

STAR WARS



THE DARK TIMES

**A FAN-MADE SUPPLEMENT
FOR THE
STAR WARS ROLEPLAYING GAME**

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The Dark Times



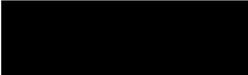
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 **INTRODUCTION**

“For over a thousand generations the Jedi Knights were the guardians of peace and justice in the galaxy. Before the dark times. Before the Empire.”

-Obi-Wan Kenobi

With those words viewers of the *Star Wars* trilogy were given hints of a lost order of noble warriors who once protected the realm. They were honorable. They were heroic. And they were lost to the tyranny of the Galactic Empire. In *Star Wars: Episode III: Revenge of the Sith* we learn exactly how Emperor Palpatine and his Empire destroyed an order that had endured for countless centuries.

But surely the Empire could not have destroyed an organized that had endured so long in one fell stroke. Surely there were survivors. Who are these survivors? How did they endure persecution? Where did they hide and how did they prevent the light of the Force from fading forever from the galaxy?

The Dark Times is a supplement for *The Star Wars Roleplaying Game* that addresses these mysteries and what it means to be one of the hunted Jedi in an era of darkness. In these pages you'll find details on how the the Emperor's genocide of the Jedi Order after the execution of Order 66 and what exactly he did to ensure the death of the order – and most importantly, how he failed.

Chapter One: Knight Fall will address the history of Order 66 and the fall of the Jedi Knights in the early days of the Empire.

Chapter Two: Decades of Darkness will show how the Empire continues to hunt down and destroy the survivors who still remain in hiding

on the edges of civilization. This includes everything from the Inquisitors, the Imperial Dark Jedi who specialize in hunting down Jedi, all the way to how Darth Vader himself deals with those who carry on the legacy of the Force.

Chapter Three: Life on the Edge gives information on how the many illegal organizations react to surviving members of the Jedi Order. Whether it's the illegal sale of Jedi artifacts, fallen Jedi who are making their living serving criminal organizations, or bounty hunters who take on the often fatal hunt for hidden Jedi, the surviving Jedi have a surprising impact on the lawless realms of the galaxy.

Chapter Four: Jedi in Exile details what it means to be one of the survivors of the great purge and how they survive a life in hiding. Whether they are Jedi Knights who somehow survived Order 66, apprentices and padawans who have gone unnoticed, or force-sensitive characters, information will be given on their day-to-day lives and what they do to avoid the vigilant eye of a white-armored Empire. Information will also be provided on how a few brave Jedi Knights try to kindle the dying fire of the Force in a galaxy that has gone cold as well as offering game masters tips for running a campaign set in the era of the Dark Times.

Chapter Five: Game Mechanics showcases new equipment, new Force Powers, and new templates for use in your table-top saga.

KNIGHT FALL

“Execute Order 66.”

-Emperor Palpatine

The destruction of the Jedi Order was not something that was done on a whim. Emperor Palpatine, who was then Chancellor of the Republic, had been laying the foundation of this great betrayal for decades. Unknown to the citizens of the Republic due to Palpatine's elaborate deceptions and hidden from the Jedi Order through his unparalleled proficiency with the Dark Side of the Force, Palpatine is actually Darth Sidious, Dark Lord of the Sith. To this day, only a handful of individuals know the truth of who exactly Emperor Palpatine really is.

Unfortunately, soon after commissioning the creation of this army, Sifo-Dyas died under mysterious circumstances.

What Jedi Master Sifo-Dyas never knew was that both Damask Holdings and his old friend Dooku were both mired in the Dark Side of the Force and under the control of the Sith. His love of and fear for the fate of the Republic lead to his downfall. In truth, Darth Sidious had set this plan in motion in what would become the early steps to seize control of the Republic and destroy the Jedi Order. When the clone army had been

Deception and Betrayal

Thirty-two years before the Battle of Yavin, Jedi Master Sifo-Dyas was deeply troubled by the inability of the Galactic Senate of the Republic to act in the swift and effective manner necessary to maintain the stability of the Republic. The invasion of Naboo by the Trade Federation and the Battle of Theed only solidified his concerns. Sifo-Dyas's fears were fueled by an old friend, Jedi Master Dooku. When Dooku abandoned the Jedi Order after seventy years of service, Sifo-Dyas took drastic steps to ensure the safety of the Republic.

Sifo-Dyas cut a deal with the company known as Damask Holdings to fund the creation of an army of clones to serve the Republic should a great threat reveal itself. He did this without the knowledge or permission of the Jedi Order.



Count Dooku & Sifo-Dyas

commissioned on the world of Kamino, Darth Sidious had seen to it that the clones were instructed in several contingency commands, including Order 66.

Order 66 was the key to the extermination of the Jedi Order. Sidious now only only to bide his time and wait for the opportunity to execute his master stroke.

The Confederacy of Independent Systems

Jedi Master Sifo-Dyas's fears proved to be well-founded and in the decade after his death the Republic began to fragment. Entire star systems cried out at the injustice and ineffectiveness of the Galactic Senate and before long whispers of session began to echo in the far corners of the galaxy.

These cries of session were given a voice

of legitimacy because they were spoken by none other than Jedi Master Count Dooku of Serenno. Dooku was respected by many high-ranking officials within the Republic and even by the Jedi Order whom he had abandoned. Dooku was joined by many powerful financial organizations, including the Trade Federation, the Techno Union and the Corporate Sector. The combination of Dooku's charisma and financial backing, the Confederacy of Independent Systems rose to meteoric status very, very quickly.

Initially the Separatists (as they were known to members of the Republic) did not advocate violence, but instead wanted to peacefully remove themselves from the influence of the existing government. Though negotiations were attempted between Republic senators and Confederacy representatives, tensions ran high and little was accomplished. Dooku would often use the lack progress between the two organizations to prove to sympathizers just how ineffective the Republic had become. As years passed, the Confederacy slowly grew and faith in the Republic continued to waiver.

Republic Chancellor Palpatine attempted to assure his senators and citizens that he would take steps to streamline the bloated government and gently, but regularly asked for temporary measures of power not previously provided to his position. As systems continued to flock to Separatist banners, most Republic senators saw wisdom in the Chancellor's course and granted him what he asked.

As the Chancellor gained more and more power, rumors began spreading that the Separatists were amassing a large military force of droids, soldiers and starships. Fear of war spread like wildfire through the star systems of the Galactic Republic. It had been a very long time since the Republic had maintained a standing army and many citizens feared that if the Confederacy chose to take military action, the Republic would be defenseless.

Fear again came to become reality when it was discovered that the Separatists were secretly

constructing a massive army of battle droids. As turmoil swept the senate, Chancellor Palpatine was finally granted the sanctions by the senate to create a clone army to defend the Republic. This was the just as Palpatine had always desired. The weapon he had spent ten years secretly creating was being revealed.

When this Grand Army of the Republic was key in the destruction of droid factories on the world of Geonosis and several Jedi were rescued, the Chancellor was hailed as a hero for his decisive action. However, the Battle of Geonosis would become known as the first conflict in the legendary Clone Wars.

The Clone Wars

The Clone Wars would change the face of the galaxy forever. For years the Grand Army of the Republic and the droid armies of the Confederacy ceaselessly attacked each other. Jedi Knights and Jedi Masters lead clone units into battle against the Separatists and though they were highly skilled and well trained, it always seemed as though the Republic forces were outnumbered as the independent systems continued to churn out countless battle droids. It seemed as though the war would continue without progress, costing millions of lives across the galaxy.

The Clone Wars came to a close when Palpatine revealed to the galaxy that the Jedi Order had perpetuated the entire conflict in an effort to seize control of the Galactic Republic. In a riveting speech before the Galactic Senate, Palpatine detailed how members of the Jedi Council had come to his chambers to assassinate him. It was only by the heroics of a single person that he had survived, though he was left forever scarred and deformed by the ordeal. This previously unknown Jedi who had maintained his loyalty to the Republic was named Darth Vader.

Vowing to never again allow such treachery to occur in the galaxy, Palpatine reorganized the Republic into the Galactic Empire and promised security and peace to the galaxy. He

named the Jedi Order to be warmongers who had perpetuated death and destruction upon countless innocents across endless star systems and promised he would see to it that each and every member of the order was hunted down and brought to justice.

Order 66

Before addressing the senate, Palpatine struck the first and most grievous blow to the Jedi Order with the enacting of Order 66. Without hours, countless Jedi commanders and generals found their loyal troops had turned upon them and in the confusion, most were slain. In conjunction with Order 66, the Emperor's new bodyguard Darth Vader was sent to the Jedi Temple to see to it that those who remained on Coruscant were dealt with decisively. Palpatine claimed the Jedi refused the order to surrender and that Lord Vader with the help of the 501st Legion were able to put down the heart of what he called "the Jedi Rebellion."

Order 66

In the event of Jedi officers acting against the interests of the Republic, and after receiving specific orders verified as coming directly from the Supreme Commander (Chancellor), Grand Army of the Republic commanders will remove those officers by lethal force, and command of the GAR will revert to the Supreme Commander (Chancellor) until a new command structure is established.

Aftermath

Soon after the destruction of the Jedi Order and the establishment of the Galactic Empire, Emperor Palpatine became reclusive. He addressed the senate less and less often, leaving the day-to-day duties of his office to trusted assistants and advisers. Meanwhile, Darth Vader continued his crusade against the Jedi and spent years hunting down survivors of the Clone Wars and Order 66 with a rabid obsession. But even the proud and powerful Darth Vader could not commit galactic genocide alone. Even with the assistance of the Imperial war machine and countless storm troopers, some Jedi slipped through his fingers. Once the transition from Republic to Empire was solidified, Darth Vader sought new, more aggressive tactics to see to it that every last Jedi was erased from existence.

What is Known Today

Both Palpatine and Darth Vader have taken extensive steps to hide the details of the establishment of the Galactic Empire and extermination of the Jedi Order. The archives of the Jedi Temple on Coruscant have been either destroyed or hidden away by the Empire and any other traces of Jedi influence that remain throughout the galaxy have similarly been purged.

Most citizens of the Empire believe the Jedi Order to be traitors to the Republic and regard the Force as a great facade used by the order to keep the populous in the dark regarding their intention to overthrow the galaxy.

It is commonly held that the Jedi Order is extinct and those who claim to be Jedi are crackpots and madmen who often draw the ire of the average Imperial citizen. It is Imperial law that anyone claiming to be a Jedi be immediately reported to the local authorities and that they are to be regarded as a threat to the New Order to be avoided at all costs.

DECADES OF DARKNESS

“The Jedi are extinct, their fire has gone out of the universe.”

-Grand Moff Tarkin

The Jedi Order is in tatters. Few Knights and Masters survived Order 66. Those who did typically went into hiding and did everything possible to vanish from the galaxy. The padawans and untrained force-sensitive individuals left behind in the wake of the Clone Wars were hunted down by the Empire. Even those Jedi who lived in hiding were often found, hunted down, and destroyed – often by Darth Vader himself.

After the execution of Order 66, how did the Empire hunt down and destroy the remaining Jedi throughout the galaxy? What draconian tactics led to the near extinction of an order that had endured for thousands of years in mere decades? It was no simple task and under the iron command of Darth Vader, the Empire has been able to exterminate the Jedi Order and pollute its legacy through a multi-layered approach.

Rewriting History

Like the elusive spirit of a long slain foe, the Jedi Order continues to haunt the Galactic Empire. Publicly, the Empire states that the Jedi Order is extinct and the Force to be a false religion. The vast majority of the Imperial populous also holds this belief, including most of the Imperial military.

At every opportunity Emperor Palpatine painted the Jedi as the agitators of rebellion and the cause of the Clone Wars that destroyed the Republic. Key to establishing the “facts” behind his claims, Palpatine saw to it that COMPNOR, the Commission for the Preservation of the New Order, was given his full support. Under the leadership of the Emperor's adviser Sate Pestage

and devoted Imperial loyalist Ishin-II-Raz high ranking members of COMPNOR set to the task of establishing extensive records that accused the Jedi Order of countless war crimes, thus justifying Order 66. In addition, COMPNOR agents destroyed any evidence they found of the Jedi Order heroes. Within a few years after the Clone Wars ended, the stories of heroic Jedi Knights were regarded as stories told to children or lies told by the mad few who had no knowledge of the truth.

This is done by encouraging young Imperial citizens to join SAGroup, or the Sub-Adult Group. Promises of promotion within COMPNOR and a fast track to Imperial prestige draws many youthful and eager humans. Once they have joined SAGroup they are indoctrinated to the Emperor's “truth.”



Grand Admiral Ishin-II-Raz

Type: COMPNOR Co-Founder

Dexterity 2D+1

Blaster 4D+1, Brawling Parry 4D, Dodge 5D+2

Knowledge 3D+2

Alien Species 6D, Bureaucracy 7D+2, Cultures

6D+1, Intimidation 8D, Languages 4D+2, Law Enforcement 8D+2, Planetary Systems 6D, Streetwise 4D, Tactics 4D+2, Willpower 5D

Mechanical 3D

Capital Ship Piloting 5D+2, Repulsorlift Operation 5D

Perception 4D

Bargain 5D+2, Command 8D+2, Con 6D+1, Investigation 8D+1, Persuasion 9D+2, Search 6D

Strength 2D+2

Brawling 5D+1, Stamina 4D

Technical 2D+2

Computer Programming/Repair 4D+2, First Aid 3D+2, Security 5D+2

Force Points: 2

Character Points: 14

Dark Side Points: 6

Movement: 10

Equipment: Blaster Pistol (4D), Grand Admiral's Uniform

Capsule: Ishin-II-Raz is one of the co-founders of COMPNOR in the earliest days of the Empire. He is fanatically devoted to the Empire, and particularly to Emperor Palpatine himself. He sees the Emperor as the embodiment of Imperial virtues and eagerly works to please him. As a reward for his devotion to the Empire he was granted the rank of Grand Admiral by the Emperor himself, in spite of his lack of military experience. He is a charismatic leader and master orator, though his recent appointment to Grand Admiral has created some ill will between him and "real" Imperial Navy officers. In an effort to prove himself, Il-Raz carries out the Imperial policies of brutal warfare and sowing fear with an unabashed glee. Whenever dealing with members of the SAGroup he is polite, firm, and encouraging to the young would-be Imperial heroes. He recognizes that though his Empire will endure forever, it is up to the next generation to carry the Emperor's legacy into the future.

Agents of the Purge

Almost immediately after establishing the Galactic Empire, the Emperor set about finalizing

the destruction of the Jedi Order. He knew that as effective as Order 66 had been, that it would be impossible for him to destroy the entire Jedi Order in a single stroke. He tasked his apprentice Darth Vader with finding other force-sensitive individuals who might serve them as agents of the Empire. When Darth Vader began scouring the galaxy for the remnants of the once mighty order, he also remained aware of those he encountered who were sensitive to the ways of the Force and could be easily turned into pawns of the Empire. In addition, Vader sometimes offered hidden Jedi a chance to turn against their former allies and aid the Empire in their destruction. In exchange, they would live. Though very few Jedi Knights took him up on this offer, there were some who were overwhelmed by the destruction of the Republic and the sheer power of the Dark Lord and so they submitted to his will.

From these traitors and pawns the Emperor established a specialized branch of Imperial Intelligence that reported directly to him and his apprentice. Formally they are known as the "Office of Truth and Inquiry," but they are more commonly called Inquisitorius and its members the Inquisitors. The Inquisitors were highly effective in their extermination of the Jedi remnant, particularly in the Outer Rim Territories.

In spite of their effectiveness, many members of the Inquisitorius jockeyed amongst themselves for prestige and sought to one-up each other to gain the Emperor's favor. The leader of the Inquisitorius, the High Inquisitor, was highly sought after and once an Inquisitor achieved this rank they often had a very short lifespan. As of one year after the Battle of Yavin there have been four different High Inquisitors in the two decades the organization has existed. The Emperor actually encourages this, seeing it as a way for the organization to self-police and insure that only the most cunning Inquisitors fill his ranks. Their constant in-fighting also serves to keep them blind to the fact that no Inquisitor will ever truly gain the favor of the Emperor – they are all merely pawns for his endless war machine.

Inquisitors are given a fair amount of

latitude in their duty. They are typically assigned to a large region of the galaxy such as the Outer Rim Territories or the Mid-Rim and are expected to patrol that area in search of rogue Jedi. In the event that the Inquisitor is able to defeat a hidden Jedi without destroying them, the Jedi is given an opportunity to join the ranks of the Inquisitorius. If they accept, they are brought before the Emperor himself to undergo a rigorous interrogation that can often last for weeks. If the former Jedi had any lingering thoughts of going back on his offer, these are long gone after the interrogation. By the end of their time with Emperor Palpatine they are either firmly enthralled by the Dark Side of the Force or have been driven mad in a desperate effort to resist the Dark Lord of the Sith.

Each Inquisitor is given command of a single Star Destroyer with all the supporting starships, personnel, and military resources that come with such a powerful warship. In addition, each Inquisitor is assigned a strike team of specialized storm troopers. Known as Inquisitorium Dark Troopers, they are specially ordered by the Emperor and given over to the service of an Inquisitor. Inquisitorium Dark Troopers are taken from the same genetic stock as the first generation of clones used during the Clone Wars, Jango Fett. Like all other clones grown using Kamino-based technology, it takes ten years to grow one such clone and as such they are highly prized by the Inquisitors they serve. During their growth and training, these troopers learn specialized tactics designed by the Inquisitorius to combat the Jedi they are likely to encounter and they are provided with specialized weapons and armor. In addition to combat training with non-traditional weapons they are also given a brutal battery of mental tests so that they might more easily resist the mental tricks often used by Jedi Knights. Most Inquisitors have no more than a dozen Inquisitorium Dark Troopers at their disposal at any one time and requesting replacements from the Emperor often leads to a line of questioning they would much rather avoid.



Inquisitorium Dark Trooper

Type: Specialized Stormtrooper

Dexterity 4D

Armor Weapons 6D+2, Blaster 5D, Dodge 6D+1, Grenade 6D, Melee Combat 6D, Melee Parry 6D+2, Missile Weapons 7D

Knowledge 2D+2

Tactics 4D+2, Willpower 5D

Mechanical 2D+2

Jet Pack Operation 5D+2

Perception 3D

Search 6D

Strength 3D+2

Brawling 5D+2, Climbing/Jumping 4D+2, Stamina 4D

Technical 2D

Armor Repair 4D, Demolition 5D,

Character Points: 0-10

Movement: 10

Equipment: Inquisitorium Dark Trooper Armor (see below), ElectroStaff (Str+2D, see below), flash bang grenades (5, 5D Stun), Sound Rifle (see below)

Inquisitorium Dark Trooper Armor

Model: Custom-Designed Stormtrooper Armor

Type: IDT-4 Heavy Combat Armor

Cost: Not for sale

Availability: 4, X

Game Effect:

Basic Suit: Provides +2D+2 to *Strength* for physical attacks, +1D+2 for energy attacks. Covers head, torso, legs and arms. -2 penalty to *Dexterity* and related skills.

Wrist Rocket Launcher: 3D damage over a 2 meters blast radius. Uses *missile weapons* skill, ranges are 10/30/120.

Missile Launcher: 6D damage over a five meter blast radius. Uses *missile weapons* skill, ranges are 250/350/500.

Rocket Dart launcher: 6D damage, uses *missile weapons* skill, ranges: 3-5/25/50, poison tipped (causes 5D damage for five rounds). Can use alternative poisons and stun serums.

Turbo Projected Grappling Hook: 20 meter lanyard. Uses *missile weapons* skill (ranges (1-3/10/20), magnetic grappling “hook.”

Flame Projector: 5D damage, uses *armor weapons* skill, creates cone 1 meter wide, variable one to five meters long.

Wrist Blades: retractable blades do STR+1D damage, uses *melee combat* skill.

Jet Pack: Has a Move of 100 meters horizontally. 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Easy, modified by obstacles. Has 20 charges, can expend up to two per round.

Sensor Pod: +2D to *search*.

Infrared/Motion Sensor: Integrated infrared and motion sensor that adds +1D to *Perception* in darkness or with moving objects ahead and to both sides.

Macrobinoculars: Add +3D to *Perception* or *search* for objects 100-500 meters away.

Sound Sensor: Adds +1D to *Perception* or *search*. This bonus only applies in quiet situations.

Sound Muffler: Can block out all external sound, nullifying any damage from sonic weapons

Sealed Enviro-Filter: Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two hour internal supply of oxygen.

Electrostaff



This weapon has become far less common in a galaxy almost devoid of Jedi. It saw use most often during the Clone Wars, wielded by specialized Separatist droids to specifically deal with a foe who wielding a lightsaber. As the Empire rose to power the electrostaff all but disappeared from the galaxy, seen typically amongst bounty hunters and assassins who target Jedi.

The electrostaff appears to be a simple two meter long staff of metal, but when activated two fields of energy appear on each end of the staff. These energy fields are capable of blocking energy weapons, like lightsabers.

Model: Holowan Mechanics Electrostaff

Type: Melee Weapon

Scale: Character

Skill: Melee Weapons: Electrostaff

Availability: 3, R

Cost: 3000 Credits

Damage: Str+1D (staff only), 5D (when energy field is activated)

Special: Activating the energy field at the tips of the Electrostaff is a reaction. Once it is activated the wielder may use their Melee Parry (Electrostaff) skill to parry lightsabers without risking damage to their weapon.



Sound Rifle



The sound rifle can be calibrated for a number of effects: a sonic blast, which causes damage in a manner similar to other energy weapons, or sonic stun, which releases a piercing wail that debilitates targets (this attack form only causes stun damage). All targets in the blast cone are affected. The second setting can be difficult to use because not all frequencies affect all beings the same way: the weapons must often be re-calibrated for different species.

Model: SonoMax 100

Type: Riot control weapon

Scale: Character

Skill: Blaster: sound rifle

Ammo: 60

Cost: Not available to the public

Fire Rate: 2

Range: 0-5 (cone is 0.5 meters wide)/15 (cone is 1.5 meters

wide)/30 (cone is 3 meters Wide)

Damage: 6D/5D/4D or 5D/4D/3D (stun)-
damage corresponds to range

Inquisitors are also often provided with access to otherwise unavailable information regarding the Jedi Order and the Force. These typically come from the personal libraries of the Emperor and Darth Vader. This information can come from old tomes, restricted holo-recordings, or in rare cases, even Sith Holocrons. In addition, the Inquisitor can call upon the aid of the Emperor or Darth Vader in certain extreme circumstances. Doing so is highly frowned upon by members of the Inquisitorius. It is seen as a sign of weakness to come to the Emperor to “beg” for help, and such aid often comes at a very dear price.

The current leader of the Inquisitorius is

Grand Inquisitor Ja'ce Yiaso, a Zabrak. Yiaso is a rarity in the Empire, an alien who has risen to a position of power. He operates almost exclusively from the Emperor's Retreat, Palpatine's personal vacation home on the world of Naboo. Unlike most other Inquisitors, Yiaso takes a more administrative role and coordinates other members of the Inquisitorius from his palace. When he does come forth from his fortress, he is a force to be reckoned with. His brutality and efficiency in combat is legendary.

Ja'ce Yiaso



Type: Zabrak Grand Inquisitor

Dexterity 3D+2

Brawling Parry 6D+2, Dodge 8D+1, Lightsabers 9D+2, Running 5D+2

Knowledge 3D+1

Alien Species 4D+1, Bureaucracy 5D, Cultures 5D, Intimidation 11D, Law Enforcement 7D+2, Planetary Systems 6D+2, Scholar 7D, Streetwise 6D+1, Tactics 4D+2, Willpower 7D

Mechanical 2D

Repulsorlift Operation 3D

Perception 3D

Command 7D, Investigation 9D+1, Persuasion 6D+2, Search 9D+2

Strength 3D+2

Brawling 7D, Climbing/Jumping 6D+2, Stamina 5D+1

Technical 2D+1

Droid Programming 5D, Droid Repair 5D+2, Lightsaber Repair 5D+1, First Aid 5D+2

Special Abilities:

Control 7D+2, *Sense* 7D, *Alter* 6D+1

Force Powers:

Control: Absorb/Dissipate Energy, Accelerate Healing, Control Pain, Enhance Attribute, Hibernation Trance, Rage, Reduce Injury, Remain Conscious

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

Alter: Injure/Kill, Telekinesis

Control & Sense: Lightsaber Combat, Projective Telepathy

Control & Alter Powers: Accelerate Another's Healing, Aura of Uneasiness, Inflict Pain, Return Another to Consciousness

Sense & Alter: Dim Other's Senses

Control, Sense & Alter: Affect Mind, Telekinetic Kill

This Character is Force-sensitive

Force Points: 6

Character Points: 22

Dark Side Points: 14

Movement: 10

Equipment: Lightsaber (5D), Dark Robes

galaxy, seeming to move from system to system without any unified purpose beyond the destruction of the Jedi, ever since the Battle of Yavin and the destruction of the Death Star Darth Vader's attention has turned from the destruction of the Jedi Order to the annihilation of the Rebel Alliance.

Darth Vader



Type: Dark Lord of the Sith

Dexterity 3D

Blaster 5D, Blaster Artillery 4D+1, Brawling Parry 6D+1, Dodge 6D, Lightsaber 11D+2, Melee Combat 7D, Melee Parry 9D, Vehicle Blasters 6D

Knowledge 3D+2

Alien Species 7D+1, Bureaucracy 9D+1, Cultures 7D, Intimidation 10D+1, Languages 6D+1, Planetary Systems 7D, Streetwise 7D, Survival 5D, Value 6D, Willpower 8D+1

Mechanical 4D

Astrogation 6D+1, Capital Ship Piloting 8D, Capital Ship Shields 5D, Repulsorlift Operation 5D+2, Starfighter Piloting 10D, Starship Gunnery 8D, Starship Shields 5D

Perception 3D+1

Bargain 4D, Command 10D, Con 4D, Gambling 4D+1, Hide 4D+1, Persuasion 8D+1, Search 8D, Sneak 4D+1

Strength 3D+2

Brawling 8D+2, Climbing/Jumping 7D, Lifting 8D, Stamina 7D+1, Stamina 8D

Technical 3D

Armor Repair 6D+1, Capital Ship Repair 5D, Droid Programming 6D, Droid Repair 6D+2, Lightsaber Repair 7D+2, Security 6D,

The Dark Lord of the Sith

The face of the great purge of the Jedi is none other than Darth Vader himself. While the Inquisitorius has been effective in assisting him in the extermination of the order, there are some matters that Lord Vader sees to personally. When the Dark Lord of the Sith has decided that he will attend to a matter personally woe to those who get in his way. He does not hesitate in his course of action and he shows no mercy.

From the bridge of his Super Star Destroyer *Executor* Lord Vader moves across the galaxy like a predator in search of prey. While in previous years he had traveled freely across

Starfighter Repair 5D

Special Abilities:

Control 11D, Sense 12D+1, Alter 10D+1

Force Powers:

Control: Absorb/Dissipate Energy, Accelerate Healing, Concentrate, Control Pain, Detoxify Poison, Enhance Attribute, Reduce Injury, Remain Conscious, Resist Stun,

Sense: Combat Sense, Danger Sense, Instinctive Astrogation, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force

Alter: Injure/Kill, Telekinesis

Control & Sense: Farseeing, Lightsaber Combat, Projective Telepathy

Control & Alter Powers: Feed on the Dark Side, Inflict Pain

Control, Sense & Alter: Affect Mind, Telekinetic Kill

This Character is Force-sensitive

Force Points: 13

Character Points: 27

Dark Side Points: 14

Movement: 10

Equipment: Lightsaber (5D), Body Armor (+1D Physical, +2 Energy; body armor respirator is necessary to keep Vader alive)

The Executor, Flagship of Darth Vader

Craft: Kuat Drive Yards' Super Star Destroyer

Type: *Super-class* Star Destroyer

Scale: Capital

Length: 8,000 meters

Skill: Capital ship piloting: Super Star Destroyer

Crew: 279,144, gunners: 1,590, skeleton: 50,000/+10

Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D

Passengers: 38,000 (troops)

Cargo Capacity: 250,000 metric tons

Consumables: 6 years

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer Yes

Space: 4

Hull: 10D

Shields: 8D

Sensors:

Passive: 75/1D+2

Scan: 150/3D+2

Search: 300/5D

Focus: 8/6D+2

Weapons:

250 Turbolaser Batteries

Fire Arc: 100 front, 75 left, 75 right

Crew: 1(100), 2(150)

Skill: Capital ship gunnery

Fire Control: ID

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

250 Heavy Turbolaser Batteries

Fire Arc: 100 front, 50 left, 50 right, 50 back

Crew: 2

Skill: Capital ship gunnery

Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

250 Concussion Missile Tubes

Fire Arc: 50 front, 75 left, 75 right, 50 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

250 Ion Cannons

Fire Arc: 100 front, 50 left, 50 right, 50 back

Crew: 1(100), 2(150)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

40 Tractor Beam Projectors

Fire Arc: 20 front, 10 left, 10 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 9D

The Shadowed Hand of the Emperor

Unknown even to Lord Vader, Emperor Palpatine keeps a secret cadre of force-sensitive agents who operate outside the bounds of Imperial law. These hidden assassins are personally trained by the Emperor and act as his secret agents across the galaxy. They are the Emperor's Hand.

Observed from an early age, Palpatine selects potential Hands from the most cunning and ruthless force-sensitive individual he encounters. When they reach an age of maturity Palpatine begins instructing them personally. Stealth, combat, subterfuge and the gathering of intelligence are the cornerstones of the Hand's instruction. It is also accompanied by rudimentary instruction in the ways of the Force. Palpatine tells his Hands that this is done to help give them the edge they will need to survive on their missions – but the truth is that while the basic force skills they learn will be useful, Palpatine is seeding his own will into his Hand so that he can maintain a telepathic connection with his new slave. A key point of instruction is also that each hand be told (falsely) that they are the only Hand of the Emperor.

Once Palpatine believes the Hand is ready they are sent out into the galaxy to carry out the will of the Emperor. They operate with impunity from the Imperial law, though they rarely run afoul of it due to the expert instruction they've received. Silent and invisible, the Hand of the Emperor acts as a poisoned needle in the dark to be wielded with grace and subtly for times when the brutal blade of Lord Vader will not due.

Mara Jade



Type: Emperor's Hand

Dexterity 3D+2

Blaster 8D, Blaster: Hold-Out Blaster 9D+2, Brawling Parry 6D+1, Dodge 7D+1, Melee Combat 7D, Melee Parry 6D, Missile Weapons 6D, Pick Pocket 8D+1, Thrown Weapons 6D+1

Knowledge 2D+2

Alien Species 6D+2, Bureaucracy 5D+2, Business 4D, Intimidation 6D+2, Languages 7D, Streetwise 5D, Survival 6D+1, Willpower 4D+2

Mechanical 2D+2

Astrogation 6D+1, Beast Riding 3D+2, Communications 5D, Ground Vehicle Operation 5D+1, Repulsorlift Operation 3D+2, Sensors 3D+2, Space Transports 7D+1, Starfighter Piloting 8D, Starship Gunnery 8D, Starship Shields 6D+1, Swoop Operation 5D+2

Perception 2D+1

Bargain 4D, Command 6D, Gambling 3D+1, Hide 7D+2, Investigation 3D+2, Persuasion 4D+1, Search 6D+1, Sneak 6D+2

Strength 3D+2

Brawling 5D, Climbing/Jumping 6D+2, Stamina 7D+1, Swimming 5D

Technical 3D

Blaster Repair 4D+1, Computer Programming/Repair 6D, Demolitions 3D+2, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+1, Ground Vehicle Repair 4D+2, Repulsorlift Repair 4D+1, Security 7D, Space Transport Repair 5D+1, Starship Weapon Repair 4D

Special Abilities:

Control 2D, Sense 2D+1, Alter 1D

Force Powers:

Control: Absorb/Dissipate Energy, Accelerate Healing, Control Pain, Emptiness, Enhance Attribute, Hibernation Trance, Remain Conscious, Resist Stun

Sense: Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force

Alter: Injure/Kill, Telekinesis

Control & Sense: Projective Telepathy

Control & Alter Powers: Inflict Pain

Control, Sense & Alter: Telekinetic Kill

This Character is Force-sensitive

Force Points: 4

Character Points: 20

Dark Side Points: 5

Movement: 10

Equipment: Hold Out Blaster (3D), various changes of clothing, vibro-shiv (Str+1D), concealed security tool kit (+1D to *Security*).

Capsule: Mara Jade is one of the Emperor's many Hands. She is proud and smart with a diverse collection of skills that allow her to accomplish extraction and assassinations at the Emperor's bidding with perfect proficiency. Jade is cold, calculating and deadly. She is a master chameleon, often blending into crowds of both street scum and high society. She is, above all else, a professional who is utterly and completely dedicated in her service to the Emperor.



 **LIFE ON THE EDGE**

“Sure, sure. As long as I get paid, it makes no difference to me.”

-Cad Bane

Life on the run in the hidden corners of the galaxy means that Jedi in hiding will inevitably come into contact with the more unsavory organizations that occupy the shadows and alleyways slip between the white-armored fist of Imperial law. While Jedi do not traditionally associate or ally with these groups, desperate times call for desperate measures. Whether they are hunted by bounty hunters looking to make fast and dangerous credits by recovering wayward Jedi at the bidding of the Empire, or whether they attempt to tap into these resources to remain hidden from greater foes, the underbelly of the galaxy is both a bane and a blessing to the remnants of the Jedi Order.

Black Sun

Black Sun is the single largest criminal organization in the galaxy. They have an endless number of agents across countless star systems. During the waning years of the Republic they benefited by providing arms to both the Grand Army of the Republic and the Separatist Droid Army in spite of difficulties presented by the organization known as the Shadow Collective.

Ironically, it was the Shadow Collective and their Sith leadership that would inspire new criminal enterprises for the Black Sun. Amazed by the power of these new force-wielding enemies, Underlord Dal Perhi developed a plan that he believed would be of great profit for Black Sun. In the aftermath of Order 66 and with all Jedi declared to be enemies of the newly established Galactic Empire, Perhi thought to turn this drastic turn of events to his advantage. Seeking out wayward Jedi hidden through out the galaxy, Perhi would make them an offer: They

could find safe refuge with the Black Sun in return for service to the organization. If they refused, Perhi would simply pass on his discovery to the Empire and expose the Jedi to the full weight of the Imperial war machine.

Perhi tasked Vigo Xizor with leading this operation. Xizor kept a cadre of bounty hunters in his employ for this operation and though have been able to locate several Jedi since the operation began. He has been cautious in his approach with the rogue force-users and has great deal of respect for them. His offers of solace are accompanied with ease, simple service to the Black Sun that slowly degenerates until the weaker and more desperate Jedi are practically slaves to the organization. Those that refuse the offers of protection are more often than not simply allowed to go about their business for a few months before they suddenly discover an Imperial Inquisitor or team of bounty hunters dogging their every step.

When became Prince Xizor and seized control of Black Sun before the Battle of Yavin, he focused less on what he called “Perhi's pet project” and instead focused on more traditional criminal activities, so as to distance himself from a potential conflict of interest with Darth Vader. Xizor's patience and foresight far outweighs that of his predecessor and will serve him well in the years to come.

Dal Perhi



Type: Black Sun Underlord

Dexterity 3D

Blaster 6D, Brawling Parry 4D+1, Dodge 5D+1, Melee Combat 5D+2, Melee Parry 5D+1

Knowledge 3D+2

Alien Species 6D+2, Bureaucracy 5D+2, Bureacracy: Black Sun: 7D, Business 6D+2, Intimidation 7D+2, Business 7D, Languages 5D, Streetwise 7D, Streetwise: Black Sun 9D, Survival 6D+1, Value 5D+2, Willpower 4D+2

Mechanical 2D+1

Repulsorlift Operation 3D+2, Space Transports 4D+1,

Perception 4D

Bargain 7D+1, Command 6D, Gambling 6D+2, Hide 5D+2, Investigation 6D+2, Persuasion 7D+1, Search 6D, Sneak 6D+2

Strength 3D

Brawling 5D, Climbing/Jumping 5D+2, Stamina 5D+1, Swimming 5D

Technical 2D

Computer Programming/Repair 4D, Demolitions 4D+2, Droid Programming 4D+1, Security 6D+1

Force Points: 2

Character Points: 12

Dark Side Points: 3

Movement: 10

Equipment: Hold-Out Blaster (3D), Fine Clothing

Capsule: Dal Perhi rose to the position of Underlord of the Black Sun through vicious enthusiasm and an opportunistic eye. He fancies himself the most powerful man in the galaxy, short of Emperor Palpatine himself. He is eager

to continue consolidating power and as such he looks for any opportunity to gain the favor of Emperor Palpatine and Lord Darth Vader. However, his too over-zealous in his eagerness, and because of this he is short sighted to the threats around him and may find that men he trusts as allies and friends might be the ones who place a shiv between his shoulders.

Death Watch

This once powerful organization of warriors who sought to restore “the glory of Mandalore” has fallen into obscurity and decline in aftermath of the Clone Wars and the rise of the Empire. While Death Watch enjoys a loose alliance with the Empire, they are regarded as little more than an organized sect of bounty hunters and mercenaries united by a common ideology. But the current leader of Death Watch, Teti Viba, hopes to restore the order to its former glory.

Drawing upon the long-standing ire between Death Watch and the Jedi Order and their alliance with the Empire, Teti Viba hopes to regain prestige by presenting Death Watch as an organization that specializes in hunting down and destroying rogue Jedi. Working closely with Imperial Commander D'kryn of Tatooine, Viba and those still loyal to Death Watch to exterminate the Jedi who are hiding on the edges of the Outer Rim Territories.

Little does Viba suspect that D'kryn is feeding any information provided by him to the Inquisitorius so that all glory can rightfully go to the Empire while keeping Viba on a leash with promises of power and glory. What exactly D'kryn's final plans are unknown to Death Watch and it is only a matter of time before his schemes come to fruition.

Currently Death Watch maintains a base of operations on the forest moon of Endor. Their bunker is well-protected, well-armed, and well-hidden. Its location is unknown to all but Death Watch members, who guard its location closely. Even the forest moon itself is all but ignored by

most travelers and spacers who ply the outer rim territories.

Teti Viba



Type: Death Watch Leader

Dexterity 4D

Armor Weapons 6D+1, Blaster 6D, Blaster: Blaster Rifle 7D+2, Brawling Parry 5D+2, Dodge 6D, Grenade 5D+1, Melee Combat 5D+2, Melee Parry 5D, Missile Weapons 6D Running 4D+2

Knowledge 2D+2

Intimidation 6D+2, Planetary Systems 5D, Streetwise 6D+2, Survival 4D+2,

Mechanical 2D+2

Jet Pack Operations 5D+2, Repulsorlift Operations 5D, Space Transports 5D+1, Starship Gunnery 4D+2, Swoop Operation 4D+2

Perception 3D

Command 5D, Command: Death Watch 7D, Hide 4D+2, Search 6D, Sneak 5D+1

Strength 3D+2

Brawling 6D+2, Climbing/Jumping 5D+1, Stamina 6D

Technical 2D

Armor Repair 5D+1, Blaster Repair 4D+2, Demolition 4D+2, First Aid 4D+2, Security 3D+2,

Force Points: 3

Dark Side Points: 5

Character Points: 12

Movement: 10

Equipment: Modified Blaster Rifle (6D+1), Blaster Pistol (4D), Vibro-shiv (Str+1D), Grenade (3, 5D), Modified Bounty Hunter Armor

Capsule: Teti Viba is the leader of a dying organization. Though he won't admit it, he has grown desparate. He is desparate to prove himself as a great leader of Death Watch and to prove that Death Watch itself can survive its latest crisis. As leader of Death Watch, he fancies himself an effective orator and cunning manipulator, believing his recent alliance with D'krn can be parlayed into a lucrative contract between the Empire and Death Watch. Unfortunately, the truth is that Viba is short-sighted and not as cunning as he believes himself to be. He is a warrior first and has little skill when it comes to matters of deception. He is a true and honorable leader of Death Watch and that may indeed be his downfall.

Teti Viba's Armor

Model: Modified Mandalorian battle armor

Type: Modified personal battle armor

Cost: Not for sale

Availability: Unique

Game Effect:

Basic Suit: Provides +2D+2 to *Strength* for physical attacks, +1D+2 for *energy* attacks. Covers head, torso and arms. -2 penalty to all *Dexterity* skills.

Wrist Lasers: 5D damage, uses armor weapons skill, ranges: 3-5/25/50.

Rocket Dan Launcher: 60 damage, uses *missile weapons* skill, ranges 3-5/10/25, poison-tipped darts (causes 4D damage for five rounds). Can use alternative poisons and stun serums.

Turbo-Projected Grappling Hook: 20 meter lanyard, uses *missile weapons* skill (ranges 0-3/10/20), magnetic grappling "hook."

Flame Projector: 5D damage, uses *armor weapons* skill, creates cone one-meter wide, variable one to five meters long.

Jet Pack: Has a Move of 100 meters horizontally, 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Easy, modified by obstacles. Has 12 charges, can expend up to

two per round.

Sensor Pod: +2D to *search*.

Infrared/Motion Sensor: Integrated infrared and motion sensor adds +10 to *Perception* in darkness or with moving objects ahead and to both sides.

Macrobinooculars: Add +2D to *Perception* or *search* for objects 100-500 meters away.

Sound Sensors: Adds +1D to *Perception* or *search*. This bonus only applies in quiet situations.

Internal Comlink: Can be adjusted to various common frequencies.

Broad-band Antenna: Can intercept and decode most communications made on standard frequencies. As a result, Teti Viba can patch into shipboard communications.

Winch: Capable of lifting 100 kilograms (Viba and his equipment only).

Sealed Enviro Filter: Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two-hour internal supply of breathing gasses.

protection rackets are common among Hutts and the idea of having a servant who can read the thoughts of competing criminals is a valuable asset indeed.

A Jedi desperate enough to enter into an agreement with a Hutt also must contend with the fact that the slimy aliens possess a natural resistance to mind tricks commonly used by the Order. That combined with the strong influence the Hutts hold within the Bounty Hunters Guild creates a situation where the Jedi finds that he's gone out of the sand pit and into the Sarlacc. Those Jedi that do establish long term relationships with the Hutt clans will find the Jedi Code sorely tested and they often find themselves forced to turn away from the vows they once took in order to survive. Indeed, the dark side of the Force slowly slithers into their consciousness as they justify the progressively more despicable acts they commit in the name of "survival," and before too long they are as corrupt as the very Empire they are hiding from.

Hutt Space

Hutt Space is a unique paradox to Jedi who are fleeing persecution. While the Hutt Clans control hundreds, if not thousands of systems that operate almost completely independent of the Empire or with minimal Imperial influence. This would make it seem ideal to those who wish to vanish from the eyes of the Empire and while it is true that there are not stormtroopers and moffs to contend with, Hutt Space has threats all its own.

The Hutt clans and those that serve them are concerned with one thing: profit. While it is true that a Jedi hiding in Hutt Space is not going to be actively hunted simply for existing, if he reveals his true nature he may find all manner of new and unexpected hazards. Less subtle profiteers will simply seek to claim any bounty offered by the Empire for slain Jedi, more nefarious and creative criminal entrepreneurs will find unique ways to exploit them. Blackmail or

Asa-Ren



Type: Failed Jedi

Dexterity 2D+2

Blaster 4D, Dodge 4D+2, Lightsaber 5D+2, Running 5D

Knowledge 3D+1

Alien Species 4D+2, Intimidation 5D+2, Languages 5D, Planetary Systems 4D+1, Planetary Systems: Hutt Space 6D, Streetwise 5D

Mechanical 2D

Repulsorlift Operations 3D+2, Space Transports 4D+2

Perception 3D+1

Bargain 5D, Command 3D+2, Hide 5D, Investigation 5D+2, Persuasion 5D+2, Search 6D, Sneak 5D+1

Strength 2D+2

Brawling 3D+1, Climbing/Jumping 4D+2, Stamina 3D+2

Technical 2D

First Aid 4D, Lightsaber Repair 4D

Special Abilities:

Control 2D+2, Sense 3D, Alter 2D+1

Force Powers:

Control: Absorb/Dissipate Energy, Accelerate Healing, Control Pain, Enhance Attribute, Hibernation Trance, Remain Conscious, Resist Stun

Sense: Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force

Alter: Telekinesis

Control & Sense: Projective Telepathy, Lightsaber Combat

Control, Sense & Alter: Affect Mind

This Character is Force-sensitive

Force Points: 1

Dark Side Points: 2

Character Points: 9

Movement: 10

Equipment: Lightsaber (5D), Blaster Pistol (4D), nondescript clothing.

Capsule: Asa-Ren is playing a dangerous game. He accepted the protection of a powerful Hutt family syndicate, using his gifts in the Force to assist in interrogation. He entered into this by deluding himself into the belief that his telepathic gifts might reveal information from those who would otherwise be tortured. But the Hutts that Asa-Ren have served have forced him into more than one situation where he has had to allow or even assist in the torture of being

imprisoned by the hutts. Asa-Ren is contemplating how to free himself from this self-created prison, but his eyes are growing more and more blind to the horrors of the galaxy. Even now, he only keeps the Dark Side at bay through the consumption of ryl spice and copious consumption of lum – which his hutt masters will gladly provide.

Bounty Hunters

The long arm of the Empire does not extend forever, and the great exterminators of the Jedi Order are bound by regimented training and the dogma of formal military structure. But Lord Vader recognizes the flaws within the Empire and is not afraid to reach for allies outside the law. Imperial policy dictates that citizens are obligated to report anyone claiming to be a Jedi to their local law enforcement so that action can be taken by government officials. The reality is much more complicated. Bounty Hunters, both those who operate independently and operate within the guild, are quick to take up the hunt for anyone who is rumored to be a Jedi.

Hunting Jedi is a high risk/high reward job, but carries with it benefits beyond a large stack of Imperial credits. Bounty hunters who specialize in the discovery and capture of Jedi are regarded as elite and often their reputation draws them lucrative jobs from both the Empire and the various criminal organizations of the world – a kind of fast track to respect. But hunting Jedi is no easy task, and reckless bounty hunters who take up the task lightly often find themselves on the wrong end of a lightsaber.

Rarer still than bounty hunters who attempt to capture Jedi, are former Jedi who have turned their skills to the art of the hunt. These former servants of the Republic are self-serving at best and most quickly succumb to the dark side when they decide to use their powers for such a violent and self-serving profession. Still, only the most paranoid or obsessed Imperial agent would think to look for a Jedi Knight amongst the killers

and thugs of the galaxy and those they find are often far more dangerous than expected. Particularly ambitious Inquisitors and Imperial agents who find these shadowed former knights will often attempt to hire them into Imperial service instead of turning them over to the Inquisitorius, hoping to create a powerful (if not dangerous) ally in the process.

Cad Bane



Type: Duros Bounty Hunter
Dexterity 4D
 Armor Weapons 7D+2, Blaster 8D+2, Blaster: Blaster Pistol 11D+2, Brawling Parry 7D+2, Dodge 8D+2, Grenade 7D+1, Melee Combat 7D+1, Melee Parry 6D+1, Missile Weapons 6D, Thrown Weapons 6D+2, Running 5D+2, Vehicle Blasters 5D+2
Knowledge 2D+2
 Alien Species 4D+2, Bureaucracy 4D, Business 6D, Command 6D, Intimidation 6D+2, Intimidation: Stare Down 9D, Law Enforcement 5D+1, Planetary Systems 5D+1, Streetwise 7D+2, Survival 6D+2, Tactics 4D+2, Value 5D+2, Willpower 7D+1
Mechanical 3D
 Communications 5D, Jet Pack Operations 6D+2, Repulsorlift Operations 5D, Sensors 5D, Space Transports 7D+1, Starship Gunnery 6D+2, Starship Shields 5D, Swoop Operation 5D+1

Perception 3D
 Bargain 6D, Command 5D+2, Con 6D+1, Forgery 5D+2, Gambling 5D+2, Hide 6D+2, Persuasion 6D, Search 7D, Search: Tracking 9D+2, Sneak 7D+1
Strength 3D
 Brawling 7D+2, Climbing/Jumping 7D+1, Stamina 6D+1
Technical 2D+1
 Armor Repair 6D+1, Blaster Repair 6D+2, Demolition 6D, First Aid 5D, Repulsorlift Repair 4D+2, Security 6D+2, Space Transport Repair 5D+2
Force Points: 5
Dark Side Points: 5
Character Points: 18
Movement: 10
Equipment: Two Modified LL-30 Blaster Pistols (6D, 3-20/50/150), Quick-Draw Holsters (+2 to *Perception* rolls when rolling for initiative when drawing LL-30 Blaster Pistols, first round of combat only), Modified Hold-Out Blaster (3D+2), Bola (*Strength*+1 damage, uses *Thrown Weapons* skill. If attack is successful, target must make a Moderate *Dexterity* roll or be unable to move until bola is untangled), Durasteel Ice Pick (Str+2), Cybernetic Breathing Tubes (see below), Mitrinomon Jetpack Thrusters (see below), Multi-purpose Wrist Gauntlets (see below), Nashtah-hide Jacket (+2 to *Strength* for physical attacks, +1 for energy attacks. Covers torso and arms), Nashtah-hide wide-brimmed hat.

Capsule: Cold and manipulative, Cad Bane is one of the most feared bounty hunters in the galaxy. During the Clone Wars he was a constant threat to the Republic and the Jedi Order and was paid handsomely for his services by the Separatists. When the Galactic Empire rose to power, Bane knew which way the winds were blowing and quickly took steps to ingratiate himself to Imperial High Command. His experience combating Jedi Knights during the Clone Wars has served him well and he has a reputation for being the foremost Jedi hunter among the bounty hunters of the galaxy.

Cad Bane's Wrist Gauntlets

Type: Modified Multi-purpose Wrist Gauntlet
Scale: Character
Game Notes: In addition to all the features of a standard set of Multi-Purpose Wrist Gauntlets, Cad Bane had made the following modifications.
Turbo-Projected Grappling Hook: 20 meter lanyard, uses *missile weapons* skill (ranges 0-3/10/20), magnetic grappling "hook."
Flame Projector: 4D damage, uses *armor weapons* skill, creates cone one-meter wide, variable one to five meters long.
Contact Stunner: 5D Stun damage, uses *brawling* skill

enhancement includes internal storage of air canisters that provide one hour of pure air in the event that the wearer is caught in Type III environments. In addition, the filtration systems of this cybernetic enhancement grant a +3D bonus to all *Stamina* rolls made to resist airborne poisons and toxins. Finally, because the D-4 Respirator bypasses the airway of the throat, anyone with this enhancement is immune to methods of *Injure/Kill* and *Telekinetic Kill* that attempt to constrict the airway.

The breathing tubes themselves can be installed with an optional removal system, allowing the tubes to be detached and stored when not in use and to conceal the obvious presence of cybernetics. This feature doubles the cost of purchase.

Cybernetic Breathing Tubes



This is an old style cybernetic enhancement, obvious and bulky. Tubes run from clamps in the cyborg's chest and up to the cheeks, creating a second airway through which the target can breath. Because of their blatant nature, they are considered a bit out-dated, in spite of being highly effective in low oxygen environments and at filtering out airborne poisons.

Model: Cestus Cybernetics D-4 Respirator
Type: Cybernetic Breathing Tubes
Scale: Character
Cost: 2500
Availability: 2, R
Game Notes: Characters who receive this cybernetic enhancement are able to breath in both Type I and Type II environments. The D-4

Mitrinomom Jetpack Thrusters



Designed to be a less bulky alternative to more traditional jet packs, Mitrinon Thrusters easily attach to and remove from the would-be pilot's boots. While their light weight and convenient applicant were selling points, the thrusters were not a commercial success due to their a low weight capacity and high energy expenditure. They were produced for a few years during the Clone Wars and discontinued soon after the establishment of the Galactic Empire.

Model: Mitrinomom C-27 Jetpack Thrusters
Type: Personal Jet Pack
Scale: Character
Skill: Jet Pack Operation: Thrusters
Cost: 2000
Availability: 2, R
Game Notes: This device is capable of living up to 150 kilograms (total). It moves vertically 100

meters per charge, horizontally up to 250 meters per charge. A fully powered unit has 10 charges and each round of use expends one charge. It costs 200 credits to have the thrusters recharged.

Multi-purpose Wrist Gauntlets



Created to assist mechanics and maintenance workers serving aboard space stations and capital scale vessels, these gauntlets help assist in interfacing with computers and astromech droids. However, innovative design and simple programming make them highly adaptable and easily modified. As such, they are found through out the galaxy and are often put to less than legal uses.

Model: TaggeCo Digital Gauntlet
Type: Multi-purpose Wrist Gauntlet
Scale: Character
Skill: Computer Programming/Repair (or other, see below)

Cost: 1000
Availability: 2
Game Notes: An off-the-shelf Wrist Gauntlet features a datapad with uplink capacity, comlink and translator for the beeps and whistles of an astromech unit. It can also be pre-programmed to translate up to three other languages if they are spoken within 10 meters of the wearer. The cost to have a language pre-programmed language into a gauntlet is 100 credits, though a character able to speak a specific language can program that language into the wrist gauntlet by spending eight hours working with the gauntlet and succeeding at Moderate Computer Programming/Repair roll.

In addition, wrist gauntlets are easily modified. Typical modifications include a spool of up to 50 meters of liquid cable fired via compressed air or remote control uplinks to small starships or repulsorlift vehicles. Small weapons such as, contact stunners, dart launchers or short-range flame throwers can be added to the wrist gauntlet, though such additions make the gauntlets bulky and unable to be concealed beneath long sleeve clothing. The difficulty for these modifications ranges from Easy to Very Difficult with a cost equal to the base cost of the item being installed. Installment time can take from one day to as long as several weeks, at the GM's discretion.



 **JEDI IN EXILE**

“Into exile, I must go. Failed, I have.”

-Yoda

Jedi and other force-sensitive characters live a life on the run. The mere fact that they were born with a deeper connection to the Force than the vast majority of galactic citizens their lives are in danger. Those individuals who have received any level of training from or associate with the remnants of the Jedi Order are hunted unto death by the Empire.

Force-Sensitive Characters

Force-sensitive characters with no training fair little better if the Empire takes notice of them. While they are not executed on principle, their fate is just as dark should the Empire discover them. Typically they are taken into Imperial custody and from there handed over to the Inquisitorium. This elite unit of Jedi hunters trains those who are willing in the ways of the dark side so that they might use their powers against those who are like them. If the force-sensitive character refuses this “generous offer” from the Inquisitorium they are tortured until they submit to the will of the Empire – and the Inquisitorium specializes in what they call “unwilling extraction.”

Fortunately, most force-sensitive individuals spend their entire lives without ever realizing their gift and they go unnoticed by the Empire. The Inquisitorium does not have limitless resources and as such they do not discover every, nor even the vast majority, of force-sensitive beings in the galaxy. A force-sensitive character is not likely to draw unwanted Imperial attention unless he associates with those the Empire defines as part of the criminal element.

Often the most beneficial outcome results

when a former member of the Jedi Order discovers a force-sensitive individual who is curious about the Force. This is rare, but due to their force-sensitivity, these individuals are often more open-minded to the nature of the Force. Traditionally, though, Jedi are trained from a very young age and often survivors of the Great Purge are those whose abilities are too weak to be noticed by the Empire or the Jedi in question has abandoned his training and his powers have diminished.

Yet still, the Force works in mysterious ways. It was often said by Jedi Masters of the Old Republic that when the student is ready then the master will appear and often the reverse is equally true. In these dark times many former members of the Jedi Order have had their spirits rekindled by eager and hopeful students, and together they hope to bring light and balance back to the Force.

Former Jedi

Those who once served the Jedi Order during the time of the Republic live the life of a fugitive. The Jedi Temple held extensive records regarding the identity of padawans, knights, and masters in the order and the Emperor was quick to make use of these in the extermination of the Order. While Vader himself takes particular joy in hunting down and destroying individual Jedi, he can only be in one place at a time. The Inquisitorium is actually a much greater threat to surviving Jedi, as the number of individual Inquisitors known only to the Emperor and Darth Vader. Estimates range from a few dozen all the way up to hundreds, if particularly paranoid individuals are to be believed.

This looming fear causes the few surviving Jedi to remain transient. Most drift from world to world, hiding their identity as laborers or traveling workers, hiding the truth of their identity. Those who do not want to drift across the galaxy sometimes try to make a life for themselves on a planet that has only a small Imperial presence. Remaining on the fringes of society, they are typically regarded as strange hermits or eccentric homesteaders. Those who do integrate themselves into their community typically take up roles of leadership, often against their better judgment. The wisdom and patience of a Jedi often puts them in a position suited to administration or community support. As such they typically become healers, community leaders, and respected citizens.

Alien Force Users

Imperial policy regarding non-humans is draconian at best. They are seen as lesser creatures of the galaxy and force-sensitive aliens are seen as the least among them. When an alien is discovered to be force-sensitive or have Jedi training they are exterminated with extreme prejudice. Those few who are taken into Imperial custody are turned over to Imperial Jedi hunters and Inquisitors where they are interrogated unto death.

Jedi and the Rebel Alliance

While the Empire has used the Jedi as symbols of the corruption that supposedly destroyed the Galactic Republic after thousands of years of corruption and power-mongering, the Rebel Alliance is quick to kindle the symbol of the heroic Jedi Knight in flowing robes with a blazing lightsaber raised high in defense of the weak. The symbol of the Rebel Alliance even draws a striking resemblance to the symbol of the Jedi Order.

Though the Alliance respects the Jedi Order and what they stand for, many in Rebel High Command are cautious when it comes to former Jedi and lost apprentices come into the service of the rebellion. It's difficult enough to

maintain a secret cell of guerrilla fighters that strike out against the massive Imperial war machine that dominates the galaxy. But when it becomes known that a cell is hiding or working with a Jedi, that's when the Inquisitorium takes notice, or worse yet – Darth Vader himself. While it is true that the presence of one of the great Jedi Knights from the days of yore can inspire new hope and dedication in many rebels, the sight of the black armored Lord of the Sith is enough to freeze even the fieriest of souls. Because of this delicate balance, more cautious Alliance leaders ask that Jedi and force-sensitive members keep their gifts secret and use their skills with the utmost of subtlety, only brandishing their lightsabers and their amazing abilities at the utmost end of need.

A Fire Rekindled

Even though the Jedi Order is tattered and broken, it is not wholly destroyed. A handful of surviving Jedi Knights and half-trained apprentices are attempting to pass on what they have learned to any who are willing to learn. They train in secret rebel bases and on hidden pirate moons of the Outer Rim Territories.

It is true that only fragments of the vast knowledge once held by the Jedi Order remain, but from that wreckage hope can be gleaned and a fire can be rekindled. Ancient tomes of Jedi lore still remain hidden in the far corners of the galaxy. Holocrons filled with vast knowledge have been forgotten by the Empire and her Sith masters. The tools of the order can still be found in the wreckage of genocide. From these artifacts, hope can be reborn if those who survive still have the hope and courage to hold fast to their faith in the Force.

Training Lightsaber



Used by the Jedi Order to safely train

younglings and padawans in the basics of lightsaber combat, these weapons look almost identical to normal lightsabers, save that they are a bit smaller and more slender in design. All known training lightsabers use specially designed crystals and power regulators that limit the energy output of the blades. While these blades do inflict pain and sometimes even blistering wounds, they are not capable of inflicting permanent damage or wounds to anyone struck by them.

Model: Individually Crafted Training Lightsaber
Type: Training Lightsaber
Scale: Character
Skill: Lightsaber: Training Lightsaber
Cost: Not available to the public
Damage: 4D Stun

Used primarily in the training of Jedi younglings and padawans, these weapons are permanently set to only do stun damage. In addition, they have standard meter-long blades and on additional modifications. They were designed as teaching tools, not weapons of war.

Marksman-H Combat Remote



Often called seeker droids or training remotes, these fast moving, spherical droids move with lighting speed and are capable of firing a rapid series of stun bolts at their target. They have been used for generations by the Jedi order to assist in learning to deflect blaster bolts in a safe environment. Additionally, many smugglers and bounty hunters using them as automated targets to improve their quick-drawing and marksmanship.

More nefarious hunters and particularly subtle imperial assassins will often empower the stun blasters on a Marksman-H to inflict the full damage of a heavy blaster pistol and program them to seek out a specific target for a cold and efficient assassination.

Type: Marksmanship Training Remote
DEXTERITY 2D
 Blaster 5D, Dodge 5D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 1D
Equipped With:
 Repulsor Unit w/ three meter flight ceiling
 Internal Stun Blaster (2D Stun, 25/50/75)
Move: 12
Size: 0.25 meters
Availability: 2, R
Cost: 350 credits

Optional Rule: At the game master's discretion a force-sensitive character who uses a training remote while attempting to learn the *Lightsaber Combat Force* ability may pay a reduced character point cost to learn it. Typically this should be between a 1-3 reduction in character point cost, as determined by the game master.

Training Helm



Nothing more than a blast helmet with a face shield covering the eyes of the wearer, these

helmets were used regularly by the Jedi Order to teach younglings and padawans to reach out with the force and see with more than their eyes. They are diverse in design and any common blast helmet fitted with a face shield can serve as a training helmet in a pinch.

Model: Modified Blast Helmet
Type: Personal Armor
Scale: Character
Cost: 300
Availability: 1
Game Notes: +1D physical, +1 energy (head)
Optional Rule: At the game master's discretion a force-sensitive character who wears a training helmet while attempting to learn the *Lightsaber Combat* Force ability may reduce the cost in character points by one point.

Used primarily in the training of Jedi younglings and padawans, these weapons are permanently set to only do stun damage. In addition, they have standard meter-long blades and on additional modifications. They were designed as teaching tools, not weapons of war.

Jedi Holocrons



A holocron is an organic crystal-lattice device used by Jedi and Sith alike to store vast amounts of knowledge regarding the use of the force as well as information on the history of the galaxy. The exact information contained within is determined by the holocron's gatekeeper.

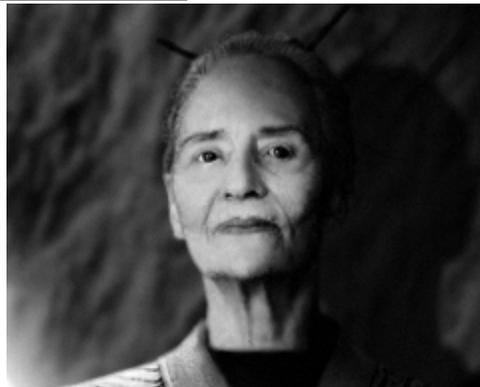
The gatekeeper is a replicated

consciousness of a Jedi Master or Dark Lord of the Sith that is copied and stored in a holocron at the time of its creation. It has the knowledge, memories and personality of the consciousness. Though the gatekeeper is not a truly living thing, it is capable of interacting with anyone who accesses the holocron and offering instruction in the ways of the force in so far as it knowledgeable.

Holocrons were very, very rare during the height of the Jedi Order and with the Empire in power they have only become more so. If the location of a holocron comes to the attention of an Empire, Lord Vader himself or his top Inquisitors will take every step necessary to take custody of it – regardless of what it costs in credits or in blood.

Model: Unique Crystal-lattice Device
Type: Jedi Holocron
Scale: Character
Cost: Priceless
Availability: 4, X
Game Notes: All Jedi Holocrons contain highly advanced programming that mimics the personality and memories of a Jedi Master or Sith Lord who acts as the “gatekeeper.” Methods of activating the holocron vary from touch to the active use of force powers on the holocron.

Sample Holocron: Jocasta Nu



Model: Unique Crystal-lattice Device
Type: Jedi Holocron
Scale: Character
Cost: Priceless
Availability: Unique

Gatekeeper: Jocasta Nu

KNOWLEDGE 4D

Alien species 6D, bureaucracy 8D, cultures 7D, intimidation 5D, languages 7D, planetary systems 9D, scholar: Jedi lore 11D+1, scholar: Sith lore 5D, willpower 5D

Special Abilities:

Force Skills: Control 9D+2, sense 8D, alter 8D+2

Force Powers:

Control: Accelerate healing, concentration, control pain, emptiness, enhance attribute, force of will, remain conscious, remove fatigue

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense force

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control and Alter: Accelerate another's healing, control another's pain

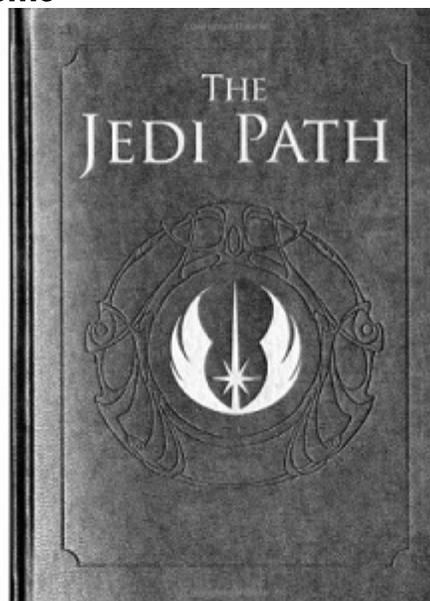
Sense and Alter: Dim another's senses

Control, Sense and Alter: Affect Mind

Once the Chief Librarian of the Jedi Archives, Jedi Master Jocasta Nu was fiercely proud of the archives, often to the point of being overconfident in what was contained in them. But to younglings and padawans, Jocasta was a kind, if stern instructor who saw the best in every potential Jedi and worked hard to bring what she saw to light.

Her extensive knowledge of the archives allowed her to learn how to create a holocron and a few years before her death she did so with the permission of the Jedi Council. What became of the holocron after its creation is unknown.

Jedi Tome



The the earliest days of the Republic, before the vast majority of information in the galaxy was stored in vast computers and digital repositories, old fashioned books were used. Bound in animal skin or leather and with pages of paper, parchment, or other thin material, a Jedi tome could be anything from the personal journal of a long-dead Jedi Master, a historic text chronicling past events of the order to an instruction manual on basic Jedi techniques.

In addition to being rare, Jedi tomes are often in languages other than Basic and typically in languages that have been long dead. Still, simply for their historic value and connection to the past, these books are valued almost as Jedi holocrons.

Model: Ancient Literary Text

Type: Jedi Tome

Cost: Priceless

Availability: 4, X

Game Notes: Jedi tomes may contain instruction on how to learn specific force powers. A Jedi studying a Jedi tome containing these powers may learn the power as if they had a master instructing them.

The Dark Times Campaign

The information presented in *The Dark Times* offers both game masters and players new information to use in their table-top Star Wars sagas. Its designed to be easily integrated into an existing campaign, but enterprising game masters may want to run an entire series of adventures based around a group of force-sensitive or Jedi characters who are fleeing the wrath of the Empire or hiding from the Inquisitorium.

Who?

The first thing that should be done as game master is to ask their players if this is the kind of campaign they'd enjoy. Force-sensitive and Jedi characters have much stronger moral obligations than characters who are not force-sensitive and this can dramatically impact the tone of the game. While the choices between the Light Side and Dark Side of the Force can make for powerful role-playing, it's not every player's cup of tea.

Why?

If all your players are indeed interested in a campaign focused on these types of characters then the game master will need to begin planning the campaign. The vast majority of these types of characters attempt to maintain a low profile and are not very active. So what is it that will bring some of the most hunted people in the galaxy out of hiding? Why are they doing this?

What?

Something that is also of chief concern is how the player characters came together and why they have chosen to remain together. A single Jedi, if they draw the attention of the Empire, can draw grave danger down upon themselves – a group of Jedi are going to have to deal with the greatest terrors of the Empire! It's important that the characters maintain a strong connection that will hold them together against the worst they might face.

When?

The game master will also need to decide exactly when they are setting their campaign. How long has it been since Order 66? This is of key importance, since it will strongly influence the age of the characters and the number of experiences they have had. Also of key importance is the strength of the Rebel Alliance – the most likely ally of these characters. By the time of the Battle of Yavin the Rebellion is coming into its own, though it is still a rag-tag organization. During the years leading up to the destruction of the first Death Star, they are regarded as little more than an annoyance by the Empire and ineffective terrorists by the average galactic citizen (thanks primarily to Imperial propaganda).

How?

The last thing to consider is exactly how your adventures will occur. Listed below are just a few adventure seeds to help get you started.

The Renewed Jedi Order

A surviving Jedi Master has gathered the player characters together in hopes of secretly completing their training and bestowing on them the title of Jedi Knight. This Master hopes to restore the dying fire of the Force to the galaxy and begin the rebirth of the Jedi. But there is no great Jedi Order to guide them, and indeed they are hunted where ever they go. The road will be long and difficult. Even at the height of the Jedi Order, becoming a Jedi Knight was no easy task. With the wrath of the Empire against them, would-be apprentices will find their task all but impossible.

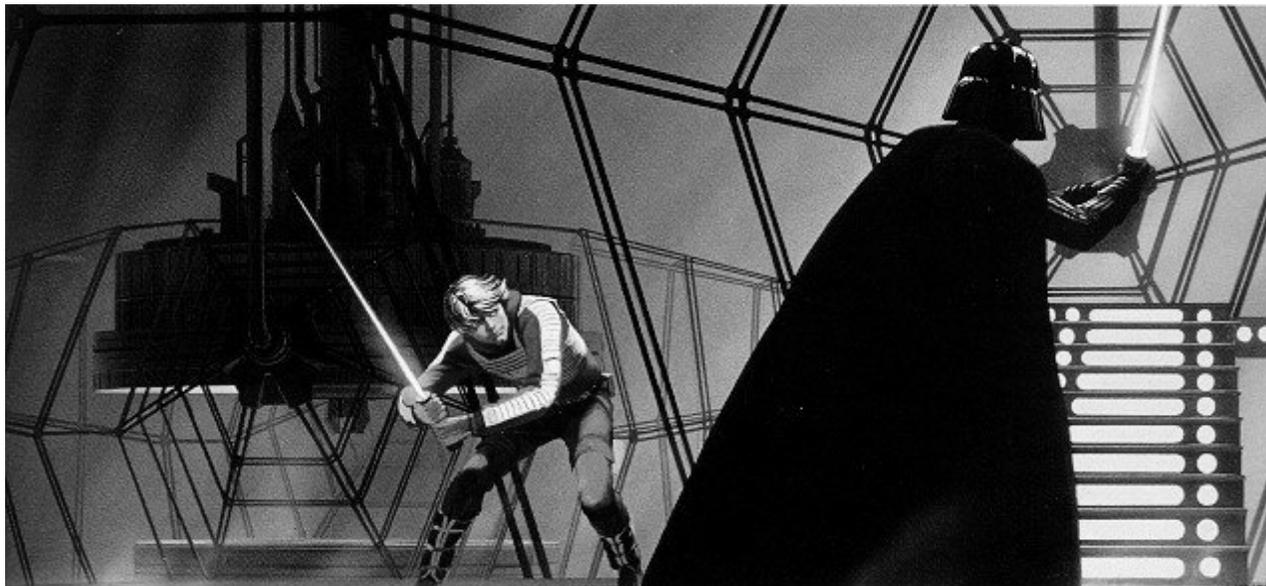
The Light of Truth

The Jedi have been painted by Emperor Palpatine and the Galactic Empire as traitors and warmongers whose extermination was necessary when they attempted a violent insurrection against the Republic. Those few who survived Order 66

know this is the greatest deception ever perpetrated by Palpatine and hints of evidence that could reveal the truth of his lies has been revealed. But whether they be lost security tapes from the Jedi Temple, secret journals kept by Palpatine or some other Imperial official, this evidence is in danger. The player characters must now ply the galaxy, piecing together the truth while remaining one step ahead of the Empire in hopes of revealing to the entire Empire that the Jedi were and are noble protectors who were betrayed to their extinction.

Symbol of Hope

With the victory at the Battle of Yavin through the heroics of Luke Skywalker, there are some in the galaxy who are starting to believe that a budding rebellion and their Jedi hero are more than just reckless insurgents. Whispers of noble Jedi Knights are being heard in the galaxy again and the Rebel Alliance is trying to give a louder voice to them. The player characters are force-sensitive rebels who have become diplomats and ambassadors hoping to draw idealists and believers to support the Rebellion. Unfortunately, being both high-profile members of the Alliance and force-sensitive characters can create all kinds of deadly complications for them...



GAME MECHANICS

“That is the way of things. The way of the Force.”

-Yoda

This chapter details a new Force ability and a few new templates for use in your *Star Wars* campaign. Everything in this chapter (and indeed this supplement) is optional, and should only be used with the game master's permission.

New Force Power

Dim Force Presence

Sense Difficulty: Easy. Modified by proximity (see below).

Alter Difficulty: Moderate.

Required Abilities: Sense Force, Dim Other's Senses

Effect: This power masks an individual's presence in the Force, masking their level of power whether they be a simple untrained force-sensitive character or a powerful Jedi Master and allowing them to appear as just a simple individual with no sensitivity to or particularly gift with the Force..

<i>Alter roll > Difficulty by:</i>	<i>Difficulty to Sense Force increased by:</i>
0-5	+5
6-10	+10
10-15	+15
16+	+20

The power may be used on more than one target at a time, with an increase of +3 to the *Sense* difficulty for each additional target, in addition to a the difficulty being modified by proximity



STAR WARS

The Role-Playing Game



Name: _____

Template: Youngling Survivor

Gender/Species: _____/ Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity	3D	Perception	3D+2
Blaster	___	Bargain	___
Brawling Parry	___	Con	___
Dodge	___	Hide	___
Lightsaber	___	Search	___
Melee Combat	___	Sneak	___
Melee Parry	___		
Knowledge	3D	Strength	2D+2
Alien Species	___	Brawling	___
Languages	___	Climb/Jump	___
Planetary Systems	___	Stamina	___
Scholar	___		
Streetwise	___		
Survival	___		
Mechanical	2D+1	Technical	2D+1
Astrogation	___	Droid Prog.	___
Repulsorlift Op.	___	Droid Repair	___
Space Transports	___	First Aid	___
Starship Shields	___	Repuslor Rpr	___

Special Abilities:

Sense 1D (Select one *Sense Force Power*)

Move: 10

Force Sensitive?: Yes

Force Points: 2

Dark Side Points: 0

Character Points: 5

Equipment: Training Lightsaber (4D Stun),
1000 credits

Background: You'll never forget that day. You remember when the Clones burst into the Jedi Temple and opened fire. They hadn't noticed you, and instinct overwhelmed you so you ran -And you haven't stopped since then. You were only a child, but being part of the Jedi Order was supposed to be your destiny, not this life of terror. You were supposed to become a Jedi Knight, but Order 66 and the Empire changed all that. Instead you went from Youngling to hunted criminal in an instant.

You've spent the years since then drifting from one planet to another, always looking over your shoulder and always trying to stay one step ahead of the Empire. The meager training you received in the Jedi arts has been both a blessing and a curse, helping you survive the purge but also serving as the reason you are hunted.

After all this time, you're used to living like an animal in flight, drifting from planet to planet, always staying one step ahead of the Empire. You know that fear is the path to the dark side, but you can't help but feel that constant sense of terror.

But even in darkness, there is hope. The Rebel Alliance is growing and perhaps in them you can find a new hope to restore the ideals you hold dear to the galaxy. But the Emperor and Darth Vader have not made it easy. You still look behind you at every turn. You still feel that sense of dread and terror with every step and you know that if you are discovered you will be hunted unto death.

Personality: Sad at the loss of your master and the death of the Jedi Order. You still miss your master and fellow Jedi, but a lingering sense of hope drives you to hold to your convictions every day.

Objectives: To stay one step ahead of the Empire and find a way to restore the Jedi Order. To complete your training and become a Jedi Knight.

Quote: "We must stay one step ahead of the Empire!"

Connection: You might be acting as a co-pilot to a smuggler drifting through the galaxy or you've found a Failed Jedi who is helping you complete your training. Perhaps made connections with characters sympathetic to the Rebel Alliance.

STAR WARS

The Role-Playing Game



Name: _____

Template: Renegade Clone

Gender/Species: Male / Clone

Age: ____ Height: 1.83 meters Weight: 79 kg

Physical Description: _____

Dexterity	4D	Perception	3D
Blaster	___	Command	___
Brawling Parry	___	Hide	___
Dodge	___	Investigation	___
Grenade	___	Search	___
Melee	___	Sneak	___
Melee Parry	___		
Knowledge	2D+2	Strength	3D+2
Intimidation	___	Brawling	___
Law Enforcement	___	Climb/Jump	___
Survival	___	Lifting	___
Tactics	___	Stamina	___
Mechanical	2D+2	Technical	2D
Jet Pack Op	___	Armor Rpr	___
Repulsorlift Op.	___	Blaster Rpr	___
Sensors	___	Demolition	___
Walker Operation	___	First Aid	___

Move: 10

Force Sensitive?: ____

Force Points: ____

Dark Side Points: 0

Character Points: 5

Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Clonetrooper Armor (+2D physical, +1D energy. -1D penalty to Dexterity and related skills, Comlink: Tongue-activated helmet comlink, Sealed Body Glove: Climate-controlled body glove and breath mask allows operation in uncomfortably cold or warm climates and toxic-air environments. Multi-Frequency Targeting and

Acquisition System (MFTAS): Adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill uses against target moving more than 10 meters per round; polarized lenses prevent flash-blinding. Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs. Protects head, torso, arms and legs.), 250 credits

Background: You were born to serve, to be a warrior. You were born to live and die for the Republic, to follow orders. But when Order 66 came down, something beyond your training kicked in. The Jedi were good, noble leaders, valiant soldiers and comrades in arms. Something in your creation must have been flawed, because for the first time, you resisted your orders. Since that day you've been on the run, a wanted man who had to flee from his own brothers for betraying Order 66. These days you make your living as a mercenary, a gun for hire, but it's not the same. There's no honor, no brotherhood, no sense of valor. The glorious Grand Army of the Republic has been replaced by beings who are little more than droids with a heartbeats. That's not you. That's not what you were born to be.

Personality: War has made you hard, but fair. You're honorable to those who deserve it, a true soldier who respects both friends and foes who show nobility.

Objectives: To find a unit worth serving, to find a your place in a galaxy that has turned against every value you were ever taught.

Quote: "Right flank, move forward in Echo zone, take the ridge. They'll never see it coming – move, move move!"

Connection: You may have defected with a Retired Imperial Officer or helped any Jedi escape Order 66. Maybe you did some mercenary work with a pirate or bounty hunter.

STAR WARS

The Role-Playing Game



Name: _____

Template: Jedi Archive Droid

Gender/Species: _____/ Droid

Age: _____ Height: 1.3 meters Weight: 70 kg

Physical Description: _____

Dexterity	1D	Perception	2D
Brawling Parry	___	Bargain	___
Dodge	___	Investigation	___
Melee Parry	___	Persuasion	___
Running	___	Search	___
_____	___	_____	___

Knowledge	4D	Strength	1D
Alien Species	___	Stamina	___
Bureaucracy	___		
Cultures	___		
Languages	___		
Planetary Systems	___		
Scholar	___		
Scholar: Jedi Lore	___		
Search	___		

Mechanical	1D	Technical	1D
Astrogation	___	Computer P/R	___
Repulsorlift Op.	___	Droid Prog.	___
Communications	___	Droid Rpr.	___
Sensors	___	First Aid	___

Equipment: Internal Comlink, Human-range audio and visual sensor package, Internal Recording unit (audio, holo), Computer interface tether (5 meters long). When connected to mainframe, adds +1D to +3D to *Knowledge*, depending on mainframe's size), Two manipulator arms, Two legs, Vocabulator

Background: You were programmed to assist in the extensive research and chronicling of the history and details of the Jedi Order and the Galactic Republic. Unfortunately, after the fall of the Republic, your model was discontinued and deemed to be an illegal automation due to its association with the Jedi Order. Whether through the quick wit of your master, sheer blind luck, or simply because you're a droid who's managed to go unnoticed so far, you're still alive and in your memory banks are some of the lost secrets and histories of the Jedi Order – if you are destroyed they could be lost forever.

Personality: Simple and direct, you come across as rather boring to most with whom you interact. You do not quite understand sentient behavior, nor their propensity for danger or violence. You do not fear for your own death because you realize you are a droid, but you do fear having your memory wiped and losing all the information stored in your memory banks.

Objectives: To continue learning and adding to your memory banks in hopes of one day working again in a great library where your information can be of use to the sentient species of the world.

Quote: "According to memory file 3724, the species native to this world is not hostile to outsiders, but the information is not entirely conclusive."

Connection: You could be owned by any Jedi or force-sensitive character, or be assistant to an Armchair Historian or Arrogant Noble.

Special Abilities: You start with 15D to allocate to skills, but may not place more than 2D in any one skill. In addition you receive a free specialty of *Scholar: Jedi Lore*.

Move: 8

Force Sensitive?: No

Force Points: 1

Dark Side Points: 0

Character Points: 5