Vader bringing an end to both the Jedi and the Separatists. Knowing that the children would be in danger if the Sith discovered their existence—both the Emperor and Vader believed that Amidala died before giving birth—it was decided that Jedi Master Obi-Wan Kenobi would take Luke to live with Vader's family on Tatooine. With the consent of both Kenobi and Master Yoda, Bail decided that he and his wife would adopt Leia and raise her as their daughter; the two had always wanted to adopt a girl.

In the years that followed the Emperor's rise to power, the Queen personally mentored a select number of young Alderaanians, teaching them about the heritage of their homeworld. One of her pupils in particular, a girl named Evaan Verlaine, was so thankful for that privilege that she developed a staunch, lifelong loyalty to the

House of Organa and became a committed royalist. Breha's husband, while still part of the ceremonial Imperial Senate, became involved in an underground rebel network, which ultimately evolved into a formal Alliance to Restore the Republic.

Alderaan was among the earliest supporters of the Alliance, although its officials cautiously avoided supporting it openly. The Queen and her husband became close friends with Jan Dodonna, a General in the Alliance. In time, Princess Leia replaced her father in the Senate and joined the Alliance. At some point, the Queen passed down her necklace, the chalcidony waves, to the princess.

In 9 BBY, the Queen officiated a ceremony at Aldera during which Miara Larte of the Alderaanian consular security was promoted to the rank of captain at the request of the viceroy. On that day, several other promotions were handed out as well.

Breha Organa is a human female with tan-skin, black-hair, and brown eyes. Shortly after the end of the Clone Wars, she wore a blue metallic gown with slit sleeves and a collar adorned with a gold buckle-like brooch. When she wore that gown, the Queen braided a golden fabric into her hair, wrapped it around her head, and put on a semi-transparent blue shawl. She attached a great importance to education, taking time to teach several pupils in-person, in addition to her royal duties.

Unbeknownst to most people, including her daughter, Breha Organa mastered several forms of hand-to-hand fighting, and she mentored a group of selected pupils in combat.

### Queen Breha Organa

**Type:** Queen of Alderaan

#### **DEXTERITY 3D**

Blaster 3D+1

#### **KNOWLEDGE 3D+1**

Bureaucracy: Alderaan 10D+2, cultures: Alderaan 7D+2, planetary systems 4D, planetary systems: Alderaan 9D, scholar: Alderaan 8D+2, scholar: galactic history 5D+1, teaching 5D+1, survival 4D, willpower 5D+2

#### **MECHANICAL 2D+2**

Beast riding 4D, repulsorlift operaton 3D+2, space transports 3D+2

#### **PERCEPTION 3D**

Bargain 5D+2, command: Alderaan 8D, con 5D+2, persuasion 5D

#### **STRENGTH 3D**

Brawling 4D, martial arts 5D

#### **TECHNICAL 3D**

First aid 4D

**Character Points:** 7

**Move:** 10

**Equipment:** Alderaan royal gown, queen's crown, comlink

## Leia Organa

A Force-sensitive human female, was a princess of Alderaan, a member of the Imperial Senate, a leader of the Alliance to Restore the Republic, a member of the Galactic Senate, and general of the Resistance. Born alongside her twin brother, Luke Skywalker in the year 19 BBY as Leia Amidala Skywalker, she was the daughter of the Jedi Knight Anakin Skywalker and Senator Padmé Amidala of Naboo. As a result of her father's fall to the dark side of the Force, the Skywalker children were separated with Leia becoming the adopted daughter of Senator Bail Organa and his wife, Queen Breha Organa, who renamed her Princess Leia Organa. Raised with the values of her adoptive parents, Organa supported the principles of the Galactic Republic and opposed the rule of its successor, the

Galactic Empire. Despite succeeding to her adoptive father's post in the Imperial Senate, Organa worked in secret to undermine the Empire's operations and was entrusted with the stolen plans to the Death Star, an Imperial superweapon capable of destroying entire planets. Although she was unable to prevent the annihilation of her adopted homeworld, the plans were ultimately delivered to the Rebel Alliance, resulting in the destruction of the Death Star during the Battle of Yavin in 0 BBY.

Organa became a leading figure in the Alliance, participating in key events such as the Battle of Hoth in 3 ABY and the decisive Battle of Endor in 4 ABY. She also killed the Hutt crime lord Jabba Desilijic Tiure, earning her the title of "Huttslayer." With the deaths of Emperor Palpatine and his apprentice, Darth Vader, the biological father of Organa and her brother, the Empire was defeated at the Battle of Jakku and subsequently forced to capitulate to the New Republic in 5 ABY. Having achieved her lifelong goal to overthrow the Empire and restore freedom to the galaxy, Organa settled down in an effort to start a family with her husband, the smuggler-turned-Rebel Han Solo. She gave birth to their son, Ben Solo, on the day that marked the end of the Galactic Civil War. However, like his mother, Ben was born inherently strong with the Force due to his biological connection to the Chosen One Anakin Skywalker. Due to the similarities between Ben and his grandfather, Organa placed her son in the custody of Jedi Master Luke Skywalker in the hope that Ben would not turn to the dark side as Vader once did.

As a senator of the New Republic, Organa opposed the Senate's lack of response to the rise of the First Order, a successor of the Empire in all but name. Sidelined by a new generation of political leaders, Organa founded the Resistance to monitor the activities of the First Order. By then, Organa's son had turned to the dark side and destroyed Skywalker's efforts to fully restore the Jedi Order. Adopting the persona of Kylo Ren, the former Ben Solo became the apprentice of Supreme Leader Snoke, although his mother remained hopeful that the light side of the Force still existed within her son. It was at Organa's request that her estranged husband attempt to bring Ren home, resulting in Han Solo's death at the hands of their son. Ren's parricidal actions caused Organa to lose faith in her son, believing he was indeed beyond the hope of redemption. At the same time, the First Order had risen with the intent of conquering the known galaxy in the wake of the Republic's collapse, leaving the Resistance alone in its war against the Empire's successor. Following the near destruction of the Resistance at the Battle of Crait, Organa retreated from the First Order with a handful of survivors aboard her late husband's starship, the Millennium Falcon.

During the Clone Wars, Jedi Master Yoda set out on a journey to discover the secrets of immortality. His journey took him to Moraband, the ancient Sith homeworld, where he faced visions of the future. At the end of his journey, the Force Priestess, Serenity, who guided his journey told him that there was another Skywalker, and Yoda heard his voice from the future say so as well. These events not only alluded to the potential he would sense in Leia, but to what Yoda would tell her twin brother, Luke, about Leia in his last words, before his death.

Leia Amidala Skywalker was born on the asteroid of Polis Massa two days after the end of the Clone Wars and the newly-established Galactic Empire's purge of the Jedi Order. She and her twin brother Luke, who was born shortly before her, were the children of Galactic Republic Senator Padmé Amidala, who died straight after labor, and Jedi Knight Anakin Skywalker, who had recently fallen to the dark side of the Force. To protect the children from the Empire and the now-Sith Lord Darth Vader, Senator Bail Organa agreed to adopt

the infant Leia together with his wife, Queen Breha of Alderaan, while Obi-Wan Kenobi personally watched over Luke, who would live with their father's stepbrother Owen Lars and his wife Beru, on the planet Tatooine.

Out of the two Skywalker children, Yoda felt that Leia was most suited to be a Jedi, owing to her natural strength, will and clarity, (as opposed to her brother who was impetuous, headstrong, unruly, and inattentive) wanting very much to train her.

Through adoption, Leia Amidala Skywalker became Leia Organa, heiress of the Royal Family of Alderaan. Although it was common knowledge that she was adopted, and everyone assumed that she was just another of the many, many children left orphaned by the Clone Wars, she remained unaware of her biological parents' fates. She was, however, left with a lasting impression of images and feelings of her mother that her brother did not: that their mother was "very beautiful, kind, but sad." When Leia was an infant, she was mesmerized by the fish in an aquarium while her adoptive father read secret files concerning the former Jedi Padawan Ahsoka Tano's presence on the agrarian moon of Raada. Bail later carried her after reading the files.

During her childhood, Organa was taught by her father to appreciate the effort of Alderaan's workers, but also the importance of her duties as the planet's eventual queen. She was also reared by a number of aunts, who gave her etiquette lessons and tried to turn her into a proper patrician, and lectured her about maintaining her appearance and the company she kept. Although Leia genuinely loved them, she refused to let them mold her into a simpering princess whose only aim in life was to find a suitable husband. Organa would often stand alongside her parents, waiting through Alderaan's endless royal ceremonies, knowing that she could let no emotion show on her face; she once complained to one of her aunts that being a princess had to be about more than silently doing one's duty, but her aunt replied with a sad smile that she had just described most of a princess's job.

In 10 BBY, the nine-year-old princess ran away from the royal palace for the first time. She hid in the woods for a week, until her parents' guards finally managed to track her down. She would later remember that incident as the "best week of her life."

Once warned to stay away from Wilhuff Tarkin by her father, the Grand Moff made an official visit to Alderaan when she was thirteen. Organa crept along the halls of the palace behind the two men, listening to their cold, tense conversation. During the occasion, she realized he was nothing more than a merciless murderer and slaver.

Once she turned sixteen, Organa was allowed to receive some martial training with a personal instructor—her family had deemed necessary for her to learn the basics of self-defense, given her royal status and risk of abduction. The princess thoroughly enjoyed that training, which not only made her feel physically strong, but also allowed her to be released from the tension of her etiquette lessons. Thanks to her instructor, the princess learned to keep her mind clear and focused on the moment. She was also taught how to ride, and she even became an Alderaanian junior champion in steeple-chase.

On one occasion, the princess was sparring against one of her family's servants outside the city, instead of being in language study, when her father picked her up; during their trip, Organa expressed her lack of enthusiasm in the politics her mother had to deal with, when the Viceroy explained to her what Alderaan meant, and what she would have to do one day as its queen—to carry on the legacy of Alderaan's harmonic culture with pride, even at the



expense of what she wanted. Bail also told her tales of the Jedi, defenders of the old Republic; the young princess also overheard him talking of Darth Vader's powers. In her late teens, Leia followed her adoptive father's footsteps into politics, becoming a junior legislator by the age of fourteen.

### **Princess Leia Organa (as N Leia, Princess of Alderaan)**

**Type:** Princess/Student Legislator

#### **DEXTERITY 3D**

Blaster 4D, bawling parry 3D+2, dodge 4D

#### **KNOWLEDGE 4D**

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

#### **MECHANICAL 2D+2**

Astrogation 3D, beast riding 3D+2, repulsorlift operation 4D+2, starship shields 4D

#### **PERCEPTION 3D+1**

Bargain 5D, command 5D+1, con 4D+2, gambling 4D, hide 4D, persuasion 5D, persuasion: debate 6D, search 4D+1, sneak 5D+1

#### **STRENGTH 3D**

Brawling 4D, climbing/jumping 4D, stamina 6D, swimming 5D

#### **TECHNICAL 2D**

Computer programming/repair 3D, first aid 4D, security 3D

**This character is Force Sensitive**

**Force Points:** 4

**Character Points:** 13

**Move:** 10

**Equipment:** Hold-out blaster (3D), comlink.

## **Tynnra Pamlo**

A human female politician who represented the planet Taris in the Imperial Senate. She served in Civil Government of the Alliance to Restore the Republic as the Minister of Education and worked closely with Alliance Intelligence. She feared that an attack against the Galactic Empire and its planet-destroying Death Star would put Taris in mortal danger.

Tynnra Pamlo hailed from the planet Taris, which she represented as a member of the Imperial Senate during the reign of the Galactic Empire. Though a member of the Senate, she was also a member of the Alliance to Restore the Republic and served as the Minister of Education in its Civil Government. In that capacity, she worked closely with Alliance Intelligence and received many reports about atrocities carried out by the Empire, including the Siege of Lasan, the sterilization of Geonosis, and actions on Ghorman.

When the Alliance learned of the existence of the Death Star, an Imperial superweapon capable of destroying entire planets, Pamlo had no doubt of its existence but was wary of launching an attack against it. She wanted to consult with her people about it, and feared that the Alliance had no chance against such power. She also worried that an attack against the Empire would put her homeworld in danger of being destroyed. Shortly after the meeting on Yavin 4, Pamlo traveled back to Coruscant to publicly decry the Imperial battle station before resigning her office.

Tynnra Pamlo was a human female of Tarisian origins, with dark skin, dark hair, and brown eyes. She wore a Tarisian amulet of the Robb.

**Senator Tynnra Pamlo:** all stats 2D except for: Dexterity 3D, Knowledge 4D, alien species 7D, bureaucracy 7D, cultures 7D+2,

languages 7D, planetary systems 7D, planetary systems: Taris 8D, scholar 5D, scholar: galactic history 8D+2, scholar: educational systems 9D, streetwise 4D+2, survival 5D, value 4D+2, willpower 4D+2, Mechanical 2D+2, Perception 3D+1, bargain 6D, command 4D+2, con 5D+2, investigation 5D+1, persuasion 5D+1, persuasion: debate 6D+1, persuasion: teach 8D+2, Strength 3D, computer programming/repair 3D. Character Points: 3. Move: 10. Equipment: Elegant golden cowl, Tarisian amulet of the Robb.

## **Moff Quarsh Panaka**

Immediately after the Clone Wars, Supreme Chancellor Palpatine abolished the Republic and replaced it with the Galactic Empire, an authoritarian government with him as sole ruler. Panaka remained loyal to the newly anointed Emperor and was made the Moff, or governor, of his native Chommell sector. Once in office, Panaka had a red wood chalet built on Onoam, one of the moons that orbited Naboo. At one point, he presented the Emperor with an ornate statue.

In 3 BBY, Panaka briefly met with Queen Dalné of the Naboo and Leia Organa, princess of Alderaan, at his chalet. As soon as he saw her, the Moff was struck by the image of Organa wearing a Naboo jubilation dress, who strongly reminded him of Queen Amidala decades ago. Although his visitors wanted to discuss the working conditions of the local spice miners, Panaka redirected the conversation toward Organa's background, asking her whether she had been adopted and who her birth parents were. By the end of the meeting, Panaka came to suspect that Organa was in fact the long-lost daughter of the late Amidala—which she was indeed. Although the Moff intended to warn the Emperor of his findings as soon as his visitors were gone, he did not have the time, as a bomb exploded in his chalet, destroying the building and killing him in the process. As Organa later found out, the bomb was planted by Saw Gerra's Partisans. Seven years after the Moff's untimely death, the statue he had once offered to his liege stood in the Emperor's receiving chamber aboard the second Death Star battle station.

Panaka was a dark-skinned, powerfully built man with a smooth face and a steely brown gaze. He was handsome and tall, measuring 1.83 meters. By the year of his death, his black hair was marked by flecks of gray at the temples. He had a deep, distinctly masculine voice.

Unlike many high-ranking Imperials, Panaka did not like to surround himself with ostentatious and expansive items. Instead, he favored the simple and practical, while still showing good taste. Also unlike many of his colleagues, he was impervious to corruption. However, he often turned a blind eye on actions he did not approve of, because he believed Imperial abuses of power were the work of rogue elements, as opposed to the norm. Although Panaka's great loyalty to Palpatine made him dangerous, Brea Organa of Alderaan believed him to be "as good a man as anyone in the Emperor's inner circle could ever be, and much better than most".

**System Moff Quarsh Panaka:** all stats 2D except for: Dexterity 3D, blaster 6D, brawling parry 5D+2, dodge 5D, grenade 5D+2, melee combat 5D+2, melee parry 5D, Knowledge 3D+1, bureaucracy 5D+2, law enforcement 6D, planetary systems: Naboo 4D+2, survival 4D+2, tactics 4D+2, willpower 5D, communications, repulsorlift operation 5D+2, starship gunnery 5D+1, Perception 3D, command 5D, persuasion 5D, search 5D, Strength 3D+2, brawling: martial arts 6D, Technical 3D, blaster repair 4D+2,

computer programming/repair 5D+2, equipment repair 4D+2, first aid 4D, repulsorlift repair 5D, Security 6D. Character Points: 6. Move: 10. Equipment: Imperial uniform, security rods, datapad, comlink.

## Chief Pangie

A human female and member of the Chandrilan Pathfinding Corps. In 3 BBY, she taught a pathfinding class for members of the Apprentice Legislature arranged by Queen Breha Organa of Alderaan. She was tall, dark and broad-shouldered.

**Chief Pangie:** all stats 2D except for: all stats 2D except for: Dexterity 3D, blaster 4D+2, dodge 5D, melee combat 4D, melee parry 4D+2, running 5D+2, Knowledge 2D+2, alien species 3D+2, bureaucracy 4D+1, cultures 3D, languages 3D, planetary systems 4D+2, survival 6D+1, tactics 3D+2, willpower 4D, beast riding 3D+2, communications 4D, ground vehicle operation 3D, repulsorlift operation 3D+2, space transports 3D, Perception, command 3D, hide 3D+2, persuasion 3D, search 3D+2, sneak 3D, Strength 3D+1, brawling 4D, climbing/jumping 5D, stamina 3D+2, swimming 4D, equipment repair 3D, first aid 4D+1, security 4D. Character Points: 5. Move: 10. Equipment: All-weather clothing, poncho, backpack, comlink, hunting blaster (5D), survival knife (STR+1D+2).

## Occo Quentto

A Chalhuddan who was the leader of the Chalhuddan people on their homeworld of Chal Hudda. In 3 BBY, Princess Leia Organa traveled to Chal Hudda on a humanitarian mission to deliver vaccines to the Chalhuddan people. Initially refusing Organa's offer to help due to their pride, Quentto was eventually persuaded when Organa agreed to ask a favor of the Chalhuddan people in return. Later when Organa needed to reach the Paucris system to warn a group of rebels that the Galactic Empire planned to investigate the system, Organa called upon her favor for transport for herself and Amilyn Holdo to the system.

**Occo Quentto:** all stats 2D except for: Dexterity 3D, dodge 3D+2, melee combat 3D+1, melee parry 3D+2, Knowledge 3D, bureaucracy 5D+2, languages 4D, law enforcement 4D, planetary systems 3D+1, beast riding 3D, Perception 3D+1, bargain 5D, command 6D, persuasion 3D+2, search 4D, brawling 3D, swimming 6D. SA: Amphibian, prideful. Move: 8 (10 water).

## Chassellon Stevis

A human male from the planet Coruscant. In 3 BBY, Stevis is a part of the Apprentice Legislature and in the same pathfinding class as Leia Organa. He is arrogant and has an interest in buying and refurbishing antique speeders.

**Chassellon Stevis:** all stats 2D except for: alien species 3D, bureaucracy 3D+2, cultures 4D, languages 3D+2, law enforcement 3D, survival 3D, repulsorlift operation 4D, space transports 2D+2, bargain 3D, con 2D+2, persuasion 2D+2, climbing/jumping 2D+2, repulsorlift repair 3D+2. Move: 10. Equipment: Apprentice legislature uniform, datapad, comlink.

## Methwat Tann

A male Ithorian maintenance officer aboard the Mighty Oak Apocalypse during the Galactic Civil War. His enormous curved head

and neck were wrapped in a scarf specially knitted for him by his captain Lohgarra. Shortly before the Battle of Endor, Methwat and the rest of the crew of the Mighty Oak Apocalypse joined the Alliance to Restore the Republic. After the destruction of the second Death Star, the Ithorian was seen celebrating the victory of the Rebellion on the forest moon of Endor.

**Methwat Tann:** all stats 2D except for: Dexterity 2D+2, blaster 3D, dodge 3D+2, melee combat 3D+1, Mechanical 3D+1, repulsorlift operation 3D+2, space transports 3D+2, Perception 3D, bargain 4D, hide 4D, Technical 4D, computer programming/repair 4D, droid repair 4D+2, equipment repair 4D+2, space transports repair 5D+2, starship weapon repair 5D. SA: Resonant Bellow (STR+1D deafening stun damage, range: 1/2/3). Move: 9. Equipment: Blaster pistol (4D), maintenance coveralls, portable toolkit, multitool, datapad, comlink.

## Wilhuff Tarkin

A human male who served the Galactic Republic and later the Galactic Empire. After Supreme Chancellor Sheev Palpatine transformed the Republic into the Galactic Empire, Tarkin became the Empire's first Grand Moff, and regional Governor of the Outer Rim. In 3 BBY Tarkin gave a speech detailing the Empire's crackdown to the entire Imperial Senate, as a warning about what would happen to other worlds that dared to defy the Empire.

### Grand Moff Tarkin

**Type:** Imperial Grand Moff

#### DEXTERITY 3D

Blasters 5D, dodge 6D+2, melee combat 4D+2, melee parry 5D+2

#### KNOWLEDGE 4D

Alien species 7D, bureaucracy 9D, cultures 7D, intimidation 7D+1, languages 6D+1, planetary systems 6D, tactics: fleets 9D, tactics: sieges 10D, value 5D

#### MECHANICAL 3D+2

astrogation 5D, battle station piloting 5D, beast riding 5D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D+1, repulsorlift operation 3D+1, space transports 4D+2, starship gunnery 4D, starship shields 4D+1

#### PERCEPTION 3D+1

Bargain 5D+2, command 10D+2, con 6D+2, gambling 5D+1, search 5D

#### STRENGTH 2D

Brawling 4D+1, stamina 5D, swimming 5D

#### TECHNICAL 2D

Computer programming/repair 3D, first aid 3D, repulsorlift repair 3D, security 5D

#### Force Points: 4

#### Dark Side Points: 5

#### Character Points: 22

#### Move: 10

**Equipment:** Datapad, blaster pistol (4D), comlink, rank code cylinders.

## Tarrik

The majordomo of the Royal Palace of Alderaan. When Princess Leia Organa undertook a humanitarian mission to the Mid Rim planet Wobani, she put a request through Tarrik, which she noted had almost felt routine.

**Tarrik:** all stats 2D except for: Dexterity 3D, blaster 3D+2, dodge 4D+1, Knowledge 3D, bureaucracy: Alderaan 7D, business 5D, languages 4Dk law enforcement 5Dk willpower 5D, Perception 4D, bargain 5D, command: Alderaanian Court 6D+2, investigation 6D+2, persuasion 5D+1, Strength 3D, security 3D. Force Points: 1. Character Points: 9. Move: 10. Equipment: Apprentice legislature uniform, datapad, comlink.

## Tedam

Major who is in charge of the Imperial forces on Wobani.

**Tedam:** all stats 2D except for: blaster 3D+1, melee combat 3D+1, Knowledge 4D, alien species 4D+1, bureuacracy 4D+1, planetary systems 5D, Mechanical 3D, astrogation 4D+1, space transports 3D+2, starship shields 4D, Perception 4D, bargain 4D+1, command 4D+1, brawling 3D, stamina 3D, Technical 3D, computer programming/repair 3D+1, space transports repair 3D+2, security 4D. Move: 10. Equipment: Rank cylinder, code key, comlink, datapad, blaster pistol (4D).

## Brel Ti Vorne

A tall, skinny, human miner on the moon Onoam. He is chosen to be a representative for the miners and to meet Princess Leia Organa and Queen Dalné. When receiving mining equipment donated by the Princess, he confides to the two rulers that the Imperial overseers are stealing all the equipment and selling it to enrich themselves.

**Brel Ti Vorne:** all stats 2D except for: melee combat 2D+2, scholar: mining 3D+2, survival 4D, mining equipment 4D, persuasion 3D, brawling 2D+2, equipment repair 3D, first aid 3D. Move: 10. Equipment: Mining uniform, utility belt, comlink.

## Senator Vasp Vaspar

A human male politician who represented the Taldot sector in the Imperial Senate. He was also a member of the Alliance to Restore the Republic and served as the Minister of Industry in the Alliance Cabinet, part of the Alliance Civil Government. Though he was risk averse, he was not opposed to armed conflict—but he did not believe the Alliance was capable of destroying the Empire's planet-killing Death Star.

Vasp Vaspar served as the representative of the Taldot sector in the Imperial Senate during the reign of the Galactic Empire. Though a member of the Imperial government, he was a member of the Alliance to Restore the Republic and served in its Civil Government as the Minister of Industry. This made him part of the Alliance Cabinet under the leadership of its Chief of State, Chancellor Mon Mothma.

As Minister of Industry, Vaspar was charged with overseeing the vital yet limited resources of the fledgling Rebel Alliance. As a result of his role, he was more risk-averse than some of his fellow Alliance Cabinet members, though he was not opposed to open conflict with the Empire when warranted. However, when the Alliance learned of the Death Star, an Imperial superweapon capable of destroying entire planets, he did not believe that the Alliance could be successful in an attack against the battle station.

Vasp Vaspar was a human male with black hair, brown eyes, and light skin. The red lining on his garb denoted the Battle of Balamak.

**Senator Vasp Vaspar:** all stats 2D except for: Dexterity 3D+1, blaster 3D+2, Knowledge 3D+1, alien species 6D, bureaucracy 6D+1, bureaucracy: industrial logistics 9D, cultures 6D, languages 6D, planetary systems 5D+2, planetary systems: planetary resources 8D+2, scholar: manufacturing 7D+2, streetwise 4D+2, value 7D, willpower 4D+1, Mechanical 2D+2, Perception 4D, bargain 7D, command 5D+2, con 5D, hide 4D+2, investigation: resource management 7D+1, persuasion 5D, Strength 2D+2, Computer programming/repair 3D, security 3D. Character Points: 3. Move: 10. Equipment: Cloak with red lining denoting the Battle of Balamak, senatorial tunic.

## WA-2V

Also known as TooVee, is the personal attendant droid of Princess Leia Organa. She is programmed to ensure that the princess was always presented in grand style for every occasion. In keeping with this duty, she is an excellent hairstylist, able to do the princess' hair in many elaborate styles. She is also programmed to remove the princess from danger, if necessary. TooVee's programming to ensure that the princess is dressed as formally as possible often clashes with Leia's preference for dressing simply. She has bluish fingers, and a roll ball for movement.

In 0 BBY, while Leia was away on a mission, TooVee made arrangements for the princess' clothing at the upcoming equinox celebrations, having one of Queen Breha's old dresses altered and decorated for the princess. However, Alderaan was destroyed before the festivities could occur.

### WA-2V

**Type:** Personal attendant droid

**DEXTERITY 1D**

**KNOWLEDGE 3D**

Bureaucracy: Alderaan 4D, cultures: Alderaan 5D, languages 5D, scholar: Alderaan 4D, teaching 5D, wardrobe & style 5D+1

**MECHANICAL 1D**

**PERCEPTION 1D**

**STRENGTH 1D**

**TECHNICAL 1D**

First aid 5D, security 4D

**Equipped With:**

- 
- Humanoid body (2 arms, torso, head)
- Two visual and audial sensors (human range)
- Rollerball

**Move:** 8

**Size:** 1.7 meters tall

**Cost:** 3,700 (new)

## CREATURES

### Thantra

A large, flying species native to the planet Alderaan. Thrantas are gray-skinned with broad triangular wings and a long tail. They greatly resemble the aiwha, a species of winged cetaceans native to Kamino. They emit mournful cries as they fly. Thrantas are migratory creatures who live in social groupings referred to as "herds" or "flocks".

## THANTRA

**Type:** Alderaanian flyer  
**Planet of Origin:** Alderaan  
**DEXTERITY 4D**  
**PERCEPTION 3D+1**  
**STRENGTH 4D**  
**Move:** 25 (flying)  
**Size:** Up to 4 meters tall  
**Omeriness:** 1D (tame), 4D (wild)

## THANTRA, GIANT

**Scale:** Speeder  
**DEXTERITY 3D+2**  
**PERCEPTION 3D**  
Search 6D  
**STRENGTH 8D+2**  
**Special Abilities:**  
*Bite:* Does STR+2 damage.  
*Tail-Slam:* Does STR+1D damage.  
*Exceptional Reflexes:* Gain a +1D bonus to all Perception rolls made to determine initiative.  
*Low-light Vision:* Can see twice as far as humans in dim light.  
**Move:** 36 (flying)  
**Size:** 16 meters long  
**Omeriness:** 1D

# DROIDS

## Amplifier droids

A model of hovering droid used to amplify sounds. Members of the Senate utilize amplifier droids when addressing their fellow Senators.

## Astromech droid

Also referred to as an astro droid or mech, is a type of repair droid that serves as an automated mechanic on starships. These compact droids use tool-tipped appendages stored in recessed compartments. Many starfighters rely on astromech copilots to control flight and power distribution systems. Sitting in an astromech socket exposed to space, the droid, in addition to its piloting duties, can calculate hyperspace jumps and perform simple repairs.

Most astromechs are only able to communicate in writing, conveyed via another computer system, or through a special code of clicks, bleeps, and similar sounds, known as binary. Astromech droids average 0.93 meters in height, while R-series droids from the R2 line forward had a height of just over a meter.

## Candledroid

A type of hovering droid used for illumination purposes. They were used for lighting in the throne room of the Royal Palace of Alderaan. Lessu, the capital of Ryloth, had candledroids in its cavernous archives, and Senator Leia Organa used candledroids in her office on Hosnian Prime. Candledroids were also used in the Great Hall of Birren's treasure vault.

## Medical droid

Also known as med droids or surgical droids, are a type of droid designed to heal living beings.

## 2-1B MEDICAL DROID

**Type:** Geentech/Industrial Automaton 2-1B Surgical Droid  
**DEXTERITY 1D**  
**KNOWLEDGE 2D**  
Alien Species 5D  
**MECHANICAL 2D**  
(A) Bacta tank operation 5D  
**PERCEPTION 3D**  
(A) Injury/ailment diagnosis 6D  
**STRENGTH 1D**  
**TECHNICAL 3D**  
First Aid 6D, (A) medicine 9D  
**Equipped With:**

- Computer interface tether (5 meters long). When connected to medical mainframe, adds +2D to all medical skills)
- Medical diagnostic computer
- Analytical computer
- Surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers

**Move:** 4  
**Size:** 1.5 meters tall  
**Cost:** 4,300 (new)

## Moderator Droid

A model of droid used to moderate Senate hearings. They mostly introduce senators, therefore informing the Senate that there is another speaker.

## Protocol Droid

A droid whose job is to aid sentients with their etiquette and relations with each other in the galaxy. Typically 1.7 meters tall, protocol droids come in many shapes and sizes, although most are humanoid in form.

## 3PO PROTOCOL DROID

**Type:** Cybot Galactica 3PO Human-Cyborg Relations Droid  
**DEXTERITY 1D**  
**KNOWLEDGE 3D**  
Cultures 6D, languages 10D  
**MECHANICAL 1D**  
**PERCEPTION 1D**  
**STRENGTH 1D**  
**TECHNICAL 1D**  
**Equipped With:**

- Humanoid body (two arms, two legs, head)
- Two visual and audio sensors – human range
- Vocabulator speech/sound system
- AA-1 VerboBrain

TransLang III Communications module with over seven million languages  
**Move:** 8  
**Size:** 1.7 meters tall  
**Availability:** 2, F  
**Cost:** 3,000 (new)

## RA-7 SERVANT DROID

**Type:** Arakyd Industries RA-7 Series Protocol Droid  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**

Bureaucracy 3D, cultures 4D, languages 3D, scholar: culinary arts 5D, scholar: home economics 4D

#### **MECHANICAL 1D**

Repulsorlift operation 2D

#### **PERCEPTION 2D**

#### **STRENGTH 2D**

#### **TECHNICAL 1D**

#### **Equipped With:**

- Visual spectrum scanners
- Vocabulator speech/sound system
- Humanoid appendages configuration

**Move:** 9

**Size:** 1.7 meters tall

**Cost:** 3,000

## **Repair Droid**

Also known as maintenance droids and utility robots are droids designed to perform repair and general maintenance tasks.

### **MSE-series**

The ubiquitous MSE-series "mouse droids" are so common in the galaxy's starships and spaceports as to be nearly invisible. Designed by Rebaxan Columni decades before the outbreak of the Clone Wars, these tiny, boxy droids were produced in the billions. Closer in intellect and utility to a remote than to a full droid, they are equipped with a low-powered, single-function droid brain that can contain a single program at a time. These programs can be switched out with ease, making the droids surprisingly versatile. This versatility is hampered, however, by the droid's lack of intellect, creativity, and problem-solving abilities.

Mouse Droids are largely used in maintenance and custodial roles aboard ships and in military installations. With their three retractable manipulators and a surprisingly excellent sensor package, they excel at basic mechanics and electrical repair, and at cleaning, scraping, painting, and otherwise carry out the drudgery of keeping a starship ship-shape. They also make remarkably good security and communications droids, keeping watch over sensitive areas, carrying encrypted messages, or even acting as tools in espionage efforts.

### **MSE-6 UTILITY DROID**

**Type:** Rebaxan Columni MSE-6 General Purpose Droid

#### **DEXTERITY 2D**

#### **KNOWLEDGE 1D**

#### **MECHANICAL 1D**

#### **PERCEPTION 1D**

#### **STRENGTH 1D**

#### **TECHNICAL 1D**

#### **Equipped With:**

- Electro-photoreceptor
- Auditory sensors (human range)
- Holocam
- Treads
- Built-in repair tools
- Retractable heavy manipulator (+2D to lifting)
- Retractable fine manipulator (+1D to lifting)
- One skill matrix programmed with one of the following skills: bureaucracy 3D, sensors 3D, hide 3D, search 3D, armor repair 3D, blaster repair 3D, capital ship repair 3D, capital ship weapon repair 3D, computer programming/repair 3D, droid programming 3D, droid repair 3D, security 3D, starfighter repair 3D.

**Move:** 5

**Size:** 0.25 meters

**Availability:** 1

**Cost:** 200 credits

**Personality Matrix:** None

## **Attendant Droid**

Also known as service droids, servant droids or waitdroids, are droids designed to serve organics as waiters or waitresses, servants or in other general service roles.

### **ATTENDANT DROID**

#### **DEXTERITY 1D**

#### **KNOWLEDGE 3D**

Alien species 4D+1, bureaucracy: Alderaan 5D, business 4D+2, culture: Alderaan 5D, fashion 5D, history: Alderaan 7D, languages 4D

#### **MECHANICAL 1D**

#### **PERCEPTION 2D**

Persuasion 3D, teaching 5D

#### **STRENGTH 1D**

#### **TECHNICAL 1D**

Computer programming/repair 2D

#### **Equipped With:**

- Humanoid body (two arms, chest and head)
- Two visual and auditory sensors (human range)
- Vocabulator
- Verbo-brain
- Monowheel

**Move:** 10

**Size:** 1.78 meters tall

**Cost:** 8,000

**Personality Matrix:** Female, authoritative

### **LEP Servant Droid**

A model of service droids that saw use during the Clone Wars and beyond.

### **LEP SERVANT DROID**

#### **DEXTERITY 1D**

#### **KNOWLEDGE 3D**

Bureaucracy 5D, cultures 5D, cultures: fashion 7D, languages 4D

#### **MECHANICAL 1D**

#### **PERCEPTION 2D**

Fashion trends 4D, repulsorlift operation 3D

#### **STRENGTH 1D**

#### **TECHNICAL 1D**

First aid 3D

#### **Equipped With:**

- Humanoid body (two arms, two legs, torso, head)
- Vocabulator
- Visual and auditory receptors (human range)

**Move:** 3

**Size:** 1.26 meters tall

**Cost:** 5,600 credits

## **Worker Droid**

Also referred to as labor droids, are a type of droid designed to perform manual tasks, such as unloading cargo from transports or collecting scrap metal into piles.

# EVENTS

## IMPERIAL ERA: GALACTIC CIVIL WAR

**Arrests on Christophsis:** In 3 BBY, an Imperial medical frigate was stolen by the rebellion, with the assistance of the ship's captain and a squadron of rebel starfighters. The Empire, investigating the theft, discovered that the prime minister of Christophsis, along with many other government officials, including the planet's senators, were backing the Christophsian rebels, who had been involved in the incident.

The Empire moved swiftly, and arrested the prime minister, senators, and territorial supervisors. The city of Tophen, the prime minister's hometown, which the Empire had determined was the centre of the planet's rebel activity, was "pacified". The prime minister was executed for treason, and the senators and territorial supervisors were sent to Imperial work camps.

Grand Moff Wilhuff Tarkin gave a speech detailing the Empire's crackdown to the entire Imperial Senate, as a warning about what would happen to other worlds that dared to defy the Empire.

**Attack on Calderos:** Carried out in 3 BBY by the rebellion on Calderos Station, an Imperial space station and deep-space waypoint. It was carried out to conceal rebel shipping to an outpost on the planet Crait. While returning from Wobani to Alderaan, the Tantive IV came across the aftermath of the attack.

**Campaigns of Saw Gerrera's Partisans:** During the Clone Wars, the Jedi trained various militias in fighting the Separatist Droid Army. One of these militias were the rebels of Onderon led by former Senator Lux Bonteri, Steela Gerrera and her brother Saw. For three years, a civil war was fought on Onderon between the Separatists and forces under King Sanjay Rash. Together, with the aid from Jedi Commander Ahsoka Tano the rebels were able to force the Droid Army to withdraw from Onderon and Dendup was restored to the throne. Onderon then rejoined the Galactic Republic.

Following the Republic's transformation into the Galactic Empire, Saw reorganized his rebels into the Partisans. His cell was among the first rebel cells formed. When the Empire occupied Onderon, the partisans fought a platoon under ISB Agent Aleksandr Kallus, with a Lasat mercenary killing all but Kallus.

In 6 BBY, Gerrera and his Partisans were hired by Arane Oreida to infiltrate the Sakoola blossom festival on Inusagi. The Partisans massacred the festival, including the deaths Maia, Governor Cor Tophervin, the Inusagi chieftess, several Imperials and many Inusagi civilians. Some of Gerrera's members left the Partisans for less extreme rebel groups.

**Assassination of Quarsh Panaka:** In 3 BBY, Imperial Moff Quarsh Panaka was assassinated by Saw Gerrera's Partisans on Onoam. He had just been visited by Queen Dalné of Naboo and Princess Leia Organa of Alderaan, the two young women leaving Panaka's chalet mere minutes before it was bombed. On her way into the chalet, Organa took note of a civilian worker wearing a breath mask. She saw the worker fleeing the scene after the bombing. Leia's adoptive parents, Viceroy Bail and Queen Breha, were angry about Panaka's death, as despite Panaka's strong personal loyalty to Emperor Palpatine, he had still been a decent man, and the Organas thought they could have worked together to help vulnerable civilians. Panaka's death, however, prevented him from relaying to Palpatine his suspicions that Leia, adopted daughter of the House of Organa, was the biological daughter of the long-deceased Senator Padmé Amidala of Naboo.

**Evacuation of Paucris Major:** In 3 BBY, a fleet of rebel ships evacuated Paucris Major after learning from Princess Leia Organa

that the Galactic Empire intended to send a fleet to the Paucris system.

In 3 BBY, Princess Leia Organa of Alderaan, investigating her parents' involvement with the rebellion, discovered that a fleet was being constructed at Paucris Major. A couple of months later, while serving as her father Bail Organa's senatorial aide and in the Apprentice Legislature, she was summoned to a meeting with Grand Moff Wilhuff Tarkin. Tarkin, who harboured suspicions of the Organas, mentioned Paucris as one of several systems that the Galactic Empire hoped to achieve "peace" in. Leia realized that this meant the Empire suspected rebel activity in the system, and attempted to contact her father after the meeting, but he was not on Coruscant. Since Bail was still offworld, Leia contacted Chandrilan Senator Mon Mothma, another leader of the rebellion, and her mother Queen Breha Organa to inform them that the Empire knew about Paucris Major. Mothma charged Leia to go to Paucris and warn the rebels there. As the Alderaanian royal yacht Polestar was on Alderaan, Leia had to hire another ship for transport. Mothma gave her an untraceable credit solid to pay for the trip. Before she left, Leia contacted Kier Domadi, who she had been planning to meet, to tell him that she had to go to Paucris. She promised him that they would talk again soon.

Leia had some difficulty hiring a ship incognito, until she ran into fellow Apprentice Legislators Chassellon Stevis and Amilyn Holdo attempting to hire the freighter Mighty Oak Apocalypse to take them to a speeder auction on Arkanis. Holdo, knowing of Leia's rebel connections, persuaded Stevis to stay behind, as she and Leia hired the Moa to take them to the planet Pamarthe. On Pamarthe, one of the planet's famous storms was threatening to prevent all ships from leaving the planet, making it difficult for the girls to find another ship to take them to the Paucris system – until Leia saw a Chalhuddan ship. The leader of the Chalhuddans, Occo Quentto, owed Leia a favor stemming from a relief mission she had made to Chal Hudda delivering vaccines, and she called in the favor for passage to Paucris Major.

When Leia and Holdo, travelling with an escort of Chalhuddan ships sent by Quentto, arrived at Paucris, no Imperial ships were detected in the system. Leia sent a signal to whoever was in charge of the Paucris rebel base, and her father Bail answered. Bail was initially angry at Leia's presence, until she told him that the Empire was coming, and that she had been sent by Breha and Mothma. Bail immediately ordered the evacuation, and told Leia to rendezvous with him on the Tantive IV.

Leia and Holdo disembarked from the Chalhuddan ship onto the Tantive IV, where they were greeted by Bail. He informed Leia that the portion of the fleet at Paucris was being broken up, and that the orbital repair stations' self-destructs would be activated before the last convoy left. Leia requested a shuttle so she and Holdo could return to Coruscant, so as not to link the Chalhuddans with the rebellion. The girls were given a small hopper that looked like a civilian craft.

On board the hopper, Leia and Holdo waited for the other ships to leave. Leia plotted a course to Baltizaar, as it would be risky to return directly to Coruscant. As the last ships jumped out, Holdo informed Leia that another ship had arrived in the system: a nondescript cutter approaching the repair stations. Leia attempted to figure out whose ship it was, and realized in horror that it was piloted by Domadi, the only other person besides the rebels and the Empire who knew about the Paucris system. She attempted to warn Domadi that the orbital stations were about to self-destruct, but the warning came too late, and Domadi's ship was badly damaged in the shockwave from the stations detonating.

Leia and Holdo approached Domadi's ship in their hopper and docked. Boarding, they found that the ship's artificial gravity generator was no longer functional. They eventually found Domadi in the cockpit, mortally injured. Dying, he told Leia that he had followed her to the Paucris system, and that he had been collecting information about the rebellion, intending to turn it over to the Empire to ensure the safety of Alderaan and Leia. He asked Leia to hand over the memory rod with the data, before dying. Leia left the rod on Domadi's ship, but took his body on board the hopper. Domadi's ship was left to burn up on reentry into Paucris Major's atmosphere, destroying the evidence he'd collected.

The rebel ships at Paucris were successfully evacuated. When Leia and Holdo's hopper arrived at Alderaan, they were contacted by an Imperial ship, which stated that their vessel's ionization levels suggested travel to a system under investigation. Using her knowledge of astrology, Holdo claimed that the hopper had just returned from the Shili system, which had a sun with near-identical ionization levels to that of Paucris Major. Holdo then got the Imperial officer to sign off by playing up her astrological interest and her odd personality quirks. Leia was grief-stricken by Domadi's death, and took some time to recover. His parents were told that he had died saving Leia during a small-craft accident in Alderaan's upper atmosphere. Back on Coruscant, Leia was contacted by Tarkin again, who made little secret of his suspicions of the Organas.

**Leia Organa's Day of Demand:** The Day of Demand for Leia Organa was a ceremony held on the sixteenth anniversary of her Name Day. During the ceremony, Organa claimed her right to the throne of Alderaan by naming three challenges, one of each the body, heart and mind, to her parents Breha and Bail Organa.

**Naboo Miners' Strikes:** In the years between the Battle of Naboo and the Clone Wars, spice miners on the moons of Naboo repeatedly went on strike for larger shares of the profits. Some splinter groups committed minor political violence such as breaking windows and security shields, even burning an empty warehouse on Naboo itself. When Senator Padmé Amidala, who represented Naboo in the Senate of the Galactic Republic, survived an assassination attempt in 22 BBY, intelligence gathered by the Jedi Order suggested that disgruntled miners were behind the attack.

## PLANETS

### Alderaan

A blue-green orb enveloped in a white web of clouds. Its surface has vast bodies of water and is covered in snow-capped mountains, with patches of green grassy hills. Alderaan is known throughout the galaxy as "the planet of beauty." Famous natural landmarks of Alderaan include the Cloudshape Falls and the Isatabith rain forest. A variety of grapevines grow on Alderaan, that produce Toniray and emerald wine. The local fauna includes the Alderaanian wolf-cat and a species of white-winged bird. The cities on Alderaan are carefully designed to respect the natural beauty of their environment. For example, the palace of the royal family and the city around it blends into the local snow-capped peaks. Alderaanian architecture make use of white synthstone, which inspires the architecture of certain mining economies of the Outer Rim Territories, like the floating colony of Cloud City, and the planets Lothal and Garel.

### ALDERAAN

**Region:** Core Worlds

**Sector:** Alderaan

**System:** Alderaan

**Sun(s):** 1

**Trade Route(s):** Commenor Run

**Orbital Position:** 1

**Moon(s):** 0

**Length of Day:** 18 hours

**Length of Year:** 364 local days

**Starport(s):** Several standard class

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I

**Hydrosphere:** Moderate

**Gravity:** Standard

**Primary Terrain:** Forests, mountainous, plains

**Points of Interest:** Appenza Peak, Cloudshape Falls, Glarus Lagoons, Istabith Falls, Istabith rain forest, River Wuitho, Royal Place of Alderaan, University of Alderaan, Mountain Palace, Crevasse City

**Native Flora:** Chinar tree, conifer, starblossom, starflower

**Native Fauna:** wolf-cat, nerf, snow owl, thantra

**Native Species:** None

**Immigrated Species:** Varied (95% human, 5% other)

**Population:** 2 billion

**Languages:** Galactic basic standard

**Government:** Monarchy

**Tech Level:** Space

**Planet Function:** Homeworld

**Major Cities:** Aldera (capital), Crevasse City, Sanctuary Coast

**Major Exports:** Wine, art, other luxury goods

**Major Imports:** Manufactured goods, electronics

**Special Conditions:** -

**Places of Interest:**

**Aldera:** the capital city of Alderaan. It is built on an island in the middle of a lake, in the vicinity of snow-capped mountains, one of which is the Appenza Peak. A scenic city, it features a collection of gleaming, rounded, white structures that include the Royal Palace. Crevasse City, the first and largest of Alderaan's canyon cities, depends on Aldera's own spaceport facilities.

Aldera Spaceport: the central public spaceflight facility located in Aldera. It is considered to be one of the best starports in the Core Worlds.

**Appenza Peak:** a famous snow-capped mountain, visible from the capital Aldera. Although it isn't Alderaan's highest mountain, it is likely the most iconic, its silhouette features on the flag of the capital region. Many Alderaanian fairy tales begin with a spirit flying away from its home on the mountain to choose an adventurer, and religious pilgrims claim it was possible to commune with the Force at its summit. The climb to the mountain's summit is considered relatively easy, and hundreds make the trek every year. It is traditional for the heir to the Alderaanian throne to climb the mountain solo for their Challenge of the Body.

**Crevasse City:** a city that is the first and largest of the canyon cities. It is built into the walls of a massive canyon, which allows it to conceal everything from dwellings to heavy industry underground. Due to its unusual structure and scenic landscape, it is a popular tourist destination, and has its own hotels and resorts. The city has no spaceport, and relies on Aldera's facilities.

**Archipelago University:** an Alderaanian university. Kier Domadi's mother was a professor there.

**Glarus Lagoons:** a location on the planet Alderaan that is known for its spectacular scenery and sea life.

**Cloudshape Falls:** waterfalls.

**Glarus Lagoons:** a location known for their spectacular scenery and sea life.

**Istabith Falls:** waterfalls.

**Isatabith Rain Forest:** a forest.

**Istabith Range:** a mountain range.

**River Wuitho:** a river that can be seen from the south terrace of the Royal Family's palace in Aldera.

**Royal Library of Alderaan:** also known as Great Library of Alderaan is the primary library of the planet Alderaan. It has a large and valuable collection, including real paper books and datacrons. It is open to the public.

**Royal Palace of Alderaan:** also known as the Mountain Palace, serves as the residence of the House of Organa. Thanks to the skills of Alderaanian architects, the palace and the city around it blend smoothly into the local snow-capped mountains. An elegant building, its design captures the opulence of royalty. The palace's south terrace looks out over the River Wuitho, and the smaller villages on the outskirts of Aldera. The palace also contains a library with ancient paper books. Over the centuries the palace it has been expanded many times. These expansions usually took the form of chambers dug ever-deeper into the mountain, resulting in a labyrinthine layout.

**University of Alderaan:** a renowned university in Aldera. It has one of many medical, academic, and research institutions that attracts experts and students from across the galaxy.

**Sanctuary Coast:** a sprawling city built on enormous stilts on the border of a large inland sea. Throughout the city's history, leaders have committed to offer assistance to refugees fleeing wars and oppression.

## Anelsana

A planet in the galaxy that in 3 BBY is noteworthy because the planet suffers in the aftermath of a trade embargo. The northern continent has small rural communities as compared to larger main cities towards to south.

## Arreyel

A small Inner Rim world that sided with the Separatists during the Clone Wars. Following the end of the conflict and the establishment of the Galactic Empire, Arreyel fell into a great economic depression and was chosen by the Apprentice Legislature as the site of an academy of aeronautical engineering and design. It is later revealed to part of an elaborate plot on the part of the Empire. The planet has a powerful radiation source under the crust, and the Empire manipulates the Legislature into choosing the planet in order to have a reason to run intensive scans to confirm its presence, which the Empire has suspected for some time. The Empire plans to build planet-wide factories, and gives the residents six weeks to evacuate without compensation.

## Bilbringi

A planet located in the galaxy's Inner Rim. It is home to the Bilbringi shipyards.

## Birren

A small, quiet Inner Rim planet originally settled by both Alderaanian and Arkanisian explorers. Its head of state is a ceremonial monarch referred to as the supreme governor. Birren is reputed for its rituals that invariably last for several weeks.

## Chal Hudda

A marsh-covered planet of the Outer Rim Territories that has a soupy green atmosphere. Relatively poor as its natural resources hold use for almost no life-forms except the native Chalhuddans, this world is of little interest to most.

## Chandрила

Chandрила is a small blue-green planet with calm seas and rolling hills in the Core Worlds. It has mild seasonal weather and rarely experiences dangerous weather conditions. The planet's capital city is Hanna City which hosts the Chandрила Senate house. Other known locations on Chandрила include the Old Gather-House, the Senate Plaza, and the Silver Sea. The settlement Junari Point is located a few clicks outside Hanna City.

### CHANDRILLA

**Region:** Core Worlds

**Sector:** Bormea

**System:** Chandrilla

**Sun(s):** Chandrilla

**Trade Route(s):** Perlemian Trade Route

**Orbital Position:** 2

**Moon(s):** 2; Chandra, Chandrakant

**Length of Day:** 20 hours

**Length of Year:** 368 local days

**Starport(s):** Several standard class

**Type:** Terrestrial

**Temperature:** Temperate (year-round)

**Atmosphere:** Type I

**Hydrosphere:** Moderate

**Gravity:** Standard

**Primary Terrain:** Plains, forests, oceans, calm seas, two continents

**Points of Interest:** Junari Point, Lake Andrasha, Sarini Island, Silver Seas

**Native Flora:** Tintolive tree

**Native Fauna:** Bulabirds, Marmal-fish, Preepnob, Priprak, Skor-fin, Starleg

**Native Species:** None

**Immigrated Species:** Varied (96% human, pantoran)

**Population:** 1.2 billion

**Languages:** Galactic basic standard

**Government:** Democratic assembly

**Tech Level:** Space

**Planet Function:** Homeworld

**Major Cities:** Hanna City (capital), Emita, Nayli

**Major Exports:** Foodstuffs

**Major Imports:** High tech

**Special Conditions:** -

**Points of Interest**

**Junari Point:** a seaside location near the Chandrilan capital of



Hanna City.

**Sarini Island:** an island that features a zoo.

**Silver Sea:** a body of water.

## Chasmeene

A planet that is punished for failing to meet Imperial quotas by the irradiation of vast swaths of its farmland. As a result, it is stricken by famine for years.

## Christophsis

A planet located in the Christoph system of the galaxy's Outer Rim Territories. Christophsis's surface is covered in large crystalline forests and has an atmosphere that was breathable for most humanoid species. The planet is orbited by a moon, Leesiss.

## Crait

A small, desolate, and uninhabited planet located in a remote star system of the same name. The planet is rich in minerals and orbits one star. A thick crust of white-colored salt covers nearly the entire planet surface, with red-colored rhodocrosite base beneath. Dominated by large salt flats, the planet also features mountains, canyons, and deeply sunken waterways—which were possibly home to aquatic creatures. The planet has a Type 1 atmosphere—breathable to oxygen-breathers, such as humans. The white salt-covered surface reflects the planet's sunlight, which can be blinding at midday. The sodium-containing salt also makes the planet surface slippery, hard to travel; with gusts of wind sending up flumes of white salt. The planet is also inhabited by Vulptices, fox-like creatures with white, crystalline fur that live within the burrows and tunnels beneath the surface of Crait.

### CRAIT

**Region:** Outer Rim territories

**Sector:** -

**System:** Crait

**Trade Route(s):** -

**Strategic Location:** -

**Sun(s):** 1

**Orbital Position:** 1

**Moon(s):** -

**Length of Day:** 27 standard hours

**Length of Year:** 525 local days

**Starport(s):** -

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I

**Hydrosphere:** Moderate (waterways)

**Gravity:** Standard

**Terrain:** Salt flats, mountains, canyons

**Points of Interest:** Crait outpost, Mines of Crait, Nupayuni salt flats

**Native Flora:** -

**Native Fauna:** Vultex

**Native Species:** None

**Immigrated Species:** None

**Population:** Uninhabited

**Languages:** None

**Government:** None

**Tech Level:** None

**Planet Function:** Mining

**Major Cities:** None

**Major Exports:** Minerals, sodium

**Major Imports:** -

**Special Conditions:** None

### Points of Interest

**Crait Outpost:** also known as Crait Base. The outpost is a rough, bare-bones facility. It is mostly underground, and has a small tractor beam for snagging approaching ships. A massive metal door protects it from exterior attack, and serves as the only obvious entry and exitway. Outside of the door are a number of trenches and V-120 and V-232 artillery emplacements to defend against Imperial attacks. The base also has a shield generator that is powerful enough to prevent orbital bombardment. The base is protected by a series of artillery batteries and trenches, as well as being home to a large mineral mine.

**Mines of Crait:** a mining area.

**Nupayuni salt Flats:** location named after the Nupayuni Mining Consortium.

## Dinwa Prime

During the reign of the Galactic Empire, Dinwa Prime suffered terrible atrocities committed in the name of Emperor Palpatine.

## Eriadu

A planet in the Outer Rim controlled by the Galactic Empire as well as the home of Grand Moff Tarkin and his family. In the years before the Galactic Civil War, Eris Harro, HoloNet News Bureau Chief has an office on the planet.

### ERIADU

**Region:** Outer Rim territories

**Sector:** Seswenna

**System:** Eriadu

**Trade Route(s):** Hydian Way, Rimma Trade Route

**Strategic Location:** -

**Sun(s):** 1: Eriadu

**Orbital Position:** 4

**Moon(s):** 1

**Length of Day:** 24 standard hours

**Length of Year:** 360 local days

**Starport(s):** Several standard

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I

**Hydrosphere:** Moderate

**Gravity:** Standard

**Terrain:** Jungles, mountains

**Points of Interest:** Carion Plateau, Carrion Spike, Mount Veermok, Jova Tarkin's Cabin, Orineswa River, Rivoche Ranges, Tarkin family complex

**Native Flora:** Grass, trees

**Native Fauna:** Birds, rodents, veermok, Eriadu veermok

**Native Species:** None

**Immigrated Species:** Humans, rodians

**Population:** 22 billion (86% human, 14% other)

**Languages:** Galactic basic  
**Government:**  
**Tech Level:** Space  
**Planet Function:**  
**Major Cities:** Eriadu City (capital), Phelar  
**Major Exports:** Lommite  
**Major Imports:** -

**Special Conditions:** None

#### Points of Interest

**Carrion Plateau:** an area used as a preserve of sorts for the planet's original ecosystem. The plateau is harsh and unforgiving and contains many species of dangerous native fauna. The Tarkin family owns the plateau.

**Carrion Spike:** Location on the Carrion Plateau owned by the Tarkin family.

**Mount Veermok:** A mountain located to the north of the Orrineswa River. It is part of the Carrion Spike and owned by the Tarkin family. According to Jova Tarkin, the family once offered developers all of the land between the river and Mount Veermok, but the offer was rejected.

**Eriadu City:** the capital city of Eriadu. The luxurious compound of the Tarkin family is located there, and so is the local branch of the Imperial Academy. The fifth district of the city is devoted to the sartorial trade.

**Orrineswa River:** a river that lies near the Carrion Plateau and Mount Veermok.

**Rivoche Ranges:** chain of mountains.

**Tarkin Family Compound:** The House Tarkin family estate is elegant and luxurious. Like other mansions inhabited by wealthy Eriaduans, it clumsily emulated the architectural style of the Core Worlds.

## Felucia

A remote world overrun with thick, colorful, and humid jungle, which is punctuated with small farming villages populated by the planet's native Felucians. Several non-sentient species also inhabit the world, including Gelagrubs, jungle rancors, and tee-muss. Despite its perceived insignificance, its important location and resources (including the healing plant nysillin) led to several conflicts both in orbit and on the surface.

### FELUCIA

**Region:** Outer Rim territories

**Sector:** Thanium Worlds

**System:** Felucia

**Trade Route(s):** Perlemian Trade Route

**Strategic Location:** -

**Sun(s):** 1: Felix

**Orbital Position:** 4

**Moon(s):** 8

**Length of Day:** 34 standard hours

**Length of Year:** 2315 local days

**Starport(s):** -

**Type:** Terrestrial

**Temperature:** Hot and humid

**Atmosphere:** Type I

**Hydrosphere:** Moderate

**Gravity:** Standard

**Terrain:** Fungus forest, jungles

**Points of Interest:** Separatist outpost

**Native Flora:** -

**Native Fauna:** Bird, rodent, Gelagrub, jungle rancor

**Native Species:** Felucian

**Immigrated Species:** Tee-muss

**Population:** 8.5 million

**Languages:** Galactic basic standard

**Government:** Military administration

**Tech Level:** Space

**Planet Function:** Homeworld

**Major Cities:** Kway Teow (capital), Har Gaul, Jiaozi, Niangol

**Major Exports:** Slaves, biotoxins, exotic botanicals, medicine, Nysillin

**Major Imports:** High-tech goods, fuel, foodstuffs

**Special Conditions:** None

## Gatalenta

A warm, uncommonly tranquil planet famed for its tea, lengthy, erudite poetry and meditative retreats. Natives of Gatalenta are renowned for their calmness and serenity, and rise each day to thank the planet's multiple suns for rising. Love and compassion are taught and practiced fondly by the people of Gatalenta, and crying openly is considered a virtue and proof of a caring heart. The Gatalentan people are known for living austere, with the only colorful parts of their attire being traditional red cloaks. They are ruled by the Council of Mothers. Slavery is illegal on the planet, and slaves are not allowed on the planet. If a slave is brought to the planet, and their master is caught, the slave is set free.

## Harloff Minor

A planet located very near Coruscant, in the Core Worlds. The heavily-traveled world is considered a center of commerce and culture, with large equatorial cities.

## Iloh

A terrestrial planet covered in archipelagos and oceans, offering tourists and locals thousands of beaches. Among the locals, walking unshod throughout day to day tasks is the norm. Swimming is also a common mode of transportation and recreation for Iloh's inhabitants, many learning to swim before mastering bipedal locomotion. Ilohian fashion is heavily influenced by its biome, and Ilohians commonly wear iridescent combs made of local shells to hold and style their hair, and simple pearl fixtures are worn as jewelry. Ilohians are known for having green hair.

## Itapi Prime

A prosperous planet near Coruscant. A significant amount of trade from the planet passes through Calderos Station.

## Lolet

The Galactic Empire's Apprentice Legislature is chosen to decide a punishment for the planet after its government stands in violation of Regulation 16-ME regarding supplying fuel to Imperial pilots.

## Ocahont

A planet in the galaxy that is six hours' hyperspace travel from Pamarthe.

Unidentified Outpost: a fairly large, well-established base, regularly receives shipments of goods such as quadanium steel.

## Onoam

One of three moons that orbit the planet Naboo. Many wealthy citizens of Naboo have second homes on Onoam, including the sector governor Quarsh Panaka's chalet and a home owned by Queen Dalné. It has rolling plains covered in tall grass and pinkish skies.

### Points of Interest

**Dalné's Home:** the personal residence of Queen Dalné.

**Onoam Mine:** mine.

**Quarsh Panaka's Chalet:** owned by the Imperial Moff Quarsh Panaka. An imposing structure built of thick beams of richly patterned red wood, the chalet has a terrace overlooking a narrow river. It has high-ceilinged rooms with broad windows that reveal a vista spreading out to the horizon.

## Pamarthe

An Outer Rim planet that is home to the human culture known as the Pamarthens, who are known for being excellent pilots, as well as for their courage and gusto. Pamarthen pilots are often recruited by neighboring worlds for racing or for military service, and in the early days of the Galactic Empire many flocked to join the Imperial Navy, as they did not understand the Galactic Republic's decision to use clone soldiers and were eager for new battles. Pamarthe is covered by a massive ocean dotted by rugged islands, connected by stone, wood or rope bridges and a fleet of small watercraft.

Pamarthen cuisine is noted for as particularly pungent, even by Galactic standards. Their quintessential intoxicant, the high-octane alcoholic beverage Port in a Storm, is renowned for its extraordinary potency - the few non-native Pamarthens who dare to try it are typically left temporarily incapacitated from even just a small drink.

## Paucris Major

A planet located in the Paucris system. In 3 BBY, a fleet of rebel battleships and transports are being refurbished in the planet's orbit.

## Riosa

A planet located in the Inner Rim region of the galaxy. Shortly after the birth of the Galactic Empire, Riosa is annexed and its factories commandeered, with workers forced into mandatory labor and pushed to their limits to produce components to be used in the construction of a secret Imperial project.

## Ruoss Minor

Remains shattered after the latest series of crackdowns undertaken by Emperor Palpatine, though the true damage done long before and due to limited resources, proving the cause and effect would've been difficult.

## Taris

Covered in both urban sprawl and wastelands. The planet's wealthy inhabitants live in massive towers guarded by armies of

private security on the planet's far side. On the opposite, other inhabitants live in squalor in wastelands such as the former Talinn district. The Talinn district is covered by decaying urban infrastructure, wrecked starships, and old shipping containers. Additionally, Talinn is overgrown with three-fingered vines and slime-slick fungus.

## Uyter

Known mostly for its agriculture and farming of crops and foodstuffs. During the Age of the Empire, the Galactic Empire establishes an Imperial Academy in Uyter's capital city, Central City.

## Wobani

Wobani is a harsh, stony world partially hidden by a swirling dust cloud. Deep in the wilds of the Bryx sector in the eastern Mid Rim, the Empire set up a forced labor camp and sends citizens from across the galaxy to work off their various misdemeanors. Gray, uninviting, and with little chance of escape, these prisoners spend their days digging for ores in the hope that someday their debt to society will be repaid.

### WOBANI

**Region:** Mid Rim

**Sector:** Bryx

**System:** Wobani

**Trade Route(s):** -

**Strategic Location:** -

**Sun(s):** 1

**Orbital Position:** 1

**Moon(s):** No

**Length of Day:** 36 standard hours

**Length of Year:** 494 local days

**Starport(s):** Standard

**Type:** Terrestrial

**Temperature:** Temperate (humid)

**Atmosphere:** Type I

**Hydrosphere:** Moderate

**Gravity:** Standard

**Terrain:** Stony, muddy, marshy

**Points of Interest:** Imperial Detention Center & Labor Camp LEG0817, Imperial headquarters

**Native Flora:** -

**Native Fauna:** -

**Native Species:** None

**Immigrated Species:** Varied

**Population:** 6 thousand

**Languages:** Galactic Basic Standard

**Government:** Imperial prison

**Tech Level:** Hyperspace

**Planet Function:** Colony

**Major Cities:** None

**Major Exports:** Grains, spices

**Major Imports:** Everything

**Special Conditions:** Travel restrictions set by Commodities Enhancement Program to protect Wobani from exploitation.

**Points of Interest**

**Imperial Headquarters:** Major Tadam commands the headquarters.

# ALIENS

## Chalhuddan

A sentient species native to the Outer Rim planet Chal Hudda. Large, with two horn-like protrusions on their heads, black manes of hairlike tentacles, chin airbags, and five distinct genders. A proud people, they do not readily accept charity from "dry ones," only willing to accept something if spoken to honestly and allowed to provide something in return.

### CHALHUDDAN

**Homeworld:** Chal Hudda

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/5D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Amphibian:* Chalhuddan can survive both on land and in water, and gain a +1D bonus to their Swim skill. Furthermore Chalhuddan can see normally in underwater conditions.

**Story Factors**

*Prideful:* A proud people, Chalhuddan do not readily accept charity and only willing to accept something if spoken to honestly and allowed to provide something in return.

**Move:** 8 (10 in water)/10

**Size:** 2 meters tall

## Crolute

A hulking aquatic sentient species from the planet Crul. Crolutes are exclusively male, while their mates, the Gilliards, are exclusively female. When removed from their native saltwater surroundings, Crolutes' buoyant, gelatinous body tissue sag unsettlingly from their bodies. Like the Mon Calamari, they have flipper-like feet that can fit into standard humanoid boots.

### CROLUTE

**Homeworld:** Crul

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Amphibian:* Chalhuddan can survive both on land and in water, and gain a +1D bonus to their Swim skill. Furthermore Chalhuddan can see normally underwater conditions.

**Move:** 10/12

**Size:** 1.65 meters tall

## Filliathar

A snake-like species hailing from the world of the same name. As a serpentine life-form, they lack hindquarters and hands. Their tail, however, is prehensile.

### FILLIATHAR

**Homeworld:** Filliathar

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Prehensile Tail:* The tail of Filliathar is prehensile, and can be used to grasp items.

*Adhesive Secretion:* Filliathar can secrete an adhesive substance from between their scales to aid in climbing, +1D climbing check rolls.

**Move:** 8/10

**Size:** 1.5 meters tall

## Human, Alderaanian

Humans native to the planet Alderaan. Early in their history, the Alderaanians employed soldiers like most other cultures. However, they gradually developed into a pacific society, one devoted to the fine arts and to philosophy. Over time, Alderaanians became noted for their willingness to share their knowledge freely with others. They were also careful to live in harmony with their planet, which was renowned for its untarnished beauty.

Troughout history, a number of Alderaanians emigrated to other planets, founding communities and exporting their unique culture far from their homeworld. Such offworld communities notably existed on Naboo and Sullust. Generations before the Galactic Civil War, a number of Alderaanians also established their presence on the planet of Espirion, which was known for being open to refugees and wanderers. There, they intermarried with the natives, a species of red-skinned humanoids with tapered ears. As a result, a population of half-Alderaanians, exhibiting non-human characteristics, arose on Espirion.

### HUMAN, ALDERAANIAN

**Home Planet:** Alderaan

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Story Factors:**

*Pacifists:* Alderaanians are fundamental pacifists, urging conversation and understanding over conflict.

*Wealthy:* Alderaanians have one of the richest societies in the Empire. Beginning characters should be granted a bonus of at least 2,000 credits.

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

## Human, Chandrilan

Chandrilans are regarded as peaceful but slightly haughty, pedantic, and interested in politics. Chandrilans have a reputation for being tolerant of same-sex relationships.

## HUMAN, CHANDRILAN

**Home Planet:** Chandrila

**Attribute Dice:** 12D

**DEXTEIRTY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Skills:**

*Persuasion:* debate: A formal discussion on a particular topic in a public meeting or legislative assembly, in which opposing arguments are put forward.

**Story Arcs:**

*Naïve:* Since Chandrila is a world with perfect climate and docile animal life, native Chandrilans are unfamiliar with the everyday struggles of life in less comfortable environments. Eager to share their paradisaical way of life, they find resistance to their ideas baffling.

*Reputation:* Chandrilans have a reputation throughout the galaxy as arrogant and argumentative, due partly to their emphasis on political education and debate.

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

## Human, Coruscanti

Coruscanti are the inhabitants of Coruscant, a city-wide planet and the historic capital of the galaxy during the time of the Galactic Republic and the age of the Galactic Empire. The homeworld of the human species.

During the early years of the Empire, most Coruscanti were satisfied with the regime shift, particularly those who lived and worked in the upper tiers of Imperial City. If for no other reason, the Coruscanti were relieved to see an end of the devastation wrought by the Clone Wars. However, the self-anointed Emperor Palpatine made few public appearances, and a number of Coruscanti confessed to having fond memories for Chancellor Valorum.

Those who identify themselves as Coruscanti often have what some would consider a superior accent, with it being frequently attributed to propaganda broadcasts, rebel satire and the Imperial elite during the reign of the Empire.

## HUMAN, CORUSCANTI

**Homeworld:** Coruscant

**Attribute Dice:** 12D

**DEXTEIRTY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

## Human, Naboo

The human inhabitants of the planet Naboo. Contrary to the Gungans, with whom they share their world, the Naboo originate offworld as human colonists from Grizzmallt. Led by Kwilaan, the colonists crashed on the Gungans' homeworld and established their presence there. The Naboo aristocrats are known for their sartorial extravagance. Unlike the Gungans, who are a proud warrior species,

the human colonists of Naboo are peaceful. This contrast of ideology caused tension between the two civilizations for centuries.

## HUMAN, NABOO

**Homeworld:** Naboo

**Attribute Dice:** 12D

**DEXTEIRTY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

## Human, Pamarthen

A cultural group of humans from the planet of Pamarthe. They have their own language and enjoy a reputation for courage, skill, and enthusiasm. Most Pamarthens learn how to handle watercraft at a young age and, eventually, how to pilot starships. They are also reputed for producing a high-octane wine known as the Port in a Storm that few other humans can drink.

## HUMAN, PAMARTHEN

**Homeworld:** Pamarthe

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Pilots:* Skilled pilots, at character creation a Pamarthen character receives a +1D bonus for the initial 1D placed in the following skills: aquatic vehicle operation and space transports. The character may place an additional 1D in one of these skills as the +1D bonus does not apply to the character creation 2D skill die expenditure limit.

**Story Factors:**

*Courageous:* The Pamarthen enjoy a reputation for being courageous, skillful flyers, and enthusiastic adventurers.

**Move:** 10/12

**Size:** 1.7 meters tall

## Loneran

a sentient species from the planet Lonera that had long, silky fur the color of gold and four thin, extended limbs that allowed them to walk on two feet or all fours with equal ease.

## LONERAN

**Homeworld:** Lonera

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Four Limbs:* Loneran have four thin, extended arms that allow them

to walk on two feet or all fours with equal ease.

**Move:** 10/12; 14/16 (all fours)

**Size:** 1.55 meters tall

## Tarsunt

A species of furry sentients with long pelts of fur.

### TARSUNT

**Homeworld:** Tarsunt

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Move:** 10/12

**Size:** 1.73 meters

## VEHICLES

### REPULSORCRAFT

#### Hoversled

Also known as a gravsled, is a type of repulsorlift transportation.

### HOVERsled

**Craft:** Ubrikkian Gravsled

**Type:** Gravsled

**Scale:** Speeder

**Length:** 3.5 meters

**Skill:** Repulsorlift operation: gravsled

**Crew:** 1

**Passengers:** 1

**Cargo Capacity:** 50 kilograms

**Cover:** 1/4

**Altitude Range:** Ground level-2 meters

**Cost:** 1,900 (new), 300 (used)

**Maneuverability:** 2D

**Move:** 30; 90 kmh

**Body Strength:** 2D

#### Repulsorpod

Also known as hoverpods, viewing platforms, or simply pods, are used by members of the Imperial Senate during debates in the Senate Building chamber. They are equipped with repulsors, enabling them to hover towards the center of the auditorium while speaking to the Senate, or rise above to ground to address a crowd.

### REPULSORPOD

**Type:** Repulsorlift transport

**Scale:** Speeder

**Length:** 3.5 meters

**Skill:** Repulsorlift operation: repulsorpod

**Crew:** 1

**Passengers:** 7

**Cargo Capacity:** 2 tons

**Cover:** 1/4

**Altitude Range:** Ground level-1,000 meters

**Cost:** 8,000(new), 4,000 (used)

**Maneuverability:** 0D

**Move:** 10; 30 kmh

**Body Strength:** 2D

## Suborbital jumper

A kind of vehicle, intended for transport between different areas of a planet.

### SUBORBITAL JUMPER

**Craft:** Tontee J4 Suborbital Jumper

**Type:** Orbital jumper

**Scale:** Speeder

**Length:** 8.95 meters

**Skill:** Repulsorlift operation: suborbital jumper

**Crew:** 1

**Passengers:** 1

**Cargo Capacity:** 1 metric ton

**Cover:** Full

**Altitude Range:** Ground level to suborbital

**Cost:** 22,000 (estimated)

**Maneuverability:** 2D+1

**Move:** 295; 850 kmh

**Body Strength:** 2D

## STARSHIPS

### STARFIGHTERS

#### TIE/LN Starfighter

The TIE fighter is an unforgettable symbol of the Imperial fleet. Carried aboard Star Destroyers and battle stations, TIE fighters are single-pilot vehicles designed for fastpaced dogfights. The TIE/LN starfighter is small, short-range fighter developed and manufactured en masse by the Empire. The basis for the TIE fighter can be traced back to Kuat Systems Engineering's Alpha-3 Nimbus starfighter, along with several other outmoded models from the Old Republic. Like their predecessors, TIE's employ two vertical wings similar in appearance to V-wing starfighters, however the Eta-2 Actis-class light interceptor bore even more similarities with its central cockpit pod, twin ion engines and common weapons technology.

A TIE fighter's twin ion engines provide thrust and boosters capable of quickly adjusting the ship's direction, however in order to minimize power drain, the TIE lacks key systems such as deflector shields and hyperdrives. The fighter's black wings are in fact an array of twelve solar collectors that pool power and directed it to the fighter's twin engines and low-temperature lasers. It's central cockpit is tightly fitted, incorporating flight controls, viewscreens, targeting systems, tracking equipment—including a homing beacon in case the vessel was stolen—and room for a pilot all in the central pod. Despite being designed for a single occupant, several other passengers can fit inside the central cockpit, although the fit is be extremely tight. Flight controls on the other hand are considered intuitive and easy to learn, in some cases allowing rebel novices to fly and operate them after having stolen them from Imperial airfields. TIEs are also outfitted with an ejection seat and twin low-temperature laser cannons mounted to the 'chin' section of the cockpit module. The fighter could also feature a single proton torpedo launcher.

The Empire favors the TIE fighter for its versatility, if not for its durability. They are able to operate both in space as well as in planetary atmospheres, acting as fighters or scouts. One great

advantage of the TIE fighter is the fact that it is not limited to linear flight, like other fighters of the time. On occasion the fighters demonstrate an ability to hover in place and even fly completely sideways, adding to the usefulness of the fighter as a scout vehicle.

TIE pilots are instructed to ignore their own well-being in order to achieve their objectives, the fighters are extremely fragile and their pilots expendable. With the Imperial Navy's vast size and unchallenged reign over the galaxy, the use of swarm tactics and subsequent mass production and refreshment of the vessels barely puts a dent into Imperial manpower and industrial capacity. As a result, many features are sacrificed to facilitate mass production by Sienar Fleet Systems factories, even causing Wilhuff Tarkin to dread the thought of ever having to pilot one due to its cramped cockpit. Imperial fighters also act as psychological deterrents to potential seditious activities, with their roaring engines inspiring fear in those who heard them, leading to Imperial commanders purposely ordering their pilots to fly low over areas that needed reminding of Imperial might.

As part of the five year plan for the industrialization of the Outer Rim Territories, TIE fighters are produced on a number of planets, including Lothal. TIEs produced in Sienar's factories on Lothal have shorter, sturdier wings. This allows the fighters to make surface landings, a feature not included in the standard TIE. The Empire also gives some of its TIE fighters to loyalist companies to help secure its interests, leading to variants such as the Mining Guild TIE fighter.

#### TIE/LN STARFIGHTER

**Craft:** Sienar Fleet Systems TIE/LN Starfighter

**Type:** Space superiority fighter

**Scale:** Starfighter

**Length:** 8.99 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1

**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D

**Cargo Capacity:** 65 kilograms

**Consumables:** 2 days

**Cost:** 60,000 (new), 25,000 (used)

**Maneuverability:** 2D

**Space:** 10

**Atmosphere:** 415; 1,200 kph

**Hull:** 2D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**2 Laser Cannons (fire-linked)**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**Game Notes:** Ejection Seat. Some Variations were equipped with a proton torpedo launcher:

## FREIGHTERS/TRANSPORTS

### Gozanti Cruiser

Also known as the Gozanti-class armed transport is a slow but powerful independent transport designed by Corellian Engineering Corporation. Powerful and reliable, the Gozanti is described as a flying fortress, being built for durability and firepower over cargo capacity and speed.

Designed by the Corellian Engineering Corporation, few are actually built by CEC; instead, the design is leased to numerous other companies for construction, notably Gallofree Yards, Inc. Because of this, the same basic design is produced under different names, including the nickname given to early drafts: "Brocklander" ships.

First produced during the Old Republic, the ship is made intentionally slow to prove to Republic Inspectors that the ship couldn't be used as a pirate vessel, though the ship is used by many independent organizations, including Hutts and a number of crime lords.

Well-armed, these vessels are notoriously difficult to board, much to the consternation of many a space pirate, and are equipped with unusually heavy armor and hull bracing. Armed with heavy retractable weaponry including four laser cannons, two quad laser cannon turrets and a proton torpedo launcher, the Gozanti is more than a match for casual pirates using second rate tech and retrofitted transports.

#### GOZANTI-CLASS CRUISER

**Craft:** Corellian Engineering Corporation Gozanti-class Cruiser

**Scale:** Starfighter

**Length:** 41.8 meters

**Skill:** Space transports: Gozanti

**Crew:** 11 (pilot, co-pilot, comm/sensors, 2 loadmasters), gunners: 6, skeleton: 1/+5

**Passengers:** 12

**Cargo Capacity:** 75 metric tons

**Consumables:** 1 month

**Cost:** 150,000 (new), 50,000 (used)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x21

**Nav Computer:** Yes

**Space:** 3

**Atmosphere:** 140; 400 kmh

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 50/2D

*Focus:* 3/3D

**Weapons:**

**4 Retractable Heavy Laser Cannons**

*Fire Arc:* Front, left, right, rear

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

**2 Retractable Quad Laser Cannon**

*Fire Arce:* Turret (front/left/rear, front, right, rear)

*Skill:* Starship gunnery

*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Proton Torpedo Launcher (12 torpedoes)**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 9D

## Starcutter

Also known as a cutter, is a type of civilian starship.

### STARCUTTER

**Craft:** DavaDys 201C Starcutter  
**Type:** Cutter  
**Scale:** Starfighter  
**Length:** 11 meters  
**Skill:** Space transports: starcutter  
**Crew:** 1  
**Passengers:** 2  
**Cargo Capacity:** 5 metric tons  
**Consumables:** 1 month  
**Cost:** 130,000 (new), 32,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D

## CAPITAL

### Medical frigate

Also known as hospital ships, or medcenter ships, are vessels used to treat wounded soldiers.

### PELTA MEDICAL FRIGATE

**Craft:** Kuat Drive Yards Pelta-class Frigate  
**Type:** Multi-purpose frigate  
**Scale:** Capital  
**Length:** 200 meters  
**Skill:** Capital  
**Length:** 200 meters  
**Skill:** Capital ships: Pelta frigate  
**Crew:** 900  
**Passengers:** 300  
**Cargo Capacity:** 275 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5

**Hull:** 2D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 35/1D  
*Scan:* 70/2D  
*Search:* 90/3D  
*Focus:* 4/4D

### Weapons:

#### 6 Light Turbolaser Cannons

*Fire Arcs:* 3 front, 1 left, 1 right, 1 back  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D+2  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 3D

#### 9 Light Laser Cannons

*Fire Arcs:* 1 front, 3 right, 3 left, 2 back  
*Scale:* Starfighter  
*Crew:* 6  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-30/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

#### Tractor Beam Projector

*Fire Arc:* Front  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 1-5/15/30 km  
*Damage:* 4D+2

## SPACE STATION

### Calderos Station

An Imperial space station located in the galaxy's Mid Rim that serves as a deep-space waypoint that serves both bureaucratic and repair functions for Imperial ship repair within the sector. Due to local Imperial travel restrictions, ships travelling to or from certain worlds, such as Wobani, are required to pass through the station.

## NAMED SHIPS

### Mighty Oak Apocalypse

Often referred to as Moe, is an independent cargo YT-2400 light freighter captained by the Wookiee Lohgarra. It transports only legal cargo, but operates on the fringes, where Imperial oversight is rarely an issue. Besides Lohgarra herself, the crew usually consisted of the Tarsunt Brill, the Ithorian Methwat Tann and a JJH2 astromech droid.

In 3 BBY, Apprentice Legislators Chassellon Stevis and Amilyn Holdo attempt to hire the Moe to take them from Coruscant to a speeder auction on Arkanis. However, when Leia Organa, on an important mission for the rebellion and desperately in need of transport to Pamarthe, arrived, Holdo persuaded Stevis to stay behind, and she and Organa hired the Moe to take them to Pamarthe.



## MIGHTY OAK APOCALYPSE

**Craft:** Corellian YT-2400 Transport  
**Type:** Stock light freighter  
**Scale:** Starfighter  
**Length:** 21 meters  
**Skill:** Space transports: YT-2400  
**Crew:** 2, gunners: 1, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 2 months  
**Cost:** 130,000 (new), 32,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Polestar

The Royal House of Alderaan's royal yacht.

## POLESTAR

**Craft:** Mindabaal Custom Pleasure Yacht  
**Type:** Yacht  
**Scale:** Starfighter  
**Length:** 30.1 meters  
**Skill:** Space transports: Mindabaal Custom yacht  
**Crew:** 1  
**Passengers:** 8  
**Cargo Capacity:** 35 metric tons  
**Consumables:** 5 weeks  
**Cost:** 400,000 (estimated new)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D

## Tantive III

The personal diplomatic cruiser of Senator Bail Organa of Alderaan during the Clone Wars. Its captain is Raymus Antilles. Unlike other ships of its class, the Tantive III has a small hangar, but only large enough to fit a starfighter.

## TANTIVE III

**Craft:** Corellian Engineering Corporation CR70 Corvette  
**Type:** Mid-sized multi-purpose vessel  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting: Corellian Corvette  
**Crew:** 46, gunners: 4, skeleton: 3/+10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1  
**Passengers:** 100  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Cost:** 2.9 million (new), 1.0 million (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 35/1D  
*Scan:* 70/2D  
*Search:* 90/3D  
*Focus:* 4/4D

## Weapons:

### 2 Double Turbolaser Cannons

*Fire Arc:* Turret  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D+2

**Game Notes:** Ventral hangar bay large enough for a fighter or shuttle.

## Tantive IV

The ship was mostly white, as was typical for CR90 corvettes, painted with red lines. As a vessel of state, the ship featured dining rooms for hosting state dinners, as well as conference centers suitable for negotiations with interstellar dignitaries. Bail Organa had an office aboard. The Tantive IV also carried four 12-passenger capacity and eight smaller escape pods.

The ship was used by Bail Organa as a mobile headquarters during his duties as the Senator of Alderaan, during and after the Clone Wars. Organa took it to Toydaria in order to negotiate with King Katuunko about the possibility of using his world as a staging ground for a Republic supply mission to Ryloth. One year after the rise of the Galactic Empire, it was briefly broken into by Ahsoka Tano in her quest to speak with Bail. She had R2-D2's assistance in this, as the astromech droid secretly opened one of the corvette's airlocks so Ahsoka, wearing a spacesuit, could slip inside. It later assisted with the evacuation of Raada.

Five years before the Battle of Yavin, the Spectres returned C-3PO and R2-D2 to Organa aboard the Tantive IV. The two droids had been on a mission to prevent a shipment of T-7 ion disruptor rifles from falling into Imperial hands, and had encountered the Ghost crew in the process.

When Leia Organa came of age and had her Day of Demand, she was able to requisition the ship for use on relief missions. She took the Tantive IV on her first such mission, to Wobani, where she wound up evacuating 100 refugees under the pretence of hiring them as crew for the corvette, unwittingly destroying Bail's secret negotiations to relocate the suffering planet's population. Leia took the vessel on several more missions while completing her Challenge of the Heart, including to the planets Chasmeene and Chal Hudda. During this time, Bail still used the ship for rebel business, including to the rebel base at Paucris Major. The Viceroy evacuated from Paucris in the Tantive IV after Leia arrived warning of the impending arrival of an Imperial fleet in the system.

#### TANTIVE IV

**Craft:** Corellian Engineering Corporation CR90 Corvette

**Type:** Medium multi-purpose vessel

**Scale:** Capital

**Length:** 150 meters

**Skill:** Capital ship piloting: Corellian Corvette

**Crew:** 46, gunners: 11, Skeleton: 3/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1

**Passengers:** 100

**Cargo Capacity:** 3,000 metric tons

**Consumables:** 1 year

**Cost:** 1.2 million credits

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 kph

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 100/3D

*Focus:* 5/4D

**Weapons:**

##### 2 Dual Turbolaser Cannons

*Fire Arc:* 3 front, 1 left, 1 right, 1 back

*Crew:* 3

*Scale:* Capital

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D+2

##### 4 Turbolasers

*Fire Arc:* 3 front, 1 left, 1 right, 1 back

*Crew:* 1 (2), 3 (1)

*Scale:* Capital

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

#### Game Notes:

Two amidship docking rings, x4 12-passenger escape pods, x8 small escape pods

## WEAPONS

### Blaster Pistol

A common weapon used by both military personnel and civilians. It comes in a variety of shapes, sizes, and capabilities. Some are augmented for other functions, such as ascension guns that fire grappling hooks and cables. Many blaster pistols have stun settings to incapacitate a target instead of dealing lethal damage. Like all blaster technology, the blaster pistol fires cohesive bursts of light-based energy called "bolts." Blaster bolts are repelled by magnetic seals and deflector shields.

#### BLASTER PISTOL

**Type:** Blaster pistol

**Scale:** Character

**Skill:** Blaster: blaster pistol

**Ammo:** 100

**Cost:** 500 (power packs: 25)

**Availability:** 1, F, R or X

**Fire Rate:** 1

**Range:** 3-10/30/120

**Damage:** 4D

### Blaster Rifle

Weapons more powerful and larger than other types of blasters, such as blaster pistols.

#### E-11 Blaster Rifle

Combines lethal firepower with impressive range and a versatile design. Featuring three power settings; lethal, stun, and sting, the rifle proves useful for a variety of combat situations. An advanced cooling system gives the blaster's superior performance, especially useful for its fully automatic fire setting. The E-11 also includes a telescopic range-finding sight and a folding three-position stock, which can convert the blaster into a full-length rifle and modified to house a flashlight. Its standard issue power cells carry energy for 200 shots however the rifle can be loaded with plasma cartridges that last for more than 500 shots.

#### E-11 BLASTER RIFLE

**Model:** BlasTech E-11 Blaster Rifle

**Scale:** Character

**Skill:** Blaster: blaster rifle

**Ammo:** 200

**Cost:** 1,000 (power packs: 25)

**Availability:** 2, X

**Range:** 3-30/100/300

**Damage:** 5D

**Game Notes:** If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to blaster

# EQUIPMENT

## Binders

Also known as restraints, or stun cuffs, are devices designed to restrict the movement of an individual's limbs, primarily their hands. Many versions are designed with the ability to shock the wearer if they struggle.

### BINDERS

**Type:** Personal restraint device

**Cost:** 50

**Availability:** 1

**Game Notes:** Binder cuffs have a Strength of 5D to hold individuals.

## Breath Mask

Also known as an oxygen mask, breathing mask, or respirator, is a device that provides breathable air to whoever is wearing it. In some cases, it also acts as a life support system, especially if the wearers has extensive cybernetics.

### BREATH MASK

**Type:** Portable atmosphere-filtering system

**Cost:** 50

**Availability:** 1

**Game Notes:** Filters atmosphere providing 10 hours of breathable air.

## Field Generator

A device used for protection from falls. In the case of sudden changes in velocity, it can project a small personal force field that shields the wearer, preventing any falls, rockslides or collisions from being fatal, although they have limits. It is commonly used in pathfinding. They are typically box-shaped, and small enough to be worn on a belt.

### FIELD GENERATOR

**Type:** Personal protective shield

**Scale:** Character

**Cost:** 1,000

**Availability:** 3

**Game Notes:** Personal protective shield that automatically surrounds the wearer by detecting sudden changes in velocity (falling, rockslide, collision, and the like), giving a +8D modifier vs physical damage. This is a single use item, but may be recharged.

## Macrobinoculars

A small, handheld device that allows a user to view distant objects from afar. They can make objects appear closer. Contrary to monoculars and telescopes, macrobinoculars produce three-dimensional images.

### MACROBINOCULARS

**Type:** Standard macrobinoculars

**Skill:** Sensors

**Cost:** 100

**Availability:** 1

**Range:** 100 meters to 1 kilometer

**Game Notes:** All search and Perception-oriented skills are increased by 3D when using the macrobinocular to view areas more than 100 meters away.

## Ration Pack

Also known as rations or food packets, are packs of food, typically dehydrated polystarch or veg-meat, used when other food was scarce.

### RATION PACK

**Type:** Compact field meal

**Cost:** 5

**Availability:** 1

# MISCELLANEOUS

### ALCOHOL: WINE

**Glowwine:** A type of wine. Not considered intoxicating, it is even enjoyed by youth on many worlds, such as Coruscant. The rush of endorphins it produces provide a pleasurable sensation that is even preferred by some adults to the experience provided by true wine.

### ALCOHOL: WINE: ALDERAANIAN WINE

**Toniray:** A type of teal-colored, bubbly wine produced on the planet of Alderaan. The Alderaanian wine is served chilled in a slim flute. It also has a less-intoxicating cousin which is nearly identical in color.

**Toniray (diluted):** The diluted version of Toniray is the less-intoxicating cousin of Toniray, and is nearly identical in color.

**Alderaanian Guard:** Responsible for protecting the Aldera Royal Palace as well as the members of the House of Organa. The Alderaanian Guard, or Senatorial Guard, protected Alderaan's delegation to the Galactic and Imperial Senates and various Alderaanian diplomats. The Guard also has a space presence, consisting of Alderaanian War Frigates and Alderaanian War Cruisers.

**Typical Alderaanian Guard:** all stats 2D except: Dexterity 3D, blaster 4D+2, brawling parry 4D+1, dodge 4D+1, melee combat 5D, melee parry 4D+2, Knowledge 2D+2, bureaucracy 3D, cultures 4D+2, intimidation 3D+2, law enforcement 3D+1, willpower 5D, repulsorlift operation 4D+1, command 3D+2, persuasion 4D, search 5D, Strength 3D, brawling 4D, security 4D. Move: 10. Equipment: Blaster rifle (5D), blaster pistol (4D), stun rod (Easy, STR+1D, 3D stun), royal bodyguard armor (+1D vs damage), encrypted comlink.

**Apprentice Legislature:** Also known as the Apprentice Legislators, is an organization for politically-minded youth founded under the Galactic Republic. After the rise of the Galactic Empire, due to the declining power of the Imperial Senate, many planets stopped sending representatives to the Legislature. By 3 BBY, only forty worlds still bothered to do so.

**Typical Apprentice Legislator:** all stats 2D except for: Knowledge 3D, bureaucracy 3D+1, languages 3D+1, law enforcement 3D+1, Perception 3D, bargain 3D+1, command 3D+1, persuasion 3D+1, (s) persuasion: oration 4D+1. Move: 10. Equipment: Noble clothes, datapad, comlink.

**Astrology:** The belief that the movements of planets and the positions of stars influence someone's personality and future. Astrological systems are developed on many worlds, including Coruscant and Shili. By the Imperial Era, most people dismiss it as superstition.

**Ai:** A sign in the astrological system of the planet Shili. It is marked

by the formation of blue dwarfs nearby, and people born under it are supposed to have wisdom, charisma and exceptional virility. In these respects, it was similar to the sign Genry from Coruscanti astrology.

**Genry:** A sign in the astrological system of the planet Coruscant. Marked by the formation of blue dwarfs, people born under it are supposed to have wisdom, charisma and exceptional virility. In these respects, it is similar to the sign Ai from Shilian astrology.

**Backpack:** A portable storage compartment with two straps that let it be placed on a users back.

**Bacta:** Promoting rapid regeneration of organic compounds, bacta can be used in a variety of both critical and noncritical medical situations. Described as being warm to the touch, the bacta liquid aids in the healing of concussions, internal organs, and broken ribs. Furthermore, it can be placed in small dishes to help regrow fingernails, mend cuts, burns, and other injuries. Due to its 'one-size fits all' use in medical applications, it is a highly prized and commonly used medical treatment for most if not all injuries.

Despite its highly regenerative properties, some individuals harbor negative feelings towards the substance, finding its viscosity somewhere between 'liquid' and 'slime.' Additionally, most bacta patients feel as if they were being 'swallowed alive' upon being submerged in the substance. As such, most doctors inject sedatives first, while subsequent waves of relaxation slowly overcome the patient, sending them into a meditative state. While most retain consciousness, the combination of drugs and bacta commonly lead one to drift into 'another world,' with some comparing it to being in a mother's womb. Upon emerging from the liquid, many describe feeling worse for a few days due to the loss of serenity provided by the substance. However, some find the opposite to be true, describing their bodies as feeling 'light' and free from pain.

In order to allow a patient to retain normal functions, a breathing apparatus is provided to the individual along with specialized sensors that allow the doctor to monitor their patients' bodily functions while submerged.

**Bacta Tank:** A cylindrical tank into which a being is submerged for extensive exposure to bacta, a fluid that accelerates healing and treats major injuries.

**Caf:** Also known as coffee, is a brewed beverage prepared from ground caf beans. It has a bitter taste, and stimulating properties because of the caffeine it contained.

**Commodities Enhancement Program:** An Imperial program introduced in 9 BBY by Emperor Palpatine that promises better market access galaxy-wide for food and other organic raw materials. In reality, like many of the Emperor's promises, it is a lie designed to conceal other plans. Each world targeted by the program is hit hard, but the Mid Rim planet Wobani had entirely collapsed after being targeted by the program.

**Coronation of the Alderaanian Heir:** A ceremony in which the heir to the Alderaanian throne is formally declared crown princess or prince. The ceremony is a follow-up to the heir's Day of Demand, and is carried out after the heir has completed their three challenges, of the Body, Mind and Heart, proving themselves worthy to inherit. As in the Day of Demand, the heir carries the Rhindon Sword during the ceremony. At the climax, the heir is crowned by the monarch with the Heir's Crown.

**Credit Solid:** A payment device that can be used in lieu of carrying around a large amount of physical credit chips. They are usually linked to various banks. A typical credit solid is handheld and gold-stripped. Untraceable credit solids are often used by agents of the rebellion on secret missions.

**Crown of Alderaan:** The official crown of the Alderaanian monarch. It is normally kept in a museum, but is occasionally displayed in the royal palace's throne room on special occasions, such as the heir's Day of Demand.

**Heir's Crown:** The formal crown belonging to the heir of the throne of Alderaan. The heir is crowned with it by the Alderaanian monarch at a ceremony, wherein the heir officially becomes eligible to inherit the throne. It is decorated with jewels.

**Cybernetics:** Technological replacements for organic body parts, including eyes, limbs, and in extreme cases the majority of an individual's body, including whole new organ systems.

**DataCube:** A cube-shaped, high-density data storage device.

**Datacard:** Also known as a data disk, is a flat, handheld device used to store information.

**Catacron:** Devices for the storage of information, similar to holocrons. Unlike holocrons, they do not require the Force to open. They are owned by various scholars and libraries across the galaxy.

**Day of Demand:** A day on which the heir to the throne of the planet Alderaan claims their right to the throne. It is held on the sixteenth anniversary of the individual's Name Day. During the ceremony, the individual names three challenges, one each of the body, mind and heart. If these challenges are deemed worthy, the heir is tasked with completing the challenges to prove themselves worthy of being invested the crown prince or princess of Alderaan.

The ceremony dates back to the founding of the Alderaanian monarchy. The requirement of the heir to prove themselves worthy is seen as a primary reason for the Alderaanian monarchy's longevity. In early Days of Demand, princes and princesses would have to fight their way to the throne room to make their demand, which is remembered in later ceremonies by the carrying of the Rhindon Sword.

The ceremony follows an established script, involving the heir, monarch and viceroy. If the heir is adopted, they would add the words "it is known" to their first lines announcing they had come of age. The heir is also required to state their challenges of the Body, Mind and Heart, in that order.

**Challenge of the Body:** One of the three challenges that an Alderaanian heir has to undertake to prove their worthiness to be formally declared heir to the Alderaanian throne, along with the challenges of the Mind and Heart. Traditionally, the heir climbs Appenza Peak, a famous mountain visible from the capital Aldera, solo, although they can choose to bring along one companion.

**Challenge of the Heart:** One of the three challenges that an Alderaanian heir has to undertake to prove their worthiness to be formally declared heir to the Alderaanian throne, along with the challenges of the Body and Mind. Traditionally, the heir is expected to perform charity and relief work, paid for out of their own allowance.

**Challenge of the Mind:** One of the three challenges that an Alderaanian heir has to undertake to prove their worthiness to be formally declared heir to the Alderaanian throne, along with the

challenges of the Body and Heart. The challenge is intended to test the heir's intelligence.

**Chandrilian Pathfinder Corps:** A pathfinding organization from the planet Chandrila Pathfinding is an outdoor activity involving hiking and travelling through rough terrain. Practitioners are called pathfinders. Skilled pathfinders can navigate across any terrain without tools and not get lost.

**Typical Pathfinder:** all stats 2D except: Dexterity 2D+2, blaster 3D, brawling parry 3D, dodge 3D, melee combat 3D, melee parry 3D, survival 6D, beast riding 4D+2, repulsorlift operation 3D, Perception 2D+2, command 4D, search 4D+1, Strength 3D, brawling 3D+1, climbing/jumping 6D, stamina 4D+2, swimming 4D+2, equipment repair 3D+2. Move: 10. Equipment: All-weather cloak, all-weather goggles, backpack (survival equipment, change of clothes, water purification, energy bars, spare power supplies, comlink, signaling flares, 2x medpacs), climbing equipment, hunting knife, wrist compass, comlink.

**Chrisophsis Insurgents:** A rebel group based on the planet Christophsis, affiliated with the rebellion. In 3 BBY, they are involved in the theft of an Imperial medical frigate, with the assistance of the frigate's captain. They have the secret backing of many members of the Christophsian government, including the prime minister and the planet's senators, and are primarily based in the prime minister's home city of Tophen. When the Empire finds out that the prime minister, senators and many other high government officials support the insurgents, it conducts a crackdown, arresting those government officials, executing the prime minister and "pacifying" Tophen.

**Council of Mothers:** The ruling body of the planet Gatalenta. On Gatalenta, the practice of slavery is forbidden by the Council of Mothers.

**Databank:** A type of electronic terminal used for data storage.

**Deflector Shield Generator:** Also called a shield generator, is a device used to create a deflector shield, such as a ray shield. Deflector shield generators are used to create protective shields for starships, vehicles, personnel and droids.

**Droid:** Less commonly known as robots and automatons, are mechanical beings that possess artificial intelligence. They are used in a variety of roles and environments, often those considered too menial or too dangerous for other species, but also in fields that require extensive specialization and knowledge.

**Duraplast:** A protective material.

**Ecumenopolis:** A city encompassing an entire planet or moon. Due to their lack of exploitable ground, such world-spanning cities are dependent on imports for food and raw materials.

**Elder Houses:** The collected hereditary royal houses of the galaxy. They include the House of Organa and Lady Carise Sindian's family. In ancient times, the Elder Houses were very serious about supporting various monarchies. Most of the Elder Houses share a number of sacred oaths, one of which is to keep secret anything placed under the sanctity of the royal seal. The most senior members of the Elder Houses form a ruling council of sorts that can pass certain resolutions. The council notably has the power to strip

a noble of his or her titles and evict him or her from the Elder Houses. None of the Elder Houses adjudicates succession through strict bloodline inheritance. In other words, any child adopted by nobles and raised as their own is regarded as a genuine aristocrat regardless of their biological parentage.

## FOODSTUFF

**Fruitbread:** A bread made with an assortment of fruits with aromatic spices.

**Force Field:** Also known as an energy field, is a broad, general term for any type of field, most commonly artificial, in which matter or energy is manipulated through some type of force.

**Hologram:** A visual projection of a person or object, generally used for communication or entertainment purposes. Holograms are usually monochrome, often blue, with no or faint other colours. However, full coloured holograms are not unheard of, and more advanced holograms, such as those created by a holographic disguise matrix, are realistic enough to fool both observers and electronic sensors.

**Holonet:** A large communications system used by the citizens of the Galactic Republic and its successor state, the Galactic Empire. During the Clone Wars, the Galactic Republic used HoloNet to broadcast news and information to the general public. During the Empire's reign, the Galactic Empire uses the HoloNet to broadcast both news and Imperial propaganda. Several Imperial worlds such as Gorse have local editions of Imperial HoloNet channels such as Imperial HoloNews. By late 5 BBY, Imperial law decreed that the Imperial HoloNet broadcast should be played in public establishments

**Holovid:** A holographic real-time transmission or recording that can be relayed through the HoloNet and viewed on a holoprojector.

**Hyperspace:** An alternate dimension that can only be reached by traveling at or faster than the speed of light. Hyperdrives allow starships to travel through hyperspace lanes across great distances, making travel and exploration throughout the galaxy possible. By entering hyperspace, a starship takes advantage of the wrinkles in the fabric of realspace to reduce travel time, "jumping" from a specific point to another point without having to travel directly between them. However, large objects in realspace cast "mass shadows" in hyperspace, so "jumps" require precise calculations or a vessel could fly through a star or another celestial body. Because of this danger hyperspace routes were explored that travelers could take. Sometimes, the discovery of new hyperspace routes could play a pivotal role in a war, as it could allow naval forces to move faster unbeknownst to their adversaries. In order to enter and travel through hyperspace requires equipping a ship with a hyperdrive engine. Quick jumps into hyperspace can be unsettling to even experienced pilots, but those with the proper stamina and training can overcome this. Upon entering hyperspace, a ship would emit Cronau radiation, which makes the jump detectable by specialized sensors.

It is technically possible for a vessel, such as a shuttle, to disembark from another vessel while in hyperspace, but the procedure carries extreme risk. Such a will tear a disembarking vessel violently out of hyperspace.

Safely entering hyperspace from a standing start while docked or exiting hyperspace directly into an atmosphere of a planet are feats that are generally considered impossible and starships have

safety protocols preventing hyperdrive engines from firing within the gravitational pull of a planet. Though it is possible to turn these protocols off, it is highly dangerous to do so and a ship doing so has a high chance of blowing up or falling apart in hyperspace. Successful jumps near a planet are possible.

**Jubilation Dress:** A traditional Naboo outfit that queens and other female high officials wear at times of rejoicing, or when first meeting a dignitary. It consists of a white dress, a cape covered in layers of pale pink and yellow veils, and an ivory organza net with a hand-stitched floral pattern that stretches behind the head like a ruff.

**“Kriff”:** A vulgar expletive.

**Listening Device:** A surveillance and spying device used to eavesdrop on private conversations. They are designed to be difficult to find, and hidden in locations in order to record their targets.

**Loudhailer:** Also known as a loudhailer module, is a device that amplifies the user's voice, so they can speak to a crowd or project their voice across large distances. They often have a pistol grip.

**Memory Bank:** Devices used by droids and computers to store knowledge.

**Memory Card:** A device designed for scanning and storing vast quantities of data. They are handheld, cylinder-shaped and colored gold.

**Mocoo:** A beverage which can be consumed out of mugs. It has foamy cream on top.

**Name Day:** A ceremony in which the monarch of Alderaan and their consort formally announce the birth or adoption of an heir. It also serves as the heir's first public appearance. It normally takes place on the day of the child's birth, but in cases where the heir is adopted, it usually takes place several days later at the earliest.

**Pathfinding:** An outdoor activity involving hiking and travelling through rough terrain. Practitioners are called pathfinders, and is popular with humanoid species. Skilled pathfinders can navigate across any terrain without tools and not get lost.

#### PLANT: FLOWER

**Candlewick Flower:** The flowers of a climbing plant found on Alderaan. They open during the night, revealing their luminescent petals in pale orange and gold.

**Orchid:** A type of flower.

#### PLANT

**Moss:** A type of plant. On Alderaan, there are artists who "grew" paintings out of variously colored moss.

**Nysillin:** A healing herb grown on Felucia.

**Pulonodes:** Mechanized replacements for the heart and lungs. Most people who receive pulmonodes keep them visible temporarily, until they go through the bacta sessions necessary to grow new flesh and skin around them. They have orange status lights.

**Reader Socket:** A device on droids used for reading datacards.

**Regulation 16-ME:** Galactic Empire edict requiring planetary governments to resupply Imperial vehicles.

**Repulsorlift:** A technology that allows a craft to hover or even fly over a planet's surface by pushing against its gravity, producing thrust. Vehicles that utilize the repulsorlift technology are known as repulsorcrafts. They are used in speeder bikes, vehicles, and starships.

**Rhindon Sword:** An antique ceremonial sword that the heir to the throne of Alderaan carries during their Day of Demand. It is a reminder that, in ancient times, the princes and princesses who made their claims to the crown sometimes had to fight their way to the throne room. The sword is also carried in the follow-up ceremony after the heir has completed their challenges, where they are formally crowned heir apparent.

**Self-Destruct Mechanism:** A defensive system installed in some craft that allowed it to destroy itself in an attempt to protect information it was carrying.

**Sensor:** One of a wide range of complex devices that helps gather information about a given subject. Commonly found on vehicles and starships, sensors gather information about the area surrounding the craft, and help accentuate threats and hazards. Passive-mode sensors repeatedly scan the same area, while scan-mode sensors have a longer range and collect data by emitting pulses in all directions, and search-mode sensors focus on a specific area for further analysis. Data accumulated from scans is then fed directly into a sensor computer and relayed to the vehicle's operator. Due to the practical benefits of sensor systems, most starships have sensor suites which can analyze a wide range of spectra such as cronau radiation, which all ships emit upon entering hyperspace.

**Skyfaring:** A Gatalentan exercise involving the use of scarves to climb wooden scaffolding and suspend themselves in midair. Traditionally, Gatalentans start learning skyfaring as very young children.

**Skylane:** A level of repulsorlift traffic that allows airspeeders to move about. Crashes are rare, as most vehicles are equipped with auto-navigation systems, allowing them to proceed along pre-programmed routes.

**Spaceport:** Also known as starports, are facilities where starships and other spacecraft can dock and take off from. Starports are grouped in three classes: stellar, standard, and limited services.

**“Stang”:** Expletive of frustration.

**Stormtrooper:** The assault troops of the Galactic Empire. Dissenting citizens refer to them as bucketheads, a derogatory nickname inspired by the bucket-shaped helmets of stormtroopers. They wear white armor over a black body glove which, in addition to creating an imposing image, are outfitted with a wide array of survival equipment and temperature controls that allow the wearer to survive in most environments, but offers limited protection against blaster bolts. As members of the Stormtrooper Corps, an independent branch that operates under the Imperial Army, stormtroopers represent the elite soldier of the Imperial Military—trained for total obedience to the command hierarchy, as well as absolute loyalty to Emperor Sheev Palpatine and the Imperial regime.

**Typical Imperial Stormtrooper:** All stats are 2D except: Dexterity 3D, blaster 4D, brawling parry 4D, dodge 4D, brawling 3D. Move: 10. Stormtrooper armor (+2D physical, +1D energy, -1D to Dexterity and related skills), blaster rifle (5D), blaster pistol (4D). Squad Tactics: because of their training, stormtrooper squads do not need to make a command roll to combine actions in combat. Loyal: because of the indoctrination and training that stormtroopers receive, they cannot be bribed, blackmailed, or seduced to act against the Galactic Empire, fellow allies or their mission. Any such attempt automatically fails.

**Synthplast:** A type of synthetic skin. It can rot into a coarse gray mass.

## TEA

**Chandrilan Tea:** A type of tea from the planet Chandrila.

**Toboggan:** A kind of simple vehicle used to slide down snow-covered slopes. They can be improvised out of other objects.

**Tractor Beam:** A projected force field that manipulates gravitational forces to push or pull objects. Such devices are employed on some

vessels, creating an energy field that allows them to lock onto and move other vessels or objects.

**Travois:** A primitive vehicle used for transporting people and objects. It functions by being dragged along the ground behind whatever was towing it.

**Utility Belt:** Belts used for missions or tasks that are challenging. Such belts are fitted to carry necessary supplies and gadgets for handy usage; such equipment is carried in pouches or fastened on hooks. Depending on their usage, such belts are fashioned from a variety of materials, including leather and plastics.

**Viewscreen:** A device used for displaying images or information for the view of an audience.

**Wroshyr Wood:** A type of wood whittled from the wroshyr trees of Kashyyyk. It can be used as a material to build Auzituck anti-slaver gunships and weapons favored by Wookiees.

**Youngling:** A term for any child of any species.

# CHARACTER TEMPLATE

## ALDERAANIAN GUARD

**Character Name:**

**Type:** Alderaanian Guard

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

**Physical Description:**

<p><b>DEXTERITY 3D</b> Blaster Brawling Parry Dodge Melee Combat Melee Parry</p>	<p><b>KNOWLEDGE 2D+2</b> Bureaucracy Cultures Languages Planetary Systems Streetwise Willpower</p>	<p><b>MECHANICAL 3D</b> Astrogation Communications Repulsorlift Operation Space Transports Starship Gunnery Starship Shields</p>
<p><b>PERCEPTION 3D</b> Bargain Con Hide Search Sneak</p>	<p><b>STRENGTH 3D+1</b> Brawling Climbing/Jumping Lifting Stamina Swimming</p>	<p><b>TECHNICAL 3D</b> Computer Programming/Repair Droid Programming First Aid Repulsorlift Repair Security Space Transports Repair</p>

**SPECIAL ABILITIES:**

None.

**Move:** 10

**Force Sensitive?**

**Force Points:**

**Dark Side Points:**

**Character Points:**

**Equipment:** Alderaanian Guard Armor (+1D vs damage; belt with: 2 health packs, 2 spare power cells), several changes of clothing, blaster rifle (5D), military comlink, 1,000 credits.

**Background:** You are one of the elite chosen to be part of the Alderaanian Guard. You are loyal to the Accords of Leadership and Alderaan. You may serve as an honor guard to place or person, such as the Royal Palace or Alderaanian Legislature. You may even be assigned to guard person of high renown. After the destruction of Alderaan you are a part of New Alderaan and protect its governing body and legislatures.

**Personality:** You are steeped in the traditions of the Alderaanian Guard. Honorable unto death, though sometimes overprotective of your charges or overzealous in your duties. You serve Alderaan and its recognized ruler before the authority of Alliance/New Republic.

**Objective:** To serve Alderaan and discharge your duty with honor.

**A Quote:** "I understand that it may be expedient, but it is not right, nor is it honorable!"



# CHARACTER TEMPLATE

## APPRENTICE LEGISLATOR

**Character Name:**

**Type:** Apprentice Legislator

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

**Physical Description:**

<p><b>DEXTERITY 3D</b> Blaster Brawling Parry Dodge Melee Combat Melee Parry</p>	<p><b>KNOWLEDGE 4D</b> Aien Species Bureaucracy Culture Survival Value</p>	<p><b>MECHANICAL 2D+2</b> Communications Repuslorlift Operation Sensors Space Transports</p>
<p><b>PERCEPTION 3D+1</b> Bargain Command Con Persuasion Search</p>	<p><b>STRENGTH 3D</b> Brawling Climbing/Jumping Stamina Swimming</p>	<p><b>TECHNICAL 2D</b> Computer Programming/Repair First Aid</p>

**SPECIAL ABILITIES:**

None.

**Move:** 10

**Force Sensitive?**

**Force Points:**

**Dark Side Points:**

**Character Points:**

**Equipment:** Stylish clothing, hold-out blaster (3D), comlink, 2,500 credits.

**Background:** Apprentice Legislators are an organization for politically-minded youth founded under the Galactic Republic and later the Galactic Empire. After the rise of the Galactic Empire, due to the declining power of the Imperial Senate, fewer planets send representatives to the Legislature.

**Personality:** You are the next generation of legislators. You spend your time learning how to govern, make decisions, and understand the governments role in ruling the galaxy. You are idealistic, at times naive, and full of importance, but you are not a full legislator yet.

**Objective:** The government is supposed to protect those it governs and that is what you are going to do. There is always an answer, even for the hard questions. Your job is finding it.

**A Quote:** "The Fesulars only want a good trade deal for wellette root. The Poddletons have it in abundance and have no real need. I am sure we can help broker a trade deal that both groups will support!"

# CHARACTER TEMPLATE

## PATHFINDER

Character Name:

Type: Pathfinder

Age:            Height:            Weight:

Physical Description:

<p><b>DEXTERITY 2D+2</b> Blaster Brawling Parry Dodge Melee Combat Melee Parry</p>	<p><b>KNOWLEDGE 4D</b> Aien Species Bureaucracy Cultures Languages Planetary Systems Survival</p>	<p><b>MECHANICAL 3D</b> Astrogation Beast Riding Repuslorlift Operation Space Transports</p>
<p><b>PERCEPTION 2D</b> Bargain Con Hide Search Sneak</p>	<p><b>STRENGTH 3D</b> Brawling Climbing/Jumping Stamina Swimming</p>	<p><b>TECHNICAL 3D+1</b> Computer Programming/Repair First Aid Repuslorlift Repair Space Transports Repair</p>

### SPECIAL ABILITIES:

None.

Move: 10

Force Sensitive?

Force Points:

Dark Side Points:

Character Points:

**Equipment:** Blaster pistol (4D) or rifle (5D), survival backpack, concentrated rations, 2 medpacs, comlink, 1,000 credits.

**Background:** Pathfinding is an outdoor activity involving hiking and travelling through rough terrain. You are skilled in wilderness survival, able to navigate across any terrain without tools and not get lost.

**Personality:** You are freindly and embrace opportunities to share and teach about the majesty of untamed wildernesses. You work well with others, but you have a strong indepenent streak,

**Objective:** You test yourself and to rely on the land for your needs. That does not mean your above using modern tools, but you are more comfortable when in the wilderness.

**A Quote:** "We follow the game trail until it meets a river, depending on what we see, we can then start traveling south from there. Keep your eyes out for yammer moss, it grows on the east side of trees, we can collect it to make tea later."