

# DARK TREMORS

**A Star Wars Adventure for Six Characters**

by Robert Wiese

**Blurb:** A Rebel operative seeks her past as Hular Base prepares to move against the pirate threat. The search leads to outer reaches of the Empire, and a confrontation with a dark adept trained by the Emperor himself. The Force had better be with you.

STAR WARS, its settings, characters, and distinctive likenesses, and all related material are owned by LucasFilm, Ltd, and are licensed to West End Games for the role-playing game. ALL RIGHTS RESERVED. RPGA is a registered trademark of TSR, Inc. ALL RIGHTS RESERVED. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. Tournament copyright 1997 Robert Wiese. This scenario is intended for tournament use only. No reproduction of this tournament may be made without the express permission of the RPGA Network.

This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Determine if any players are bringing characters and evaluate them for the adventure, and pass out the provided characters to any players who need them. Players should choose from the provided characters based on race and profession/template only. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

When running this tournament, or any Star Wars adventure, keep in mind that Star Wars adventures should seem like the movies. The action should flow quickly and the players should not be caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help the players visualize what is going on. More than anything else, have fun.

## **BRING-YOUR-OWN CHARACTER GUIDELINES**

Players may bring their own characters for use in this adventure. See the attached "Warriors of the Republic" Guidelines for specifics and GM info on evaluating the characters. You are free to disallow any character, or any equipment, which you feel would unbalance the adventure. This will require you to be familiar with the adventure, but that is your job as GM.

In addition to the standard guidelines, please keep in mind the following specifics for this adventure.

- The characters provided were created as starting characters plus 32 character points added to skills. All brought characters should be somewhat similar in ability, though you might allow characters with as many as 50 character points allotted to skills.
- Force-users should have no more than 6D total in all Force skills, and no more than 3D in any one Force skill. The characters encounter a Dark Adept, who should be much more powerful than they are in the Force.
- Characters should not bring repulsor-lift vehicles of any kind. They won't really be useful.
- All ships larger than star-fighters or star-fighter-scale space transports should be disallowed.

If players bring their own characters, you should replace the provided ones with brought ones by changing out similar types. For example, replace the bounty hunter character Sid Jannus with bounty hunters, mercenaries, pirates, or similar "fighter style" characters.

NOTE: The droid character, 4B-3ST, and the gambler character, Botob Saduyl, must be played together. If you remove one, you should remove the other or play the second as a gamemaster character. If one character is brought and is a gambler or a droid, you should choose another provided character to replace.

SPECIAL NOTE: Sileski is the central figure of this adventure, and should be the LAST character replaced by a player's character. The adventure works if she is not present, but if possible she should be there. If two players bring Sileski characters from previous adventures in this series, you should only allow one of them. The same applies to each of the provided characters; only one of each should be present.

SECOND SPECIAL NOTE: Carn Drel, the Failed Jedi, is the second to last character to be replaced. The group must have a Jedi if at all possible.

If the character group, when finally ready, does not have a starship amongst them, give them the *Ace of Stars* as a loaned vessel. They can use the stats on Botob Saduyl's character sheet.

The provided characters have interactions and notes about each other on the character sheets. If a provided character is replaced with a brought character, these notes should be read to apply to someone who is not along on this adventure. If players bring characters, the players should all develop some connections between the characters before play begins. Character connections are a big part of Star Wars adventuring, and should not be excluded. Simply being a hired mercenary that the other characters have not met is not good enough.

The setting for Episode One of this adventure, Starlyte Station, is taken from the West End Games product *Wretched Hives of Scum and Villainy*. This location is copyright by West End Games as part of that sourcebook, and no infringement of copyright is intended by its use in this adventure.

## **GAMEMASTER BACKGROUND AND INTRODUCTION**

In the last adventure in this series, *The Pirate Contract*, Sileski (one of the player characters) learned that her history may not be as she remembers it.

### **SILESKI'S HISTORY – HER VIEW**

Unlike most Mon Cals, you were not born on your homeworld. Your parents were two of about 80 Mon Cals who were taken to serve on Coruscant as technical consultants and personal servants. They met while there, and you were born on Coruscant. As you grew, they trained you in technology, as the Mol Cal slaves who worked in technical areas were treated better than those who served in nobles' households.

Just when you reached the age when you would have been sold to someone, you discovered a human who worked with the Rebellion against the Empire. You knew the stories of what the Empire had done to your homeworld, and you eagerly tried to join the Rebellion. This human arranged to have you smuggled off Coruscant, and your life as a Rebel began.

That was nine years ago, and you have been very involved in the Rebellion ever since. Mon Cals are as a species very committed to the Alliance, but you have been exceeding even the average Mon Cal commitment. You know what it is to be a slave of the Empire, and you will do your best to make sure that does not happen to other species.

Related to the famous engineer and tactician Ackbar, you struggle to live up to his reputation. It is not that you wish to be better than he, but he inspires your whole family to higher efforts because of his own example. You are not as skilled or knowledgeable yet, but you take every opportunity to learn more about technology and to tinker with new inventions. It is said that Ackbar is working on a new kind of starfighter, and you hope someday to work with him on a project of that importance.

### **SILESKI'S HISTORY – THE MON CALS' VIEW**

In a corner of the cantina sit three Mon Calamari, ne'er do wells who have joined the Rebellion as members of a demolitions team. They are not known to the characters, but they know Sileski. If Sileski is along,

they recognize her and greet her as an old friend (she especially does not know them).

These three know Sileski from about five years ago, when they all joined the Rebellion together. She was captured after a few missions, and they had not expected to see her alive again. People who disappear into Imperial detention facilities usually do not reappear. They can tell her that she is the daughter of a family that was killed in the Imperial invasion of Calamari. She is not, as far as they know, related to Ackbar, and can flatly deny the history she knows as her own. However, they do not know much about her beyond the fact that they worked together in demolitions for a few standard months.

### **SILESKI'S HISTORY – THE TRUTH**

Five years ago, when Sileski was captured, the Emperor turned her over to Alkin Neret, a Dark Jedi who studied the Sith powers. Some years ago, when Palpatine was still a senator, he and Alkin discovered the lost Sith tower on Rimk in the Outer Rim, which had apparently been missed when the other Sith towers were destroyed at the end of the Sith Empire. In exchange for the dark secrets within, Palpatine let Alkin use the tower as a home. Thither she took the young Sileski.

Sileski became the guinea pig for Alkin's dark experiments with Sith memory alteration and mind domination powers. After months of working on the poor Mon Cal, Alkin erased her memory of her past and implanted a new false one by using the Force. This false past is the one Sileski remembers.

Sileski was then dumped back on the Rebellion as a spy. Better than an espionage droid, she did not know she was a spy and there was no telltale mechanism to give her away. Periodically, Alkin would contact her through the Force and monitor the new memories, in the process learning what she knew of Rebel activities.

Alkin learned of Sileski's encounter with the Mon Cals on Bistai quickly, and has prepared plans against the characters attempting to learn the truth. Remember that throughout the adventure, Alkin can read Sileski's mind and so know what the characters are up to.

During the adventure, the characters go to Starlyte Station to meet someone who can point them in the right direction. Before this contact can reveal anything, he decides the bar is too public and asks the characters to meet him in a remote part of the station. He is murdered and the characters are trapped in the bowels of the station, left to die unless they escape.

Once they escape, they can find the corpse and learn the identity of the murderer. Following this man, who left almost immediately after the crime, they reach the planet Rimk. There, they fight their way into the Sith tower, confront Alkin Neret, and learn the truth.

They barely escape with their lives as the tower crumbles around them.

If Sileski is not present in the group, then some things in the adventure need to be altered. The basic plot proceeds because Alkin knows that the characters are going to Starlyte and can use the minds of some beings there to monitor the characters, but she does not know their plans as well as she would if Sileski is there. Notes are made throughout the adventure on specific changes which occur.

If Sileski is not present as a player character, you can bring her along as a gamemaster character if you want. This is not necessary, but will add to the fun. If you do, then Alkin knows the characters' actions just as if Sileski were a player character. Notes on what happens to Sileski if she is a gamemaster character are placed where appropriate.

A note about skill rolls. In the Scenes, the PCs may make Knowledge skill rolls to know particular things. Some of them are very difficult to make, and thus it is likely that a group may not know everything that is possible to know. That is okay. There is no point in the adventure where success or failure depends on knowing something that the PCs may not be able to know. The knowledge items presented add a little extra to the adventure, and sometimes provide some early clues to later discoveries. On the other hand, success at skill rolls in other categories may be important to the success of the mission. The difficulty level for these rolls has been chosen carefully, so please do not alter them if the PCs seem to be rolling badly.

## **INTRODUCTION**

Read this in a dramatic way to start the adventure. There is no script. Remember to alter the text for player character names and ship names that might change.

*A long time ago, in a galaxy far, far away .... The destruction of the Death Star has brought a period of turbulence for the Rebellion. The Imperial war machine relentlessly hunts down any hints of Rebel activity, under the overall supervision of Darth Vader, Dark Lord of the Sith and the Emperor's right-hand man. While many valiant Rebels die as they are discovered or betrayed, Hular Base stays hidden from pirates and Imperials alike. At the edge of the Core this is no easy task, but the Rebels who serve there are among the best.*

*Most recently, Hular Base has begun a campaign to eradicate the pirate band led by Slann Erren. Your valiant group of Rebels, however, speeds away from*

*the action aboard the Ace of Stars, Botob Saduyl's hardy freighter. On your last mission, it was revealed in a surprising encounter on Bistai that Sileski, one of your comrades, may not be the person she thinks she is. She begged you to help her find the truth, and you agreed. Friends stick together, after all.*

*During the wait before your next mission, word was received from a contact on a world sympathetic to the Rebellion that someone had been found who knew Sileski from five years ago. This man, Geth Kinn, agreed to meet with you at the disreputable Falling Star Saloon aboard Starlyte Station. With 4B-3ST's help the coordinates were set and the Ace made the leap to hyperspace.*

*Now, as you arrive, you wonder what awaits you on this quest for memories of the past...*

Proceed to Episode One.

## **EPISODE ONE: STARLYTE STATION**

Please refer to Appendix One at this time for the details of Starlyte Station and the Falling Star Saloon. This material is provided for quick reference throughout the episode. Be familiar with the station and its culture.

During this episode, the characters arrive at the station and visit the saloon, where they meet their contact Geth Kinn. He sets up a meeting in a remote part of the station, but is murdered by one of Alkin Neret's agents and does not show up. The characters are trapped in a disposal room, from which they must escape. Then they can hunt down their villain and learn where he has gone.

None of the PCs has been to Starlyte Station before, and it is not described in galactic computer files normally available for sale. Thus, the characters do not get to know anything about it when they arrive.

*You emerge from hyperspace a good distance from a huge spherical frame: Starlyte Station. It bears some similarity to Imperial designs for torpedo spheres and the death star, but is not solid. A docking ring surrounds a central spire, with a smaller ring about halfway up the top hemisphere. The whole construction looks solid but old, though the station has weathered well. Tshindral III, the lifeless planet below, hosts the station in silence. A small cloud of freighters appears to be haphazardly spread between you and the station, some ships flying toward you and some toward the station in carefully orchestrated confusion.*

The arrival at Starlyte Station goes without a hitch, as small freighters of all kinds come here all the time.

The station areas in the docking ring and saloon area are well populated, and many people carry weapons of one sort or another. There is a platoon of stormtroopers here, but they do not make an appearance until later in the episode.

*The docking bay to which you are directed bears the signs of age and dereliction, though it is obviously kept in the best repair possible. The age of the station is apparent everywhere, and fleeting calculations of how many years this junkpile can be kept in space occupy your mind during approach. As you settle the Ace of Stars into a docking space, several humans carry crates and boxes from a nearby YT-1300 toward a wide corridor leading around the docking ring. Others scurry to and fro, obviously busy. The reports of this place as a thriving market were not wrong, if you can trust your eyes. A human man in some kind of uniform approaches after the engines have been shut down.*

This man is just an official, and he presents the standard docking contract. This must be signed by the ship owner. If this character makes a Moderate (12) Search roll while reading the document, he or she sees the small print section which says that after 30 days of unpaid docking fees, the ship and all contents become the property of Talandro Starlyte. Docking fees are also due:

- 20 credits/day for docking
- 50 credits

The characters can easily get to the saloon. Make up personalities for whoever they speak to on the way, and give them whatever information about the station that they ask, provided it is not about the secrets of the station or things which the informant would not likely know. In particular, you can freely give common information about the saloon and trading post, the availability of rooms to rent, and the perceived personality of Talandro Starlyte.

NOTE: Talandro's girlfriend, Lynnori, who is described in the entry on Starlyte Station in the fine West End Games product *Wretched Hives of Scum and Villainy*, has been omitted from the description in this adventure. She is away from the station in her freighter.

### **Scene One: The Falling Star Saloon**

The following description is excerpted from the more complete description of the Saloon in Appendix One.

*"Rustic" tends to be the first word that comes to mind when setting visual organs upon the Falling Star Saloon. Everything seems to be just a few steps above mid-tech, which isn't too surprising considering the age of the station.*

*The entrance arch is lined with glowpanels, none of which seem to offer light at the exact same level of brightness. A few fizzle, crackle, or plain don't work at all. The welcoming sign suffers from a similar condition; the fluorescent lighting tubes that make up the letters of the bar's name flicker, go out, and blink irregularly.*

*Even with the air recirculator there is a slight haze in the Saloon, with coils of mist traveling in a lazy spiral towards the high ceiling. The lighting is dim and the air is cool with an ever-so-slight tang of staleness. The tables and chairs, constructed of fine repliwood, give the furniture a solid feel. The booths are lined with very comfortable leather, with only a few holes and worn spots here and there.*

*The main bar, a long, heavy repliwood marvel, stretches along one side of the Saloon, with brass alloy fixtures. A bank of old-style holo-games are propped up in one corner. Nearby, three large grav-pool tables and two blast-dart boards hung up on the wall are surrounded by spacers deep in contests of skill. The rest of the decor is relatively understated, except for a few older holo-paintings hung around the room. Attractive females bustle about the room carrying drinks or taking orders, some human and others less so.*

*The Saloon has an altogether welcoming feeling, the kind of place you'd like to sit down, have a drink, and just relax for a long while.*

The Saloon's patrons are smugglers and freighter captains who are here to pick up some odds and ends at the Trading Post, or to unload cargoes of one type or another there. Talandro himself is elsewhere.

The characters are here to meet with Geth Kinn, the promised contact. They do not know what Kinn looks like, but they have been told that he is near-human. Other than that, they get to wait and lounge about the bar.

They don't have to wait long, because Kinn approaches the group after a few moments. If no Mon Cals are in the group, then it takes him an additional hour to realize who they are. They can also ask around at the bar, a good way not to get any helpful information at all. No one here will divulge anything about another, as they would not want anyone divulging anything about them. Asking questions has the happy result of informing Kinn that the characters are looking for him, though.

In the meantime, they can speak with other patrons (make up at need) or the bartender.

### **Kessit, Human Bartender**

All stats and skills 2D except: Dodge 4D, Drink Mixing 5D, Computer Repair 2D+2

Kessit is a superficially friendly man, as all bartenders of the Falling Star are expected to be. He thinks that this is just a temporary job, while he gets back on his feet financially. Thus he does not take a real interest in the patrons of the bar. He can mix almost any drink known in this part of the galaxy, and do it in a flashy and entertaining manner. He smiles a lot, but his eyes seem distant when he is not concentrating on a customer. He is 31, 5' 9" and 165 lbs, handsome enough with dark hair and green eyes.

After the appointed time, Geth Kinn approaches Sileski or another character he would recognize as possibly being with her. Once the introductions are made, he joins them at a table.

Geth is nervous, and his manner clearly shows this. He is about to betray someone whom he knows is very powerful, and all he wants is to tell what he knows and get away safely. He will, if he makes it off the station alive (and we know he won't), try to join the Rebellion, or head for the most remote part of space he can find.

Geth was one of the people working at the Imperial Detention Facility where Sileski was taken when she was captured. He saw her imprisoned there for a few days, and then this woman wearing dark clothes came with the Emperor, and later Sileski was taken to this woman's ship. Geth heard the title Lady Neret applied to the woman. One person even told Geth that she was a Sith Lord like Darth Vader.

Isn't it sad that he knows all this, and he won't be able to tell the characters? Okay, that would be unfair. You can let slip the "Sith Lord" comment clue, but no more. After that, interrupt the conversation with this:

***Just then, the smart footfalls of marching soldiers sounds near the front of the Falling Star, announcing the approach of a stormtrooper division. These faceless soldiers of the Emperor stop in front of the Saloon and form into ranks. With a loud command, the leader begins drilling them right in front of the saloon!***

This is part of the 105th Stormtrooper Platoon, engaging in some drilling maneuvers right in front of the Saloon. They are rather impressive to watch, which is why Commander Brezzic Marr has decided to drill in public. This sort of display helps quell any potential violence.

It also quells Geth Kinn's confidences, as he is very much afraid of being observed talking to the characters. As soon as it becomes obvious that the

stormtroopers are not going anywhere anytime soon, he pulls out a dataplaque, enters a few items quickly, and hands it to the characters under the table. "*Meet me in this area of the station in one standard hour,*" he says, and then slips away from the characters, across the room, and out into the station proper. It is important that you make sure the characters understand his fear of talking anywhere near stormtroopers.

The characters can hang out at the bar for the hour, or wander the station, or just skip to the meeting. They won't learn anything useful in the interim. Make up things as necessary using the Starlyte Station text in Appendix One as a guide.

### **Scene Two: The Trap**

Geth Kinn, unfortunately, is followed from the rendezvous with the characters. Alkin either knows from Sileski's mind that he has information, or she has been monitoring the situation through someone else in the room. She telepathically orders her killer at the station, a Rodian named Aphon, to find out what Kinn may have said, kill him, and eliminate the characters. If Sileski is along, his orders include capturing her.

Aphon follows Geth Kinn, ambushes him, and learns the site for the next meeting. He then kills Kinn and stashes his body in a supply closet, and rigs a trap for the characters.

When the characters go to the site marked on their dataplaque, you can present this:

***As you descend into the spire of Starlyte Station, the disrepair becomes more noticeable. Partially rusted wall platings and non-functional glowpanels clearly show that this part of the station is not as important as the saloon area and docking ring. Every so often you see a door which leads to a small room beyond. Most of these are not occupied, and as you near your destination all occupancy ceases. The air remains fresh until you pass the last habitation, at which point you smell something rancid coming from a nearby room. The smell drifts down the corridor, but goes away eventually.***

There is no sign of what made the rancid smell; it is just there. The characters should now be expecting a trap. This won't help, but you can feed their paranoia using flickering lights, sounds of small rodents, and creaking doors. Eventually, the characters come to their destination, an old storage room in the lower part of the station. This room was once used by the Imperials to house weapons, or dangerous wastes, or whatever else they did not want to see for a while. Currently the room is almost empty.

***You think you have arrived. Beside you is a large storage bay, just like the one your directions***

*indicated. The blast doors which would close off this bay look sealed to the walls in the open position, and it is clear that they have not been moved in years. The bay is partially filled with old containers, most of which look to have been here for years. The stale smell of the air confirms that the recirculators in this part of the station are seldom activated, another sign of the fallen state of Starlyte Station. On the far side should be the small office where Geth Kinn said he would meet you.*

The characters can access the door's controls, and even program them to stay open while they are in the bay. This requires a Moderate (12) Security roll, and won't hold anyway since Aphon has already pre-programmed the door controls to be usable from a panel down the corridor. One or two may remain outside. If Sileski is gamemaster character, then have her hang back at the blast door.

On the far side of the bay there is a small door to what could be an office. The door is closed and locked, but there is an access control panel next to it. It takes a Difficult (16) Security Roll to open this door, chiefly because it has not been used in a while and so the Imperial codes are still in place.

As soon as the characters (or as many of them as are going to) go into the bay, hopefully toward the small door, Aphon activates the blast door controls and closes the door with a resounding slam. If Sileski is a gamemaster character, she is kidnapped by Aphon, who makes sure to grab her while she is outside. He then blasts the door control on the outside, partially fusing the circuits and locking the door.

If there is a character or two outside, then he fires at the blast door from a distance, and uses smoke grenades to blind the character while he grabs Sileski. If he is pursued, he drops a fragmentation grenade or two to slow the pursuer (range 0-2/4/6/10, damage 5D/4D/3D/2D – use 5D or 4D).

It is possible, though unlikely, that none of the characters enter the bay, or just one does. If so, wait to see if the others decide later to enter. If the trap is not going to work to catch all of them, catch as many as possible, and make liberal use of grenades to allow Aphon to escape (with or without Sileski).

Do not attempt to kidnap Sileski if she is a player character.

#### **Aphon, Rodian Assassin**

All stats and skills 2D except Blaster 6D+2, Dodge 7D, Grenade 5D, Astrogation 5D, Space Transports 4D+2, Con 6D, Intimidate 7D, Gambling 4D, Sneak 6D, Hide 5D, Security 6D, Demolitions 4D, Computer Programming/Repair 4D+1

Aphon has been a servant of Alkin Neret for many years, and likes his job. Alkin sends him on the hardest assignments because he is slightly Force-sensitive and she can telepathically communicate with him easily. He is very good at what he does, and works with practical efficiency. He is good at blending in with a crowd as well, which is why the characters would not have noticed him before. He uses a blaster pistol (4D) and wears a combat vest during this part of the adventure (+1 vs energy attacks)

The characters trapped inside the storage bay are just trapped. There is no death trap or anything. They just lose valuable time while Aphon escapes the station the longer they stay inside the room. Further, if Sileski was kidnapped, there is some urgency to getting out. There is no food in the bay, so the characters will eventually starve to death if they do not escape.

There are a few ways that they can escape:

- If they have explosives with them, they can blow the blast door. The best method for this is to set the explosives at the place where the door closes into the wall. A Moderate (13) Demolitions roll must be made to open enough of the door to squeeze out.
- They can attempt to cut their way out with a lightsaber, if one of the characters has one (Carn Drel does). Cutting through the door proper takes a couple hours, and if the group feels rushed they won't do this. A better approach would be to cut the wall apart behind the control unit, and try to jimmy that. Cutting the wall without ruining the circuits completely requires a Difficult (21) Dexterity or Lightsaber Combat roll. Using the partially fused control circuit to open the door requires a Difficult (24) Security roll once the circuits are exposed.
- The characters could try to find other exits. The only possible one is the small door. If they can get it open, they can go into the office beyond, which is full of old Imperial office furniture. On the far side is another door, requiring a Difficult (23) Security roll to open. The characters find themselves in a corridor, which meets up with the one down which they came.

The characters may try other things. Use your best judgment on letting their plans work. This is Star Wars, and any somewhat likely plan should succeed (though make it seem a close thing). Once they get out, they can head back up to the saloon or anywhere else.

*Livening things up:* Unless the characters feel the urgency to break out, this encounter will fall flat. As this would be bad, please use the following optional

complication as necessary. Remember, the goal is to make things interesting, so if the characters are rushing to get out of the room there may be no need for this "occurrence."

The storage bay has, in its ceiling, an acid spray feature. It was installed by the Empire long ago to purge things in this bay, as the most hazardous things were stored here in the glory days of the station. The acid spray system is on the fritz, like most other systems this far into the station. To the characters' detriment, it was activated during the recent frenzy, either by the characters themselves when they tried to activate the door controls, or by the blaster shot which fused the controls on the other side.

Describe the following, either while they are attempting to use the door controls or after a couple of minutes in the room if they don't try the door:

*As you (hotwire the door/stand looking around at your prison), you suddenly hear and loud "kerchung," as if a large blast door or shield has slammed into place very nearby. Then a hissing sound begins, coming from the ceiling above you. Looking up, you see that narrow vents have opened, and a liquid is spraying down into the bay. As the first drops hit the metal of the floor, you see the smoke and hear the hiss of burning fluid. It's acid!*

The acid system destroys anything in the bay in about 30 standard minutes. It does 1D damage every round to characters who are in the bay and exposed. This damage is resisted with Strength as usual, but successfully resisted damage is applied to the next acid attack. For example, the first time the acid does 3 points. A character easily resists this. Next time, the acid does 2 for the attack, plus 3 from last attack, for a total of 5. Once damage is not resisted and an injury results, the "buildup" effect stops and resets. As you can tell, the characters could stand in the bay for quite a while before being killed.

As for cover, there is very little in the bay at all. Characters could hide under pieces of debris, but these will eventually burn away (have them smoke and hiss and get very hot to touch first). They can try to hide in the blast door arch, but this only halves the damage.

Make the atmosphere more tense as the time progresses in the acid bath by having more pieces of junk steam and bubble and dissolve around them. Keep up the spray, which the characters cannot turn off. They must flee the bay through one of the previously described means to avoid eventually dying.

### Scene Three: The Hunt

While the characters were getting out, Aphon returned to his ship and left the station. If the characters got out quick and rush for the docking bays, they can see his

ship fly into space. If they took a while getting out, they can find out who he was by other means.

**If they saw him leave**, then on a Difficult (25) Astrogation roll they can guess his course, and use that information to predict that he is going to Rimk, a planet in the Outer Rim. Making the connection with Rimk requires a Nav computer, or 4B-3ST, and a Moderate (11) Astrogation roll.

The chief sources of information will be in the saloon, or nearby. **Talandro Starlyte** has come into the saloon while the characters were exploring the station, and he could be approached. Anyone would tell the characters that he is in charge. His personality notes are in Appendix One. If the characters spin him a good story, he will part with the information they want for only 25 credits. He knows that Aphon came from Rimk yesterday in his ship *Silver Stiletto*, and stated that he was in the market for certain technical items which would take a day or so to obtain. Aphon seemed content to wait.

**Other people in the bar** won't be as helpful, but if a character asked who just blasted out of here, or a related question, then someone can be found (maybe the bartender) who knows that the being was Aphon, a Rodian who arrived yesterday to buy some smuggled goods. He flies a ship called *Silver Stiletto*. The direction in which he left will be provided as well. On a successful Moderate (11) Astrogation roll, the characters can predict that he is heading for Rimk, the only planet directly on that course.

Another possible source of help is, surprisingly, **the stormtrooper platoon**. If the characters have not advertised that they are Rebels, then if they report their imprisonment to Lt. Arissa Fawn or Commander Brezzic Marr, they will be taken seriously. The stormtroopers are supposed to stop these sorts of incidents. A full investigation will commence, which will take about one hour to discover that the culprit must have been Aphon, a Rodian who arrived on the station yesterday. Aphon flies a modified scout called the *Silver Stiletto*, which blasted out of the station earlier today as if in a great hurry. Fawn was able to discover the course Aphon left on, which can lead to the conclusion that he is going to Rimk on a Moderate (11) Astrogation roll.

Once the characters figure out where Aphon went, they will probably leave the station and follow. When they do, continue with Episode Two.



## EPISODE TWO: TOWER OF THE SITH

Rimk, in the Outer Rim, is a tropical planet so far off the beaten track that it does not appear on star charts. It is not listed in the Imperial Star Guide, as Palpatine had it removed once the Sith tower was discovered. The only inhabitants are non-sentient animals, as the native sentient species was destroyed by the Sith age ago.

The characters can determine where Rimk is from their star charts (which have the planet listed, but it would not stand out in any way), but no other information is available. Even environmental and atmosphere information is missing. Rimk orbits an M-type star, and that is all that they can know.

Present this when the characters come out of hyperspace:

*The stars return to normal as the small planet of Rimk appears before you. It looks very blue, with few clouds. Sensor readings confirm that the atmosphere is breathable. No ships orbit, and it looks rather deserted.*

Use of sensors will reveal the following:

Passive	Easy (7)	The atmosphere is laden with water, and the climate of the planet is tropical.
Focus	Easy (7)	The planet is mountainous near the equator, and composed of small hills and forests away from the equator. There are an abundance of places to put a civilization, but there is no sign of sentient life (no buildings, no power signals, etc).
Scan	Moderate (12)	There is an ion trail from a sublight engine that leads towards the equator, but is lost in the upper atmosphere.
Search	Moderate (14)	If the equator area is searched, the characters can discover the power emissions of the trooper company around the tower. This is the only sign of modern life that they will find.

Aphon arrived here barely an hour ago, reported his success in erasing the informant and trapping the characters, and turned over Sileski if he captured her. He is now preparing his ship for another mission. He always prepares his ship as soon as he lands, so that he can leave at a moment's notice. His ship rests at the spot marked on Map One.

Alkin has a company of Imperial troops (128 soldiers plus officers and support personnel) stationed

around the tower. The location is so remote that the Emperor did not see the need to waste stormtroopers on it. The troops are very well able to defend the tower and have heavy armaments with which to do so.

If the characters fly over the tower, or emerge into the lower atmosphere to identify the garrison (and they will have to fly into the lower atmosphere to identify it from the air), a lookout spots their energy emissions and warns the platoon, which prepares to repel attackers. If Sileski is with the characters, then Alkin knows that she has arrived and has warned the garrison well before the characters enter the atmosphere at all. The garrison will not fire on the characters' ship unless they fly low over the tower or otherwise present a good target.

**Detection through the Force:** Any Force users trying to sense life or Force will feel a strong Dark Side emanation from the tower once they reach the atmosphere of the planet. This sense increases as the characters get closer to the tower, so by triangulation the characters could find the tower this way. The emanation is from the tower itself; Alkin's Dark Side imprint is lost in the greater evil of the tower. Alkin immediately senses any Force-using characters when they emerge from hyperspace (she is more powerful than the characters are).

The characters can fly directly to the tower and attack with the *Ace of Stars* and/or other ships they have (**Scene One**), or they can land some distance away and sneak towards the tower (**Scene Two**).

### Scene One: The Front Door

Consult Map One for a general display of where the tower is located and how the defenses are deployed. The tower sits atop a rise partway up a mountain range on the equator. The Sith who lived there did not want variation in climate to affect his researches into the Force. This scene assumes that the characters try the front door, fighting with the garrison to get into the tower. *If the characters are sneaking around and approaching to the tower from land, go to Scene Two and skip this scene until they decide to attack the tower.*

When the characters see the tower, present this:

*The only habitation you have found on this peaceful planet is a single tower perched on a ridge of the equatorial mountains. The tower is very wide and about 150 meters tall, made of similar rock to the surrounding mountains but worked well; the tower looks oddly beautiful with its gently curving parapets and spiny protrusions of stone. However, you can sense a malevolence from it even at this distance, a tingling of evil.*

*The troop encampment surrounding it does not make you feel any better. An entire company of Imperial troops defends this mysterious tower, with walkers, scoutbikes, and Hoverscouts patrolling the vicinity.*

This tingling is through the Force, and though droid characters cannot sense the Force directly they can see the reactions of the other characters.

Use Map One and the stats below to handle the fight. These troops are well-trained Imperial soldiers, and the Captain is a seasoned veteran of war. In addition, the troops face unimaginable tortures if they allow the characters to get through and they survive. They fight with precision and expertise, not falling for obvious ruses and coordinating their firepower to eliminate threats as quickly as possible. Scout patrols will only be sent after characters if all attack on the tower ceases, so troops cannot be drawn away during battle. They also use their vehicles effectively to overwhelm attackers.

In the first level of the tower there are a series of repeating heavy blaster cannons, and two can fire on any face of the tower at any time. These are protected by standard blast shields to prevent their operators from being hit.

The characters can get into the tower this way, but make it cost them dearly.

#### **Captain Sennj, Imperial Officer**

DEXTERITY 3D: blaster: heavy blaster pistol 7D, blaster artillery 3D+2, brawling parry 3D+1, melee combat 4D+2, melee parry 4D, missile weapons 4D

KNOWLEDGE 1D+1: intimidation 4D+1, law enforcement 5D+1, law enforcement: Imperial law 4D+2, streetwise 4D+1

MECHANICAL 1D+1: ground vehicle operation 2D+1, hover vehicle operation 3D+1

PERCEPTION 2D: command 8D, hide 2D+2, search 5D, sneak 2D+2

STRENGTH 3D+1: stamina 4D+1

TECHNICAL 1D: blaster repair 2D, first aid 2D

*Equipment:* blaster pistol (4D), field armor and helmet (+1D physical, +2 energy), grenades (5D), helmet comlink, survival gear, utility belt with supplies

NOTE: Sennj is Force-sensitive, so he gets a Force point (well, a Dark Side point really)

#### **Lieutenants (4, one for each platoon in the company)**

DEXTERITY 3D: blaster: heavy blaster pistol 6D, blaster artillery 3D+2, brawling parry 3D+1, melee combat 4D, melee parry 4D, missile weapons 4D

KNOWLEDGE 1D+1: intimidation 4D, law enforcement 2D+1, law enforcement: Imperial law 3D+2, streetwise 2D+1

MECHANICAL 1D+1: ground vehicle operation 2D+1, hover vehicle operation 2D+1

PERCEPTION 2D: command 6D, hide 2D+2, search 4D, sneak 2D+2

STRENGTH 3D+1: stamina 4D+2

TECHNICAL 1D: blaster repair 2D, first aid 3D

*Equipment:* blaster rifle (5D), blaster pistol (4D), field armor and helmet (+1D physical, +2 energy), grenades (5D), helmet comlink, survival gear, utility belt with supplies

#### **Sergeants (16, one for each squad in the company)**

DEXTERITY 3D: blaster: heavy blaster pistol 6D, blaster artillery 4D, brawling parry 3D+1, melee combat 4D, melee parry 3D+2, missile weapons 4D

KNOWLEDGE 1D+1: intimidation 4D+1, law enforcement 4D+1, law enforcement: Imperial law 3D+2, streetwise 3D+1

MECHANICAL 1D+1: ground vehicle operation 2D+1, hover vehicle operation 2D+1

PERCEPTION 2D: command 4D, hide 2D+2, search 3D+1, sneak 2D+2

STRENGTH 3D+1: stamina 4D+1

TECHNICAL 1D: blaster repair 2D, first aid 2D

*Equipment:* blaster rifle (5D), blaster pistol (4D), field armor and helmet (+1D physical, +2 energy), grenades (5D), helmet comlink, survival gear, utility belt with supplies

#### **Imperial Trooper (128, divided into squads of 8 according to Imperial military structure)**

DEXTERITY 3D: blaster: heavy blaster pistol 5D+1, blaster artillery 3D+2, brawling parry 3D+1, melee combat 4D, melee parry 3D+2, missile weapons 4D

KNOWLEDGE 1D+1: intimidation 2D+1, law enforcement 2D+1, law enforcement: Imperial law 3D+2, streetwise 2D+1

MECHANICAL 1D+1: ground vehicle operation 2D+1, hover vehicle operation 2D+1

PERCEPTION 2D: command 3D, hide 2D+2, search 3D, sneak 2D+2

STRENGTH 3D+1: stamina 4D+1

TECHNICAL 1D: blaster repair 2D, first aid 2D

*Equipment:* blaster rifle (5D), blaster pistol (4D), field armor and helmet (+1D physical, +2 energy), grenades (5D), helmet comlink, survival gear, utility belt with supplies

#### **Mekuun Hoverscout (12 total)**

Scale: speeder

Length: 15.9 meters

Crew: 1, gunners 3

Cover: full

Maneuverability: 1D

Move: 20; 200 kmh

Body Strength: 3D

Weapons:

1 Heavy Blaster Cannon

Fire Arc: turret

Crew: 1

Fire Control: 1D

Range: 50-250/750/1.5 km  
Damage: 6D  
1 Laser Cannon  
Fire Arc: turret (left, front, right only)  
Crew: 1  
Fire Control: 1D  
Range: 50-100/200/500  
Damage: 2D  
Concussion Missile Launcher  
Fire Arc: turret  
Crew: 1  
Fire Control: 2D  
Range: 50-500/1.5/3 km  
Damage: 4D

### **Imperial AT-AT Walker** (4 total)

Scale: walker  
Length: 20.6 meters long, 15.5 meters tall  
Crew: 5  
Cover: full  
Move: 21; 60 kmh  
Body Strength: 6D  
Weapons  
2 Heavy Laser Cannons (fire-linked)  
Fire Arc: front  
Crew: 1  
Fire Control: 2D  
Range: 50-500/1.5/3 km  
Damage: 6D  
2 Medium Blasters (fire-linked)  
Fire Arc: front  
Crew: 1  
Fire Control: 2D  
Range: 50-200/500/1 km  
Damage: 3D

### **Scout Speeder Bikes** (operated by troopers)

Scale: speeder  
Length: 4.87 meters  
Crew: 1  
Cover: 1/4  
Maneuverability: 3D+1  
Move: 160; 400 kmh  
Body Strength: 1D+2  
Weapons  
Laser Cannon  
Fire Arc: front  
Crew: 1  
Fire Control: 2D  
Range: 3-50/100/200  
Damage: 4D

### **Infantry Portable Missile Launchers** (16, one per squad)

Scale: character  
Ammo: 2  
Range 25-100/300/500, has target lock capabilities (locks if hit roll within 5 of required roll to hit), tracks at 4D  
Damage: 6D

### **Heavy Repeating Blaster** (8 total)

Scale: character

Cover: 3/4 from makeshift shielding  
Ammo: power generator only  
Range: 3-75/200/500  
Damage: 8D

### **Heavy Ion Cannon** (4 – for firing on ships only)

Scale: capital  
Crew: 27  
Cover: full  
Ammo: power generator  
Body: 5D  
Fire Rate: 1  
Fire Control: 5D  
Range: atmosphere/ low orbit (1 unit from planet)/ high orbit (3 units from planet)  
Damage: 12D (ionization)

## **Scene Two: The Tunnel**

The characters can choose to land some distance away and approach the tower by foot. This method should be more successful than the front door approach, but it will still be difficult. Alkin Neret is monitoring the characters almost constantly from the time when they land, either through Sileski or by sensing any Force-users in the group. Force-using characters still sense only the Dark Side emanations of the tower, and cannot detect Alkin specifically.

If the characters do not land next to Aphon the assassin's ship, then he takes off as soon as they land. This may be coincidence or knowledge of their presence, depending on the situation. He tries to take off if the characters land next to his ship, or if they fire on his ship. Alkin has commanded that the characters be left to her, so he will just await her next orders in a bar somewhere if he gets away. He fights if he has to, but only to escape.

### **Aphon, Rodian Assassin**

All stats and skills 2D except Blaster 6D+2, Dodge 7D, Grenade 5D, Astrogation 5D, Space Transports 4D+2, Con 6D, Intimidate 7D, Gambling 4D, Sneak 6D, Hide 5D, Security 6D, Demolitions 4D, Computer Programming/Repair 4D+1

Personality notes in Episode One, Scene Two.

### ***The Silver Stiletto*, modified scout ship**

Scale: starfighter  
Length: 24.5 meters  
Crew: 1  
Passengers: 2, 4 (brig)  
Cargo Capacity: 150 metric tons  
Hyperdrive Multiplier: x1  
Hyperdrive Backup: x6  
Nav Computer: yes  
Space: 7  
Atmosphere: 600; 1,200 kmh  
Hull: 5D  
Shields: 2D  
Sensors:

Passive: 30/0D  
Scan: 50/1D  
Search: 75/2D  
Focus: 5/3D

**Weapons:**

2 Laser Cannons (fire-linked)  
Fire Arc: front  
Fire Control: 3D  
Space Range: 1-3/12/25  
Atmosphere Range: 100-300/1.2/2.5 km  
Damage: 5D  
2 Proton Torpedo Launcher  
Fire Arc: front, rear  
Fire Control: 2D  
Space Range: 1/3/7  
Atmosphere Range: 50-100/300/700  
Damage: 9D

In scouting out the main base, the characters can find an old secret entrance tunnel down the ridge from the tower. The tunnel is about 200 meters long and connects to the tower. This was built by the Sith occupant, and is in disuse. Alkin Neret knows of it and has it secured at the hillside end, but not at the tower end. Once it becomes clear that the characters plan to use it, she will have two squads of troops set up a defense there. The characters have to fight their way through the troops to get to the tower.

The tunnel is about three meters wide, so quarters will be close. The troops set up nearly full cover using blast shields, and they set up a repeating blaster cannon at the tower end of the hall to cover the men. See Map Two.

The men in the tunnel are fighting to keep the characters out, and will do so. Keep in mind that the Imperials are veterans, and won't make stupid mistakes. It is up to the heroes to overcome this obstacle.

Giving the characters a break: This type of fight can drag out a lot, as there is not much room to be clever. The characters could try to rush the Imperials, but the 18 soldiers have much more firepower, and a repeating blaster cannon. One of the characters has fragmentation grenades, but that player may not think to use them in this situation. It is certainly a risk, since the tunnel could collapse. A Moderate (11) Demolitions roll will reveal that placing the explosive on the tunnel wall is a bad idea (that would collapse the tunnel), but anything else will neutralize the Imperials with no danger of losing the tunnel.

**Fragmentation Grenades**

Range: 3-7/20/40  
Blast Radius: 0-2/4/6/10  
Damage: 5D/4D/3D/2D

If the characters do not think of anything that speeds the battle up, and it looks like a long and boring firefight in a narrow tunnel is developing, have the repeating blaster cannon malfunction and explode. Its explosion should be treated as a fragmentation grenade for determining damage to the Imperials.

Once they get past the Imperials, the characters can enter the base of the tower through a turbolift. Proceed to Scene Three.

**Sergeants** (2, one for each squad in the platoon)

DEXTERITY 3D: blaster: heavy blaster pistol 6D, blaster artillery 4D, brawling parry 3D+1, melee combat 4D, melee parry 3D+2, missile weapons 4D  
KNOWLEDGE 1D+1: intimidation 4D+1, law enforcement 4D+1, law enforcement: Imperial law 3D+2, streetwise 3D+1  
MECHANICAL 1D+1: ground vehicle operation 2D+1, hover vehicle operation 2D+1  
PERCEPTION 2D: command 4D, hide 2D+2, search 3D+1, sneak 2D+2  
STRENGTH 3D+1: stamina 4D+1  
TECHNICAL 1D: blaster repair 2D, first aid 2D  
*Equipment:* blaster rifle (5D), blaster pistol (4D), field armor and helmet (+1D physical, +2 energy), grenades (5D), helmet comlink, survival gear, utility belt with supplies

**Imperial Trooper** (16)

DEXTERITY 3D: blaster: heavy blaster pistol 5D+1, blaster artillery 3D+2, brawling parry 3D+1, melee combat 4D, melee parry 3D+2, missile weapons 4D  
KNOWLEDGE 1D+1: intimidation 2D+1, law enforcement 2D+1, law enforcement: Imperial law 3D+2, streetwise 2D+1  
MECHANICAL 1D+1: ground vehicle operation 2D+1, hover vehicle operation 2D+1  
PERCEPTION 2D: command 3D, hide 2D+2, search 3D, sneak 2D+2  
STRENGTH 3D+1: stamina 4D+1  
TECHNICAL 1D: blaster repair 2D, first aid 2D  
*Equipment:* blaster rifle (5D), blaster pistol (4D), field armor and helmet (+1D physical, +2 energy), grenades (5D), helmet comlink, survival gear, utility belt with supplies

**Infantry Portable Missile Launchers** (2)

Scale: character  
Ammo: 2  
Range 25-100/300/500, has target lock capabilities (locks if hit roll within 5 of required roll to hit), tracks at 4D  
Damage: 6D

**Heavy Repeating Blaster**

Scale: character  
Cover: 3/4 from makeshift shielding  
Ammo: power generator only

Range: 3-75/200/500  
Damage: 8D

### **Scene Three: Climax and Truth**

The characters could enter the Sith tower of Alkin Neret by one of two means: fighting through the main entrance on the ridge, or fighting through the tunnel and ascending via turbolift to the main level. They are now ready to discover the truth, though they may not be ready to accept it.

The tower, having served the Sith ages ago, is strong in the Dark Side of the Force. As a result, Force-using characters suffer a -1D on all Force skills when in the tower itself. This penalty does not apply outside the tower. Sileski finds that she vaguely remembers the tower, as if she has been here but cannot pin down the memory. She was an experiment, and it was not 100% successful in erasing her memories. Sileski suffers a -2 penalty to all actions taken in the tower, due to the Dark Side influence over her.

The tower is 150 meters tall and about 30 meters wide. It is all stone, sculpted with the Force and very pleasant. The general look has a slight twistedness to it, very subtle but noticeable after a while. The terminals and other technological stuff on the inside of the tower merges seamlessly with the walls, as if they were installed when it was built. This is not the case; the older tech was replaced with modern stuff by Alkin, but she made sure that the decor was not ruined in the replacement.

No map is provided for the tower. The characters won't get past the third level anyway, and going into detail now about rooms and their contents would break the dramatic mood. We are building to the climax, after all. Brief descriptions of the levels which the characters can explore are provided. Make up smaller details as necessary.

In either entry scheme the characters arrive in the main chamber of the ground level. Present the following:

*The entire bottom of this circular tower is one large room, some 30 meters across and 10 meters high. The palatial chamber has a few terminals around the perimeter, and a large staircase which winds around the outer wall and upward. A turboshaft sits on the eastern edge, looking very much like it does not belong in this structure. It seems only to go downward. The main entrance, a huge set of double doors each four meters wide and six meters high, sits in the north wall, facing down the mountains. Small windows around the circumference illuminate all but the center of the room, which sits draped in shadow.*

This is a big empty chamber. It was so in the days of the Sith occupant, who used it to impress visitors. The terminals on the wall display Imperial news and other such things, and do not allow access to the information that the characters seek. They must go upstairs. They can, with a Moderate (11) Computer Programming roll, open the big doors or lock out the turboshaft.

The troops with the blaster cannons (see Scene One) should be stationed on the second floor. However, Alkin by now knows where the characters are, and has ordered them outside for one reason or another. Either she wishes to be alone with the characters, or they are needed to reinforce the troops which have been decimated. There is no one manning the guns now.

When the characters proceed up the stairs, continue with the following:

*The stairs lead into another chamber the same size as the lower one. You can see eight E-Web repeating blasters mounted at the windows of this room, each pointing outward. They are unmanned at present, but look in prime condition and well cared for. The center area of the room contains tables, chairs, holo-displays, and other furnishings of a military planning room. You can see detailed terrain maps of the planet, and a good star map of the local vicinity. There is no one here, and the silence is almost eerie.*

The battle planning area of this room takes up only about seven meters of diameter, leaving 10.5 meters between it and any wall. The area is small and dark, only the displays providing any light. Stairs continue upward across from the stairs the characters used to get here.

*You rise to the next level, and find yourself in a room large beyond your imagination for this tower. The ceiling rises more than three times as high as on the lower levels, and the room maintains the 30-meter width of the tower. There are no windows on this level, all light coming from glowpanels mounted cleverly into the stone so as not to draw attention to themselves.*

*Against the south wall you see a series of small cages mounted. Each has a bed and nothing more. They are empty.*

*The center of this room contains a couple of tables with datapads and computer terminals resting on them, and two things which look like beds but have secure restraints mounted to them. The beds sit at an angle, about 3 meters from the tables.*

*Stairs continue upward across from you.*

If Sileski is a gamemaster character and was captured by Aphon, she is lying unconscious in one of the chairs, bound in with restraints. If Sileski is a player character, the room is unoccupied at present.

This room was used by the Sith occupant for experiments in illusion and matter manipulation. Alkin brought the tables and beds here, for use on her subjects whom she usually kept in the cages. She has not needed the cages for more than a year, and they were left only in case of need by the garrison.

The computers and datapads contain the answers that the characters seek. They are Alkin's research notes into the Sith powers. One of them is a copy of a Sith tome, brought down for reference. Alkin has another copy and is not worried about using it. By making Easy (7) security rolls the characters can read the plaques. The information on Sileski is deep in the journals, but records of Alkin's contacts and Sileski's "reports" run throughout the journal datapad. The characters can learn the following facts. Paraphrase these as the characters discover them, and require a random Easy (8) or Moderate (12) Computer Programming/repair roll every so often to make them nervous. If they fail a roll by a lot, you can have one of the pieces of information get erased accidentally. Use your judgment here; give them enough of the information that they will know the truth.

If Sileski is unconscious in a chair, have her wake up at the start of the revelations. She shouldn't be allowed to miss them, after all.

- Alkin Neret and Palpatine discovered the tower some 12 years ago, and Neret requested that she be allowed to stay here and study the Sith teachings. She was already a Dark Adept under the Emperor, and he agreed provided she provide the originals of the Sith documents to the Emperor within three standard months.
- She copied furiously, but managed to make delivery of the documents on schedule. Whether Palpatine used the knowledge, or merely stored it, is not something that should be construed either way from this adventure.
- Five years ago, she visited an Imperial detention facility at the command of the Emperor, and there found a young Mon Cal woman who had been recently captured. She requested permission to take this Mon Cal, and said permission was granted.
- She kept the Mon Cal, whose name was Sileski, for a year, experimenting with the Sith mind techniques on her. Sometimes the experiments did not go very well, but Alkin had compassion on her

subject and used the previously-mastered memory erasing power to remove the memories of the pain that she inflicted.

- Near the end of the year, Alkin began experimenting in earnest with Sith memory alteration. She erased all memories of Sileski's past and implanted a new past (the one that Sileski remembers). The experiment worked very well.
- There is a note saying that Sileski had become more and more Force-sensitive as the experimentation progressed, and Alkin noted that someday she might be able to train Sileski as an apprentice.
- When the new memories were in place, Alkin arranged for Sileski to be taken to a facility and then leaked word of its existence to the Rebellion. Rebels took the facility, and Sileski was rescued. Alkin wanted to see how the memory set stood the test of interaction with others.
- Periodically, Alkin would reach out with the Force to Sileski and probe her mind. She learned a lot about Rebel activity, but her main purpose was to study the effects of learning on her devised memory set.
- There is a note that Alkin became aware that Sileski had learned to doubt herself due to an encounter with some Mon Cals on Bistai, and Alkin wanted to see how the discovery of the truth would impact on the new personality.

Alkin is upstairs on the next level, waiting calmly for the characters to complete their discovery. She is using the Force to probe Sileski's mind and see if any of her old memories resurface during the "revealing of truth." Alkin is well satisfied to find that none of Sileski's old memories return; they have been permanently removed. She knows that these things happened to her, but she does not remember them as her own experiences. This is what Alkin hoped would happen.

At about the time the characters discover the last fact listed, Alkin makes an appearance. Make this as dramatic as possible.

*The quiet sound of a bootstep on stone draws your attention to the immensely tall stair that circles to the next level upward. In the dimness you can see a dark-clad figure slowly descending the stairs. Suddenly the glowpanels in the room increase in brightness, and you see a tall woman wearing black clothes and a long black cloak looking downward at you with faint amusement. "I hope you have learned all you came for?" she asks in dulcet tones which echo from the walls of the chamber.*

Alkin Neret, Dark Jedi and Sith Lord, is about 25 meters from the floor when she stops to address the characters. She is easily within firing range, and no doubt someone will shoot at her.

### **Alkin Neret, Dark Lord of the Sith**

DEXTERITY 3D: lightsaber 8D, dodge 6D+2, blaster 3D+2, melee combat 6D

KNOWLEDGE 2D+2: alien species 5D, alien species: Sith 6D, cultures 5D, languages 5D+2, planetary systems 5D, scholar 7D, streetwise 4D, tactics 4D, willpower 8D

MECHANICAL 3D: astrogation 4D, space transports 5D

PERCEPTION 3D+2: bargain 4D+2, command 6D, hide 5D+2, investigation 6D, persuasion 5D+2, search 5D, Sneak 6D

STRENGTH 2D+2: stamina 4D+2

TECHNICAL 3D: computer programming/repair 7D,

Force Skills: Control 8D, Sense 7D, Alter 7D+1

Force Powers:

Control Powers: absorb/dissipate energy, accelerate healing, concentration, control pain, detoxify poison, hibernation trance, reduce injury, resist stun, short-term memory enhancement<sup>^</sup>

Sense Powers: combat sense<sup>^</sup>, danger sense<sup>^</sup>, instinctive astrogation<sup>\*</sup>, life detection, postcognition, receptive telepathy, sense Force, translation †

Alter Powers: injure/kill, telekinesis

Control and Sense Powers: farseeing<sup>^</sup>, lightsaber combat, projective telepathy,

Control and Alter Powers: control another's pain, feed on dark side<sup>\*</sup>, Force lightning<sup>^</sup>, inflict pain<sup>^</sup>, return another to consciousness

Sense and Alter Powers: control mind<sup>^</sup>, force wind †, dim other's senses

Control, Sense, and Alter Powers: affect mind, drain life energy †, Force illusion #, memory wipe †, telekinetic kill

Force points: 7

Dark side points: 24

Character points: 17

Equipment: lightsaber (5D+control damage), dark clothing, dark cloak, the Force, other stuff upstairs

Note: Alkin's Force powers are described in these books: no mark = Star Wars main sourcebook, †=Jedi Academy sourcebook, \*=Galaxy Guide 9: Fragments from the Rim, ^=Thrawn Trilogy sourcebook, #=new power. Some are briefly described later in this Scene. In general, use the powers and do not get real specific on the details. If you don't have one of these sourcebooks, have the power do what it sounds like it does. This is a dramatic scene.

Alkin Neret is calm in any situation, never riled, almost cold. She is attractive but not beautiful, with a slightly superior expression on her face at all times

(except in the presence of the Emperor). Her brown hair is usually long, hanging on the inside of her cloak. She wears a black two-piece outfit for ease of movement, and her cloak detaches with a quick pull (usually telekinetic). Her study of the Sith teachings has made her realize the power of the Force as only a few others alive do. She is not as powerful as Vader, but she is more alive to the potential of the Force than he is and would surpass him in a few years of study. She is patient in achieving her ends, but has no plans to rule the galaxy.

Alkin is not at all worried that the characters might harm her. She is armored with the Force, and it is sufficient for her. Use absorb/dissipate energy and telekinesis to thwart any character attacks in the first actions. Do not use any other powers in this initial foray; the cool stuff is coming and we want dramatic effect. Do not make rolls, just use the powers.

Alkin does, however, want them out of her tower. She also wants them to leave Sileski behind, and she will unleash the Dark Side on them, so to speak, to make this happen.

Once the characters have taken some immediate action and she has negated all attacks, she again speaks.

*"I am glad to have met you, Rebels. I am sure that we will meet again, though not here. You have the truth that you seek, now I require that you leave my home, that I may have time with my 'student.'" With these words, she raises her hands, and a howling wind comes springs up around you, lifting you all and throwing you painfully against the walls like dead weight.*

**Force Wind** causes buffeting winds which hurl victims around. The winds do 7D+1 damage when created by Alkin. Damage is resisted with *Strength* and armor.

By the time they recover (this takes a full round, most will be stunned at the very least), they see the following:

*The crushing force of the wind abates, and it takes you several seconds to shake off the stunning effects. Around you lie your injured comrades, also struggling to their feet. Your weapons and gear lie scattered throughout the room. You see the Sith Lord near the top of the stairs, calmly walking up to the next level. From below, you hear thudding echoes of walker feet as the lumbering machines get closer to the tower, and the hum of Hoverscout engines circling. The Imperial war machine gathers about the tower as if to batter it down to get to you.*

When Alkin gets to the top of the stairs, she uses another Force power unique to the Sith, the power to create illusions out of the Force. This is the only use of this power she will make during the adventure, so exactly how it works is not important. As she steps up to the next level, she creates an illusion of herself which turns to face down the stairs at any characters pursuing her. Alkin continues upward to the top level, but the image of her blocks the stairwell. The characters can shoot at it and it will behave just like a real being, as it is real in their minds. It will appear to use **absorb/dissipate energy** to ward off their blaster shots, and to use **telekinesis** to throw them off the stairs and back to the floor. Alkin is further up the tower, and uses the **telekinesis** power herself combined with **farseeing** to view the room. The point of the illusion is to present a front of calm unconcern for their abilities without having eventually to kill them. The experiment continues, and these Rebels have become a part of it.

Force users can make a Heroic (30) Sense roll to detect that the illusion is not alive, but sense life alone will not reveal the ruse. These illusions were not detectable by Jedi masters in the Sith days, and only because Alkin does not have perfect mastery does anyone have any chance at all.

The illusion will not attack the characters, only negate their attacks and throw them back to the floor as they get close to it. If by some lucky chance a Force user gets within lightsaber melee range of the illusion, it does not defend itself with a lightsaber, even though it obviously has one. The first blow causes the image to disappear, in the way that Kenobi disappeared when killed by Dath Vader in the first movie. This time, no clothes are left behind, though.

Every round, the sounds from below get louder. Blaster blots sound on the main tower doors (Alkin has telepathically ordered Captain Sennj to attack and capture the characters. As the tower is barred to them, they have to blast their way in. This is all according to Alkin's design, as she wants the characters to flee the tower and get away.

If the characters have not left the tower by the eighth round, the Imperials break through the door and the characters have to fight all the remaining Imperials to escape. Needless to say they will not get away. End the adventure with them in chains being loaded onto an Imperial transport, and Sileski being led into the tower.

To further confuse matters, four rounds after Alkin leaves the chamber, a small shuttle takes off from a hidden bay at the top of the tower. The characters see the following:

*As you consider what is best to do, you hear the familiar sound of a repulsorlift engine from outside and upward, and you can see a small ship rise towards the sky from the upper tower levels. At the same time, the woman who has been opposing you dissolves into thin air, leaving you to wonder if she were ever there in the first place, or merely a figment of your imaginations.*

*The Imperial assault on the huge tower doors redoubles, as if this were some signal to bring the whole tower down.*

Let them make of this what they will. Alkin is not on board the shuttle, but her sense is blocked by the tower's evil aura so the PCs cannot be sure she is not on board. The only purpose of the shuttle is to get the characters thinking about leaving.

The characters should use the turboshaft and tunnel to escape before the Imperials crash the party. If they eliminated the garrison (highly unlikely) they can run out the front doors (Easy (6) Strength roll to open) and then to their ship. If they did eliminate the garrison early, then end the adventure once

Once they escape into space, the adventure is over.

THE END

## CHARACTER REWARDS

Characters which were brought receive 10 character points for this adventure, plus a discretionary 1-2 points depending on how well you thought the players portrayed their characters throughout the mission.



## APPENDIX I: STARLYTE STATION

(Taken from *Wretched Hives of Scum and Villainy*, which was published by West End Games in 1997. No copyright infringement should be construed from its use here. Some of the personalities and secrets of the station have been left out, as the characters would not encounter them in this adventure. Get this book—it's really great.)

"The Falling Star Saloon is located on Gateway Space Station, which orbits the lifeless planetoid of Tshindral III. In its glory days, the station served as a bustling Imperial Transfer Post—a 'gateway' to the Outer Rim and beyond.

"After the Imperials withdrew and abandoned the station, Gateway became a haven for aliens, smugglers, privateers, pirates, and other castoffs of the 'perfect' Imperial society. In recent years, under the direction of slick businessman Talandro Starlyte (who rents the station from the Empire), Gateway has evolved into Starlyte Station, a profitable free-trading post. At the heart of the station is the Falling Star Saloon, where beings from every species imaginable can escape from the bustle for a few hours. But don't get the wrong idea. It's still business before pleasure... And as Talandro always says, 'He who hesitates, disintegrates.'"

### **Tshindral III**

Type: terrestrial  
Temperature: cool  
Atmosphere: type IV (environmental suit required)  
Hydrosphere: arid  
Gravity: light  
Terrain: mountains, crater fields  
Length of day: 25 standard hours  
Length of year: 300 local days  
Sapient species: none  
Starport: none  
Population: 0  
Planet function: disaster  
Government: none  
Tech level: none  
Major exports: none  
Major imports: none  
Points of interest: Starlyte Space Station

Nearly everyone has an opinion as to why Tshindral III is a lifeless, poisonous world with an extremely toxic atmosphere. However, no matter how many beings you ask, you're not apt to hear the same answer twice. In fact, what was once just idle speculation has turned into something of a game of one-upmanship among the inhabitants of Starlyte Station. People will waste hours in the Falling Star conjuring up whimsical and fantastic scenarios for the downfall of Tshindral III. The amazing yarns have become so much fun that no one cares for the truth (which would probably pale in comparison to many of the stories, anyway...).

Whatever the cause, the planetoid is devoid of life and the atmosphere is so poisonous that death occurs in the span of an eye-blink. The corrosive effects of the atmosphere can consume the hull of a YT-1300 space transport in less than an hour.

So, why the Empire would choose to construct a Transfer Station in orbit around such a vicious world? That's a subject of much debate. Some people claim that the world was lush and teeming with life before the station was built—and that some sort of Imperial experiment gone awry transformed the atmosphere.

After the Empire left Gateway, the station fell into a state of disrepair. As most ruins tend to do, Gateway began attracting the dregs of the galaxy, and soon became a popular meeting and trading place for some of the less savory individuals flying the spaceways.

When the Empire sent a small team to clear out Gateway, one of the more wealthy and influential dregs, Talandro Starlyte, offered a compromise. He would rent the station from the Empire for a modest fee, and use it as a trading post. Talandro rechristened the place "Starlyte Station" and opened the centerpiece of the operation, an interstellar cantina known as The Falling Star Saloon. As part of the agreement, the Empire was to receive a small percentage of the bar's profits on top of the rental fee.

The Empire agreed on the condition that it assign an Imperial Liaison Officer to insure that nothing illegal or untoward occurred within its walls.

### **GATEWAY TO THE STARS**

Once a jewel of the spacelanes, Starlyte Station is not the pristine military facility it was. Decades of neglect and abuse have left the space station in such a state of disrepair it's a wonder the place still functions at all. Since Starlyte Station doesn't have much in the way of a technical support staff, when something breaks down it tends to stay that way unless it's an absolutely essential system. And even when things actually do get fixed, it's usually a result of some clever jury-rigging rather than a thorough repair. Replacement parts are hard to come by because of the station's age and remote location.

Compared to the interior of the station, however, the exterior is in relatively good shape. Built to withstand most attacks, the heavily armored hull has stood up well over time. When the Imperials pulled out, they took most of the weapons systems with them and disabled what was left. Of course, there are still a

few surprises remaining, so the station is not completely defenseless. (While they aren't advertised—for obvious reasons—a bank of five turreted turbolaser batteries have been fire-linked to the command center, though they can be operated individually when independently crewed.)

Starlyte Station was constructed on a spherical frame, vaguely resembling the classic Imperial torpedo sphere design. The outer docking ring encircles the equator of the station, with well over 250 available berths to dock ships ranging in size from starfighters to heavy cruisers. Refueling services are available for about 20% more than the standard fee at most Imperial class starports. Of course, with the next refueling point usually a long jump away, most beings pay the inflated prices rather than take the chance of being stranded between systems.

The interior of the station stands in various states of disrepair. Obviously, the more traveled areas, such as The Falling Star Saloon, the Docking Ring, and the Trading Post, are in good shape. The condition of the rest of the station pales in comparison, especially in its farthest corners. Guests are advised to steer clear of those maze-like dark corridors, for some who visit the recesses of the station often fail to return. (As you would expect, there are a hundred different opinions as to what happens to those unfortunate people, too. The truth is one of the secrets of the station that will not come into play in this adventure, so it is not included.)

### Starlyte Station

Starport type: standard class  
Traffic: light to moderate  
Control: controller  
Landing: beacon  
Docking area: outer rim docking berths  
Docking fee: 20 credits per day  
Customs: none  
Scale: capital  
Length: 500 meters  
Hull: 8D  
Shields: 2D  
Weapons:  
    5 Turbolaser Batteries (fire-linked)  
        Fire Arc: turret  
        Crew: 1  
        Fire Control: 3D  
        Space Range: 3-15/35/75  
        Atmosphere Range: 6-30/50/150 km  
        Damage: 9D

### WHO'S IN CHARGE HERE?

That particular question is one of the few subjects never debated at Starlyte Station. Talandro Starlyte runs the show, and everyone knows it. Granted, he is merely leasing the place from the Imperials, and technically, the Empire, through its appointed liaison,

has final say in all matters related to its interests. However, fact and reality are not one in the same.

The balance of power at the station works something like this: Talandro runs the place and has final say in all matters. His Imperial liaison, Lieutenant Arissa Fawn, is free to offer her advice or counsel at any time. Lt. Fawn and her stormtroopers provide for security and defense, taking whatever measures they see fit to protect the visitors and the station.

The lieutenant and her platoon have their Imperial paycheck vastly augmented by a generous "stipend of gratuity" from Talandro's own pocket, which makes interaction between the groups go smoothly most of the time. That isn't to imply that Talandro's bonuses have "bought" the loyalty of the Imperials. There is a respect, however grudging, on both sides and they do work together very well to solve problems that arise on the station. With the practical arrangement they have in place, it's in their mutual benefit to do so.

### Talandro Starlyte, black marketeer

DEXTERITY 3D: blaster 6D, blaster: hold-out 8D+2, dodge 6D, pick pocket 5D+1  
KNOWLEDGE 3D: alien species 7D, business 8D+2, business: black market operations 10D+1, languages 5D, planetary systems 7D+1, streetwise 8D, value 11D  
MECHANICAL 3D: astrogation 5D, repulsorlift operation 6D, space transports 6D+2, starfighter piloting 4D+2, starship gunnery 6D  
PERCEPTION 4D: bargain 10D+2, con 12D, gambling 7D+1, hide 8D+2, search 6D, sneak 6D  
STRENGTH 3D: brawling 7D, climbing/jumping 6D+1  
TECHNICAL 2D: computer programming/repair 5D+2, security 5D  
Force points: 2  
Character points: 15  
Move: 10  
Equipment: blaster pistol (4D), hold-out blaster (3D+2), vibroknife (STR+1D), voice-locked datapad, expensive clothing and jewelry, custom chronometer, black jumpsuit, hooded gray cloak, spit-shined boots

Many words have been used to describe Talandro Starlyte, and while most of them aren't fit for replication in family periodicals, the one that applies best is "rogue." Like many of his shady contemporaries, Talandro sits on the fringe of the galaxy, vacillating in the gray area between good and evil.

Talandro is known mostly for his work in the black market: he's one of the premiere fences in the Outer Rim Territories. If you need to move merchandise or are in the market for a rare item, then he is the man to see. Starlyte is very up front and

honest in his transactions: he doesn't deal in junk, and while his prices are inflated, they're fair compared to those charged by his price-gouging competitors.

Not much is known about his history (and most suspect his name is a pseudonym, anyway), but he claims to hail from Coruscant. He has their typical distaste for Corellians, though that alone doesn't necessarily prove anything. Rumors abound that he has some sort of influential connections within the Imperial hierarchy, which would explain why the Empire would do business with this known scoundrel.

Talandro is a handsome human with rugged features, piercing light-blue eyes, and a mane of straight, black hair tied back in a ponytail. He is well-built and stands nearly as tall as most Wookiees. Talandro strives to maintain a meticulous appearance, and rarely has even a single hair out of place. He has a taste for expensive clothing, Savareen brandy, and fascinating women. He's a shrewd businessman, a charming rogue, always quick with a smile, and a scrapper who is relentless when pursuing something he wants.

### IMPERIAL INTERESTS

While Gateway may have once been an important Imperial facility, it's clear that the Empire couldn't care less what happens there now.

Why else would they lease the place to somebody like Talandro Starlyte? Then there's the fact that their liaison is a low-ranking human. Can you say, "Dead End Posting?" Her peacekeeping force consists of a single platoon of stormtroopers who, as Starlyte likes to put it, "aren't operating on full blaster packs."

#### Lt. Arissa Fawn, Imperial Liaison

DEXTERITY 2D+2: blaster 6D+2, dodge 5D+2  
KNOWLEDGE 3D: bureaucracy 4D, languages 5D+2

MECHANICAL 3D+2: repulsorlift operation 4D+1  
PERCEPTION 3D+1: command 4D+1, con 6D, persuasion 5D, search 4D, sneak 4D+1

STRENGTH 2D+1: brawling 5D+2, climbing/jumping 7D

TECHNICAL 3D: computer programming/repair 6D+1, first aid 4D+1, security 5D

Character points: 10

Move: 10

Equipment: Imperial uniform, protective vest (+2 vs energy and physical), blaster pistol (4D), datapad, regular clothing and jewelry

Once as idealistic as the next member of SAGroup, Arissa Fawn has begun to face the harsh realities of the Empire, and they aren't anything like she ever dreamed about.

For one thing, she knows she has gone just about as far as she can in the Imperial Army with regard to rank and respect. The fact that she worked her whole life for a goal—only to discover that it could never be

reached because of a small-minded philosophy—infuriates Arissa. That's enough to make her question the other ideals of the Emperor.

Without adrenaline fueled by Imperial propaganda coursing through her veins, she finally recognized what the Empire really stood for—not peace and law, but terror and evil. Arissa wants to leave the Empire, and possibly even look into joining the Alliance, but she is still having some doubts. For one thing, she is well paid by both the Empire and Talandro, and has what amounts to a cushy job far removed from the front lines. Then there's the fact that she is a little bit afraid of her second-in-command, Brezzi Marr. Arissa believes that he is already suspicious of her wavering loyalties, and worries what he will do if she tries to defect. If that weren't enough, she also has Talandro to worry about. She respects his abilities, but suspects there is something sinister behind his smile.

### THE IMPERIAL 105TH: "THE EMPEROR'S IRREGULARS"

The Imperial 105th Stormtrooper Platoon is rather unique, to say the least. The 105th is composed of individuals who have been described at various times with words like *loopy*, *shell-shocked*, and *blaster-brained*. They aren't the best, they certainly aren't the brightest, but they do possess one thing which has kept them from being demoted to cooks: blind, unswerving loyalty. They are tough and resourceful, with the tenacity of Luudrian lockjaws.

Even though they are far removed from front line duty, their commander, Brezzic Marr, is not lax about discipline. In fact, he is a firm believer in drill and command. The 105th can often be seen marching down the corridors of Starlyte Station, moving in eerily flawless precision as Marr strides alongside the razor-sharp lines calling out his rhythmic (and often entertaining) cadences. It's quite a sight once you take into account the obvious oddity of the 105th.

While most commanding officers emphasize the cohesiveness of the group, Marr is a believer in individuality existing within the framework of the team. To that end, he allows his men to personalize their stormtrooper armor with markings. However, all the troopers proudly display the stylized emblem of the 105th on their shoulder: the Imperial symbol emblazoned with arcing lightning.

While a bit unconventional, these stormtroopers are no less dangerous than their more traditional counterparts. They fight to the death, gladly take as many opponents as they can with them at the end, and never, ever retreat.

#### Commander Brezzic Marr, veteran Imperial Stormtrooper

DEXTERITY 2D+2: blaster 9D+1, brawling parry 8D, dodge 10D, grenade 7D+1, melee combat 8D

KNOWLEDGE 3D: bureaucracy: Imperial 6D, intimidation 8D, planetary systems 6D, streetwise 7D+1, streetwise: Starlyte station 10D, tactics 9D, tactics: squads 11D, willpower 10D

MECHANICAL 3D+2: astrogation 6D+1, capital ship gunnery 8D+1, repulsorlift operation 5D+2, space transports 4D, starship gunnery 5D

PERCEPTION 3D+1: command 9D, investigation 5D+2, search 7D, sneak 8D

STRENGTH 2D+1: brawling 8D

TECHNICAL 3D: computer programming/repair 5D, demolitions 6D, first aid 4D, security 8D

Dark Side points: 3

Character points: 18

Move: 10

Equipment: BlasTech T-6 "Thunderer" heavy blaster pistol (6D+1), modified stormtrooper armor (+2D+2 physical, +2D+1 energy), -1D *Dexterity* and related skills), hold-out blaster (3D+2), 2 serrated vibroknives (STR+1D+2), bandoleer of 5 stun grenades (5D stun), comlink (built into helmet)

Not much is known of the past exploits of Brezzic Marr in the Empire previous to his assignment as the leader of the 105th. Ugly rumors have circulated that he is mentally unbalanced to the point of being a liability. However his tactical mind is so sound that his strategies have resulted in more than a few revisions to the Imperial tactics manuals. Marr's personality is extremely intense, borderline fanatical, and slightly sadistic. He often gets a faraway look in his steely eyes that's unnerving to others.

Considering the fervent loyalty of Marr and the 105th in general, it might seem a bit surprising to some that they so readily accept bribes from Talandro Starlyte. Actually, Marr sees nothing wrong with it, as long as Starlyte understands that no amount of money will ever be enough to put his personal wishes ahead of loyal service to the Empire.

### **The Emperor's Irregulars, Veteran Stormtroopers**

DEXTERITY 3D+1: blaster 6D+2, brawling parry 5D, dodge 6D, melee combat 7D

KNOWLEDGE 2D+2: streetwise 5D, streetwise: Starlyte Station 8D

MECHANICAL 3D: capital ship gunnery 7D, repulsorlift operation 5D, starship gunnery 6D+1

PERCEPTION 3D: investigation 6D+2, search 5D

STRENGTH 3D+2: brawling 6D+2

TECHNICAL 2D+1: computer programming/repair 4D, demolitions 5D, first aid 6D, security 7D

Character points: 10

Move: 10

Equipment: SoroSuub Stormtrooper-Two blaster carbine (6D+2), modified stormtrooper armor (+2D physical, +2D energy, -1D *Dexterity* and

related skills), vibroknife (STR+1D), hold-out blaster (3D+2), comlink (built into helmet)

## **THE FALLING STAR SALOON**

"Rustic" tends to be the first word that comes to mind when a patron first sets his visual organs upon the Falling Star Saloon. Everything seems to be just a few steps above mid-tech, which isn't too surprising considering the age of the station.

The entrance arch is lined with glowpanels, none of which seem to offer light at the exact same level of brightness. A few fizzle, crackle, or plain don't work at all. The welcoming sign suffers from a similar condition; the fluorescent lighting tubes that make up the letters of the bar's name flicker, go out, and blink irregularly.

Even with the air recirculator there is a slight haze in the Saloon, with coils of mist traveling in a lazy spiral towards the high ceiling. The lighting is usually dim (and not just because of the problematic light sources – Talandro likes shadowy nooks) and the air is cool with an ever-so-slight tang of staleness. The tables and chairs are constructed of fine repliwood, giving the furniture a solid feel. The booths are lined with very comfortable leather, which is replaced often enough to result in only a few holes and worn spots here and there.

The main bar, a long, heavy repliwood marvel, stretches along one side of the Saloon, with ornate beryllium underpinnings and brass alloy fixtures. A bank of old-style holo-games are propped up in one corner, and one or two actually still function. Nearby, three large grav-pool tables and two blast-dart boards hung up on the wall are almost constantly in use. The rest of the decor is relatively understated, except for a few older holo-paintings hung around the room.

The old-fashioned ambiance extends to the hired help as well. Talandro eschews the use of serving droids and uses human and alien waitresses (young and attractive, of course) and slick bartenders who can perform enough prestidigitation to turn the simple act of mixing up a drink into a crowd-pleasing show.

Usually bustling with an astonishing mix of species, the Saloon has an altogether welcoming feeling, the kind of place you'd like to sit down, have a drink, and just relax for a long while. The Saloon does have its share of shady characters, but most of the clientele are hard-working free-traders, smugglers, tramp freighter captains, and adventurers. Dashing rogues and strong-willed women—just the kind of people Talandro feels most comfortable around...

## **CREDIT CHECK**

The following is a list of prices at Starlyte Station. Be warned: bargaining is only allowed in the Trading Post.

### *Drinks*

On tap	2 credits/glass
Mix it up	5 credits/glass

### *Food*

Snack	4 credits
Light meal	9 credits
Full meal	15 credits

### *Games*

Holo-game	1 credit/1 play
Grav-pool	3 credits/hour
Blast-darts	2 credits/game

### *Ships*

Docking fee	20 credits/day
Refueling	50 credits/150 metric cargo tons

## **TALANDRO'S TRADING POST**

Of course, the whole reason for the saloon's existence and the station's continued prosperity is the infamous trading post. Located in three huge bays that once housed row after row of gleaming Imperial TIE fighters, the chambers have been converted into something resembling a massive open-air market. Tables, displays, and booths stretch from one end of the cavernous bays to the other, with barely enough space to walk between the maze of wares of products.

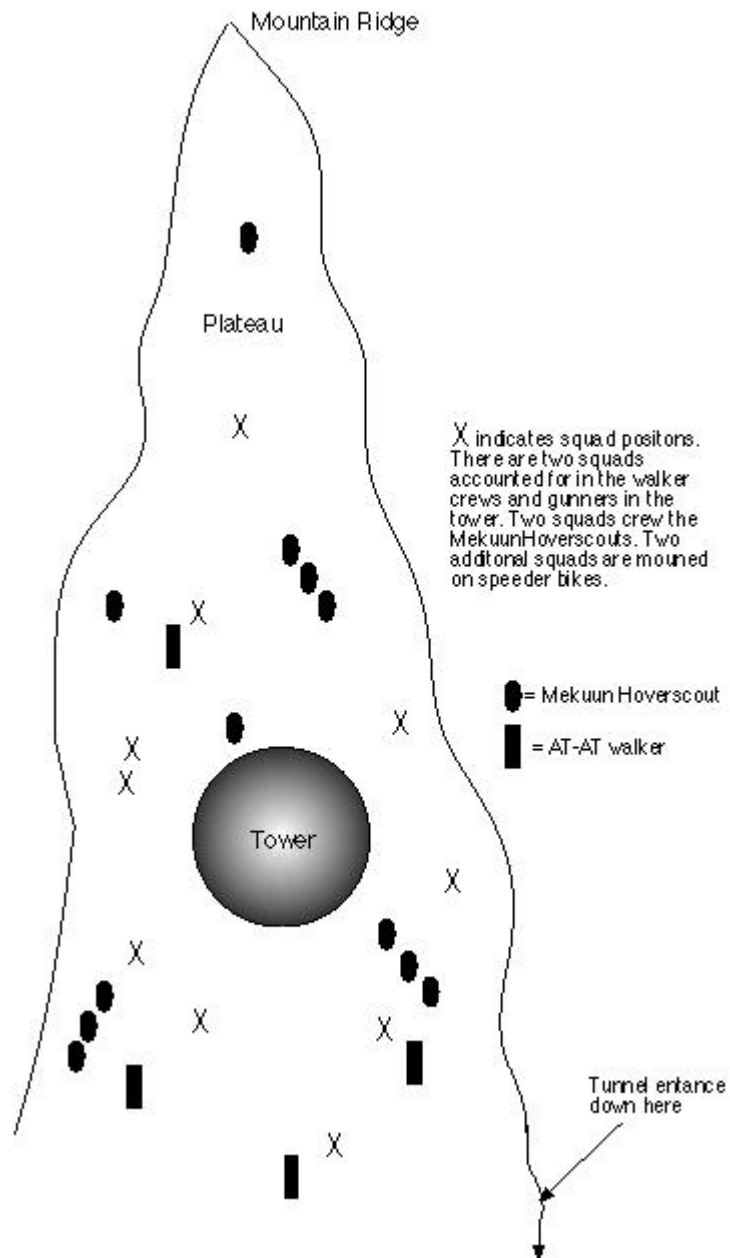
Nearly everything you can imagine is for sale or trade in the Post, including illegal and black market items. These aren't on display, of course, but they are always available to those who know what questions to ask and how much credits to spread around to "grease the servos."

Many traders actually live on the station, either full-time or only parts of the year, while others simply fly in with their latest cargo and set up shop. Renting a table costs a flat 10 credit fee per day, with discounts for long-term commitments. There is not charge for lodging on the station, which is more of a process of finding empty quarters and claiming them as your own. This arrangement works surprisingly well. It's always first come, first served, with the 105th stormtroopers around to settle any disputes.

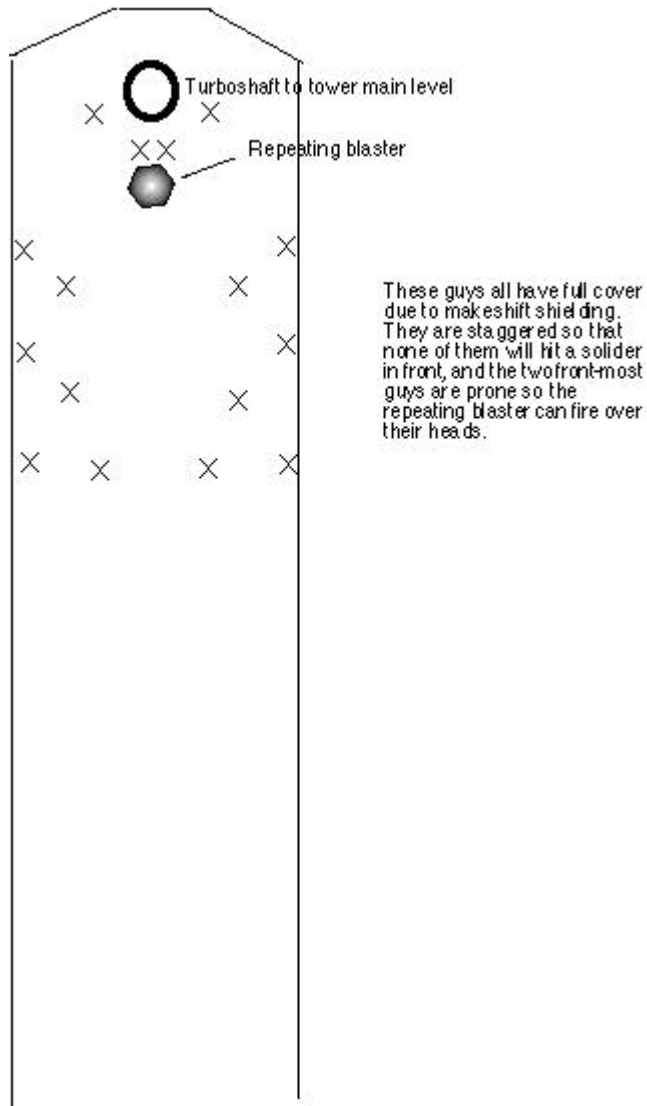
The occupants nearly always do their own fixing up of their rooms, and Talandro quite enterprisingly views the repairs as paying for the rental fee. Considering the size of the station, there is little chance of running out of accommodations, but all the good rooms are usually already taken. And sometimes they're taken by force...

(To learn the rest about this place, pick up *Wretched Hives of Scum and Villainy*. Have I mentioned this often enough?)

# MAP ONE: TOWER AND SURROUNDING AREA



## MAP TWO: TUNNEL DEFENSES



**NAME: 4B - 3ST****TEMPLATE: SECURITY DROID**

Height: 1.6 m (5' 6")    Weight: 113 kg    Sex: Male-Looking    Age: Pretty old    Move: 11  
 Physical Description: Humanoid, with two arms and legs, and helmeted head. Iron gray with copper colored plates.

<b><u>DEXTERITY</u></b>	3D	<b><u>PERCEPTION</u></b>	1D
Blaster	7D+1	Search	3D
Dodge	8D		
Running	4D		
<b><u>KNOWLEDGE</u></b>	1D	<b><u>STRENGTH</u></b>	1D
Alien Species	2D	(+3D armor)	
		Climb/Jump	2D
		Stamina	2D
<b><u>MECHANICAL</u></b>	1D	<b><u>TECHNICAL</u></b>	1D
Astrogation	3D	Demolition	3D
		Repulsorlift Repair	2D

Force Points: Droids cannot use the Force  
 Wound Status:                      Character Points: 6

**Built-in Equipment:** 2 arms and hands, 2 legs, 2 photoreceptors, macrobinoculars, audio membranes, olfactory sensors, comlink, vocabulator speech/sound system, internal blaster rifle (5D damage, range 5-30/100/200), 3D armor

**Carried Equipment:** None

**Background:** You were built too long ago to remember, especially since you've had several memory wipes since then. But that's the life of a droid. You only know what of your history your current owner, Botob Saduyl, has been able to discover and tell you.

You were constructed at the end of the Clone Wars, one of a security force that was to replace the many clones. You saw a lot of action, and then you were sold to a corporation and sent to the Frontier. There, you again saw many years of service, many refits and repairs, and the occasional memory wipe. Your existence was the same as countless other droids. Finally, you were shot up and deemed unsalvageable. Tossed into a scrap heap, you spent a couple of years rusting there without any awareness.

Botob Saduyl told you that was where he found you. He had been running from some loan sharks and stumbled into the junk yard where you were. Looking for an escape, he found you instead. He tinkered with you a bit and reactivated you, and after getting your blaster working (though you don't know how—he's not any good at fixing anything—must have gotten lucky) you helped him eliminate the bounty hunters and goons that were chasing him. It has been one wild ride after another ever since.

In your time with Botob, he has made some modifications and programming adjustments to your systems. Not all of these have worked the first time, or any time. Your armor has been augmented, but most programming efforts beyond loading you with data have failed. At least Botob's have. But he likes to tinker, and he doesn't do you any real harm, so you let him. His latest modification was to outfit you with an R2 unity astrogation module. It does not always work properly, but he keeps tinkering. Botob says that since he's not that good at Astrogation, you should be.

Botob's latest kick has been to join the Rebellion against the Emperor. You have gone with him, as you have ever since he found you. You have no real opinion of the right or wrong of the Empire, though. It seems a matter for sentients to debate.

**Personality:** Now that you have not had a memory wipe in more than five years, you have developed a personality. You find that you are no-nonsense, because Botob loves to take risks and you are programmed to provide security, cover possible means of exposure to danger, and generally make sure people you are guarding live. However, you are also fussy about having your way in security and combat situations, because you are programmed to know what is best to do when the fighting starts. You are more this way than you used to be, and Botob says you are becoming a regular stick in the mud, whatever that is. What others think of you does not bother you, though. You are what you are.

The one thing that seems to bother you, but secretly, is that you are property. Other sentient beings treat you as a tool rather than as Botob's companion. You are not sure why this bothers you.

**Quote:** "I'm getting too old for this."

**Connection:** You work with what is becoming a good team of Rebels. The bounty hunter Sid Jannus is practical and efficient, Botob Saduyl the gambler is flashy and witty, Sandra Crayl is sarcastic but an ace pilot. Carn Drel, the jedi, is optimistic and dedicated to redeeming himself. Sileski the Mon Cal is a good tech and a reassuring companion to have along. Lately she discovered that her past is in doubt, and you can sympathize with her pain. A memory wipe is the one thing you most fear as a droid.



**NAME: SID JANNUS****TEMPLATE: BOUNTY HUNTER**

Height: 1.8 m (6')

Weight: 84 kg

Sex: Male

Age: 28

Move: 10

Physical Description: Tall, with fair hair and a medium build. You are not handsome, and you have a scar across your face from a knife wound.

<b>DEXTERITY</b>	4D	<b>PERCEPTION</b>	3D
Blaster	6D+1	Command	
Dodge	5D+1	Investigate	
Grenade	5D	Search	
Melee Combat		Sneak	
Melee Parry			
<b>KNOWLEDGE</b>	2D+2	<b>STRENGTH</b>	3D+2
Alien Species		Brawling	4D+2
Languages		Climbing/Jumping	
Streetwise	3D+2	Lifting	
Survival		Stamina	
<b>MECHANICAL</b>	2D+2	<b>TECHNICAL</b>	2D
Astrogation		Armor Repair	
Beast Riding		Blaster Repair	3D
Repulsorlift Op	4D	Starship Repair	
Space Transports	3D+2	Starship wpn Repair	
Starship Gunnery	3D		

Force Points: 1

Dark Side Points: 0

Wound Status:

Character Points: 7

**Equipment:** Heavy Blaster Pistol (5D damage), Hold-out Blaster (3D+1 damage), Light Repeating Blaster (6D damage), 2 Fragmentation Grenades (5D), Knife (str+1 damage), Protective Vest (+2 to torso on strength for damage), Jet Pack (burst lasts 1 move and flies 100 m horiz or 30 m vert, has 10 bursts), Two Medpacks, 2,500 credits

**Background:** Bounty hunting is a dirty job, and not the one you would have chosen. But on your home world, Hikurr (in the Mid-Rim, further out than even the Expansion Region), children were counted as property, with the same status as slaves. Your family was poor, and you were sold into the service of a rough and loud-mouthed bounty hunter named Slin Jan. He took you off-world and you waited on him, did his cleaning, carried his guns, and otherwise served as a drudge.

Once when you were 14, you accompanied him to a bar to collect a bounty, and you saw several beings laying in ambush. Due to your warning, Slin survived and collected his money. He commented that you had good instincts. Of course you did, after learning to watch out for his temper and his tendency to throw things at you when displeased. He trained you in the craft of tracking and killing wanted beings. Your fist kill was not pleasant for you, but after you heard why this man was wanted you lost your scruples and feelings of hesitancy.

Beings who committed such atrocities deserved nothing more than a slow death.

You worked with Slin until two years ago, when you both got in over your heads with the Empire. The Imperials were laying a trap for some Rebels, and you got in the middle. After the trap fell, Slin was badly wounded and dying. He pushed you towards the Rebels and told you to join them, that the Empire was worse than most of the men you had tracked. you have come to see that he was right.

For the last two years you have worked with the Rebellion, hoping to overthrow the most evil man in the Universe. You don't have much hope of success, but any effort is better than none.

**Personality:** Taciturn and fierce, you say what you mean and mean what you say. You don't trust or rely on people who you have not been through tough life-and-death situations with, but once your trust is given it is never withdrawn. You don't enjoy killing, though you are good at it, and only kill those who deserve death. The only thing people might find annoying about you, apart from your generally fierce demeanor, is your tendency to make bad puns when you can.

**Quote:** "I wouldn't try to draw that gun. You are not fast enough. Just come quietly."

**Connection:** Though you once hunted the gambler Botob Saduyl, you find him mostly likeable. If he was not so full of himself. Confidence is one thing, but it should be deserved. His droid is certainly serious, and getting more pushy about how to handle fights. Sandra Crayl is an excellent pilot and an attractive woman, and you would like to get to know her better. Her sarcasm is almost refreshing, because she seems to say the things you are thinking. Carn Drel, a jedi, is an enigma. His power to use the Force is not something you can understand. You are not even sure you know what the Force is. Sileski, the Mon Cal tech, is friendly and you like to have her around in a pinch. She really pulls her end of missions.

**NAME: CARN DREL****TEMPLATE: FAILED JEDI**

Height: 1.7 m (5' 7")    Weight: 82 kg    Sex: Male    Age: 37    Move: 10  
 Physical Description: Your salt-and-pepper hair and subdued expression make you look older than you really are. You wear the uniform of the Alliance with pride, however. You used to be handsome and that fact can still be seen in your face and eyes.

<b>DEXTERITY</b>	2D+2	<b>PERCEPTION</b>	3D+1
Blaster	3D	Bargain	
Dodge	4D	Command	
Lightsaber	4D+2	Persuasion	
<b>KNOWLEDGE</b>	3D+1	<b>STRENGTH</b>	2D+2
Alien Species		Brawling	
Languages		Climbing/Jumping	
Planetary Systems		Stamina	
Survival		Swimming	
Willpower	4D		
<b>MECHANICAL</b>	2D	<b>TECHNICAL</b>	2D
Astrogation		Comp Prog/Repair	
Beast Riding		Droid Prog/Repair	
Repulsorlift Op		First Aid	
Space Transports			
<b>FORCE SKILLS</b>			
Control	3D+1	Sense	2D+1
Alter	2D+1		
<u>Control Powers</u>		<u>Sense Powers</u>	
Accelerate Healing		Life Detection	
Control Pain		Life Sense	
Remain Conscious		Magnify Senses	
<u>Alter Powers</u>		<u>Control &amp; Alter Powers</u>	
Injure/Kill		Accelerate	Other's
Healing			
Telekinesis		Control Another's Pain	
<u>Control &amp; Sense Powers</u>		<u>Control, Sense &amp; Alter Powers</u>	
Lightsaber Combat		Affect Mind	

Force Points: 1    Dark Side Points: 1\*\*  
 Wound Status:    Character Points: 4

\*\* You receive a +1D bonus to Force skills from the Dark Side. You must act with the purest intention to resist the Dark Side when using this bonus (If you don't, you gain a Dark Side point). If you refuse to accept the Dark Side bonus, your difficulty goes up one category.

**Equipment:** Lightsaber (5D + control damage), hold-out blaster (3D damage), Rebel uniform, 1,200 credits

**Background:** You were young when you started training in the Force, young and full of ideals and hope. You progressed well, but had some difficulties

with certain lessons. Your teacher finally dismissed you, saying that he had taught you all he could. It was not much, in your opinion, and you asked for another teacher who could show you more. But your master said that there were certain things that could only be taught by experience. A few weeks later you received word that he had been slain by Darth Vader, and you lost confidence. The Dark Side seemed so much more powerful to you, and you were tempted to give in to it.

You did, one day, when some Imperial inspector provoked you with his insolence. "Belittle the Force, will you?" you said as you reached for his throat with your mind. After his death, you gave up using the Force, even though the Dark Side began to call even more strongly.

It has been four years since that day, and you found yourself with the Rebel Alliance. You were at Yavin when the Death Star was destroyed. You met Luke Skywalker in passing, and marveled at how strong the Force was with him. You have finally lessened your connection with the Dark Side after much effort, so perhaps there is some hope after all.

**Personality:** While no longer idealistic, you try hard now to hold to the Jedi code:

- There is no emotion; there is peace.
- There is no ignorance; there is knowledge.
- There is no passion; there is serenity.
- There is no death; there is the Force.

You struggle with the Dark Side, and feel tempted to kill again, but you resist. One day at a time.

**Quote:** "There is no emotion; there is peace."

**Connection:** Your team of Alliance operatives is really coming together. You know you are not the leader, but you still feel proud of them. Botob Saduyl the gambler and Sandra Crayl the pilot seem always verbally at each other's throats, but in a friendly way. Sid Jannus, the big bounty hunter, and Botob's droid 4B-3ST make a good team during firefights, though 4B seems to be starting to impose his way when the fighting starts. Sileski, a Mon Calamari officer and tech, is the most interesting to you of them all. She is sensitive to the Force, but does not know how to use it. She recently discovered that some of her memories may have been erased, and you hope to help her find the truth. Perhaps that will explain her sensitivity to the Force. You still hope to make her your student some day.

**NAME: SANDRA CRAYL****TEMPLATE: BRASH PILOT**

Height: 1.8 m (5' 10") Weight: 61 kg Sex: Female Age: 28 Move: 10

Physical Description: Blond and pretty, with a sinuous figure and graceful way of moving. Not a real beauty, but you turn heads. You wear your flight suit most of the time.

<b>DEXTERITY</b>	3D	<b>PERCEPTION</b>	3D
Blaster	4D	Command	
(s) Blaster Pistol	5D+3	Con	
Brawling Parry	3D+1	Gambling	
Dodge	3D+2	Persuasion	
Melee Combat		Search	
Vehicle Blasters			
<b>KNOWLEDGE</b>	2D	<b>STRENGTH</b>	3D
Intimidation		Brawling	
Planetary Sys Value	3D	Stamina	
		Swimming	
<b>MECHANICAL</b>	4D	<b>TECHNICAL</b>	3D
Astrogation	4D+1	Blaster Repair	
Communications		Droid Repair	
Repulsorlift Op	5D	Repulsorlift Repair	
(s) Speeder Bike	6D	Starfighter Repair	4D
Space Transports	5D		
Starfighter Pilot	6D		
(s) X-Wings	7D+2		

Force Points: 1 Dark Side Points: 0

Wound Status: Character Points: 5

**Equipment:** X-Wing Fighter, Blaster (4D damage), Rebel Uniform, Medpac, Vacuum Suit, 100 feet of syntherope, 1000 credits

**Background:** Brash, pushy, even demanding. These words describe you pretty well. It's not that you wanted to be this way, you had to. Growing up in the orphanage on Dantax was particularly hard on girls, and you had to speak up for yourself or starve. You were never adopted, and they released you when you were 16 to make your own way. You found work at a dive bar, where you met a mechanic who offered to take you as an apprentice for certain compensations. Most of these involved doing all the work, you discovered; Zell turned out to be a lazy drunk. But it was working with him that you discovered piloting.

A couple years with Zell was enough for you, and you took work on a freighter at your first chance. The first mate, a woman, gave in to your pestering and showed you how the controls worked, and the rest is history, as they say. You flew with this crew for a while, then moved on. For a while you were involved in smuggling, but you got out of that fast. Risking your neck for stolen goods was not your idea of fun. Eventually you joined the Rebellion. They needed good pilots, and flying X-Wings was more fun than flying old freighters.

**Personality:** You are the kind of person who makes wise cracks and does not submit easily. You don't trust people, a good policy considering your life to date. But these Rebels seem more friendly than others from your past, and you think that maybe you can trust some of them. Not all, but some. You are secretly impressed with Mon Mothma; the combination of self-assurance and quiet demeanor are the exact opposite of yourself. You don't always have the best ideas, but frequently you have the only ideas and you never claim that your ways are best. Just yours. You are beginning to mellow a little after working with this team for a while, but not much.

**Quote:** "If you've got a better idea, now's the time to bring it up."

**Connection:** This is not a bad group to work with, once you get used to them. Botob Saduyl, the gambler, is unsufferably proud of himself and his ship, and you feel it your duty to take him down a peg or two. His droid 4B-3ST is coming into his own, and is a direct counterpoint to Botob. The bounty hunter Sid Jannus is much more your type, quiet but efficient; he means what he says and says what he means. Carn Drel, the jedi, has really perked up lately. He seems very interested in Sileski, the Mon Cal tech assigned to your group. Sileski is going through some bad times over her past, which may not be what she thinks it is. That's a tough break for her.

**X-Wing Fighter** (crucial stats)

Scale: Starfighter Cargo Capacity: 100 kg  
 Hyperdrive Mult: x1 Nav Computer: Uses R2 unit  
 Maneuverability: 3D Sensors: see book (p. 248)  
 Space: 8 Atmosphere: 365; 1050 kmh  
 Hull: 4D Shields: 1D

**Weapons**

## 4 Laser Cannons (fire-linked)

Fire Arc: Front Space Range: 1-3/12/25  
 Fire Control: 3D Damage: 6D

## 2 Proton Torpedo Launchers

Fire Arc: Front Space Range: 1/3/7  
 Fire Control: 2D Damage: 9D

**NAME: BOTOB SADUYL (sa-duy-l)****TEMPLATE: GAMBLER**

Height: 1.85 m (6' 1") Weight: 81.6 kg Sex: Male Age: 24 Move: 10

Physical Description: Tanned and exotic looking, with dark hair and a small moustache. You have a slight Arabian-sounding accent.

<b>DEXTERITY</b>	3D+2	<b>PERCEPTION</b>	4D
Blaster	4D	Bargain	5D
Brawling Parry		Con	5D
Dodge	4D+2	Forgery	
Melee Combat		Gambling	5D+1
Melee Parry		Persuasion	
<b>KNOWLEDGE</b>	3D	<b>STRENGTH</b>	2D+2
Alien Species	3D+2	Brawling	3D+2
Bureaucracy		Lifting	
Languages	4D	Stamina	
Streetwise	3D+1		
Value	3D+2		
<b>MECHANICAL</b>	2D+1	<b>TECHNICAL</b>	2D+1
Astrogation		Droid Programming	3D+1
Repulsorlift Op	3D	Droid Repair	3D
Space Transports	3D	First Aid	

Force Points: 1 Dark Side Points: 0  
Wound Status: Character Points: 4

\*\* You can add your Gambling skill to any other skill for purposes of analyzing the odds of a particular action related to that skill.

**Equipment:** Deck of Sabacc Cards, Hold-out Blaster (3D+2 damage), Datapad with Rules for Every Game of Chance Known, A Week's Worth of Expensive Clothes, 8,000 credits

**Background:** You are a jack of all trades, but a master of one. You are a master of risk-taking. You learned gambling at an early age, and found the thrill of the risk more exciting than the money involved. Your father was a bad technician who gave that up to be a bad gambler after your mother died (you were 6). You learned the rules to the main games of chance from him when you were young. You also saw first-hand the dangers of the trade. When the luck ran against your father, hired thugs would come after the both of you. Eventually they got your father; he took one bad risk too many. You weren't that attached to him, so you set off on your own. You vowed at this time to be careful in which risks you took.

Your only deviation into a bad risk was when you borrowed 7,000 credits to buy your ship, the *Ace of Stars*. It is definitely a fixer-upper, and since you paid off the loan (to avoid the continual stream of goons coming after you), you have not been able to fix much of it up. It has a better hyperdrive than the usual Ghtroc model freighter, but most of its systems need a complete overhaul. You had the navigation

systems overhauled a week ago. One system down, too many to go...

Your sharpened skills at risk-taking have not prevented you from being chased. Once when you were hotly pursued you ran into a junkyard and found an old security droid. You got it reactivated and it took care of the thugs for you. It has traveled with you ever since, about five years now. You like to tinker with 4B-3ST, who puts up with your efforts. A couple weeks ago you added an R2 unit astrogation module to 4B, with mixed success. Maybe that droid programming holo will help.

**Personality:** Flashy, quick with a witty saying, sure of yourself. You analyze the odds of something before doing it, so you succeed more often than not. You reject risks with worse than 50/50 odds unless the life of a friend is on the line. You know that image is an important part of success as a gambler, and you cultivate yours.

**Quote:** "Luck of the draw, kid."

**Connection:** The dynamics of your little team are very interesting, and you like interesting. 4B is your closest companion, and you feel real close to him. Sandra Crayl is still brash, and sarcastic, and hard to just hang out with. Maybe Sid could take her off your hands. Sid Jannus, the bounty hunter, once pursued you, and you are glad he did not catch you now that you have seen him in action. Talk about impressive. He's almost as good as 4B. Carn Drel, the jedi, is looking much better nowadays. Maybe he'll lay off that "There is only peace" stuff soon. You respect the Force, but you prefer straight chance and skill. Sileski is one who has a lot of skill, at fixing things anyway. She has rigged a couple of your systems and they haven't broken down in longer than usual. She seems really disturbed by the story those Mon Cals had about her being captured five years ago, and you hope she finds the truth soon.

**The Ace of Stars, modified Ghtroc freighter**

Scale: Starfighter Cargo Capacity: 135 met. tons  
Hyperdrive Mult: x1 Nav Computer: Yes  
Maneuverability: 1D Sensors: see book (p. 256)  
Space: 3 Atmosphere: 260; 750 kmh  
Hull: 3D+2 Shields: 1D  
Weapons

1 Double Laser Cannon

Fire Arc: Front Space Range: 1-3/12/25

Fire Control: 1D+2 Damage: 4D

**NAME: SILESKI TEMPLATE:****MON CALAMARI OFFICER**

Height: 1.68 m (5'5")    Weight: 62 kg    Sex: Female    Age: 27    Move: 10

Physical Description: Salmon-colored and with the high domed head that characterizes your people. You are smaller than the males of the species, but you don't have the obvious gender differences that characterize humans. You have a neat appearance and try to dress and act with decorum in all situations.

<b>DEXTERITY</b>	3D+1	<b>PERCEPTION</b>	2D+1
Blaster	4D+1	Bargain	
Dodge	4D+1	Con	
Melee Combat		Persuasion	2D+2
Melee Parry		Search	3D
<b>KNOWLEDGE</b>	3D+1	<b>STRENGTH</b>	3D
Alien Species	4D	Climbing	
Planetary Systems		Jumping	
Survival		Stamina	
		Swimming	
<b>MECHANICAL</b>	2D+1	<b>TECHNICAL</b>	3D+2
Astrogation		Droid Prog/Repair	
Repulsorlift Op		First Aid	4D+2
Sensors	3D+1	Repulsorlift Repair	4D+2
Space Transports	3D+1	Space Trans Rpr	5D
Starship Shields	3D+2		

Force Points: 1                      Dark Side Points: 0

Wound Status:                      Character Points: 6

Add +1D to Dexterity, Perception, and Strength skills in Moist Environments. Subtract 1D from those skills in Dry Environments. (This is a psychological factor only). You can breathe both air and water.

**Equipment:** Blaster pistol (4D damage), starship repair mini-toolkit, computer mini-toolkit, comlink, uniform, 1,00 credits

**Background:** Unlike most Mon Cals, you were not born on your homeworld. Your parents were two of about 80 Mon Cals who were taken to serve on Coruscant as technical consultants and personal servants. You were born on Coruscant. As you grew, they trained you in technology, as the Mol Cal slaves who worked in technical areas were treated better than those who served in nobles' households.

Just when you reached the age when you would have been sold to someone, you discovered a human who worked with the Rebellion against the Empire. You knew the stories of what the Empire had done to your homeworld, and you eagerly tried to join the Rebellion. This human arranged to have you smuggled off Coruscant, and your life as a Rebel began.

That was nine years ago, and you have been very involved in the Rebellion ever since. Mon Cals are as a species very committed to the Alliance, but you have been exceeding even the average Mon Cal commitment. You know what it is to be a slave of the Empire, and you will do your best to make sure that does not happen to other species.

Related to the famous engineer and tactician Ackbar, you struggle to live up to his reputation. He inspires your whole family to higher efforts because of his own example. You are not as skilled yet, but you take every opportunity to learn more about technology and to tinker with new inventions. It is said that Ackbar is working on a new kind of starfighter, and you hope someday to work with him on a project of that importance.

Of course, all this may be a lie. On your last mission you met some Mon Calamari who claim to have known you five years ago, and told you that you were captured by the Empire at that time after being in the Rebellion. You don't remember any of this, and it is driving you crazy. You have to know the truth.

**Personality:** Gentle and peaceful like other Mon Cals, you are nonetheless characterized by a fire of commitment and drive which can be seen in your eyes. You have given your soul to the Alliance, because it is the best chance for removing Palpatine from the galaxy and restoring the peace of your homeworld. You like to laugh, but find very little to laugh about in the suffering you find around you.

**Quote:** "We must try; they should not have to suffer like that."

**Connection:** You like field work, especially with this team. Everyone works well together, though it did not start that way. Botob Saduyl the gambler and Sandra Crayl the pilot still bicker about Botob's ship *Ace of Stars*, but in a crisis they keep the biting comments to a minimum. Sandra is really a great pilot, and you are glad to repair ships for such as her. You know that her tough exterior is just a mask. 4B-3ST, Botob's droid, is rather staid, but knows his business when the shooting starts. Since you aren't that great with a blaster, you appreciate his skills. Sid Jannus the bounty hunter is also really good at his job, which unfortunately is hunting people. He still tries to live up to the memory of someone, but less as time passes. He seems to be taking an interest in Sandra which is more than merely casual. Maybe he can break her mask. That would be good for both of them. Carn Drel, the jedi, is feeling much better these days, and seems to be growing into the light side of the Force. You are not sure how you know this, but you do. Carn has mentioned teaching you the Force, but you have doubts.

# Star Wars - Warriors of the Republic

*A long time ago in a galaxy far, far away... a band of brave rebels struggles against the tyranny of a sweeping, evil Empire. It is a time of unlikely heroes, likeable scoundrels and redeemable rogues. It is a time when the actions of one small group of people can make all the difference...*

Welcome to **Star Wars: Warriors of the Republic**, a worldwide "campaign" for role-playing in the fast-paced, heroic world of *Star Wars*. Players may begin characters and advance them through tournament play, or may play the *Star Wars* events with pre-generated characters provided. The campaign will be primarily episodic, though some authors may write linked adventures. No continuity in or development of the main *Star Wars* universe will occur in this campaign.

## Generating a Character

Characters for *Star Wars: Warriors of the Republic* should be created using the *Star Wars RPG 2<sup>nd</sup> Edition Revised and Expanded* rules (free update from 2nd edition rules available from West End Games). You may adopt one of the templates from the rule book and modify it to match your ideas for your character, or you may create your own character using the rules for doing so. All player characters begin with 18 dice in attributes and 7 dice in skills. Each PC begins with an extra 5 character points (CPs) to spend during play or put toward their next improvement.

Players may only use material from products published by West End Games for the *Star Wars Role-Playing Game*. Further, the action is set during the Imperial period, so any material related to the New Republic or Dark Empire is not allowed. Any player who chooses skills, equipment or other materials found in products, other than the *Star Wars Role-Playing Game 2<sup>nd</sup> Edition* main book (original or Revised and Expanded) must bring that product to the playing session for the Judge to use as a reference.

*Star Wars* is a heroic setting and player characters either belong to the Rebel Alliance or are at least employed by them. This means that no Imperial, Dark Side, or evil characters will be allowed.

Characters who earn Dark Side points during play will be subject to the rule that the Judge rolls a d6 each time a Dark Side point is earned; if the roll is less than the character's Dark Side point total the character becomes an NPC.

Players should generate characters outside of play and bring them to the game table at a convention. Pre-generated characters will be available for each scenario as well, so you can still play even if you don't have a character prepared.

The GM has the option to disallow characters or equipment or skill use in any adventure. This does not mean the character loses the disallowed thing, it means that it was left at home or does not work in that adventure. Specifically, judges may disallow:

- Characters whose total rating (see below) exceeds the recommended level for the adventure;
- Force skills and powers or characters with more Force skill dice than the adventure suggests;
- Character-owned ships (capital ships owned by characters are always excluded from play);
- Character-owned droids, pets, or other unusual equipment which would unbalance the adventure (characters can not bring more than one droid on

any adventure, and weapons larger than character scale will usually be disallowed);

- Anything else which is perceived as not having the flavor of *Star Wars* or which would unbalance the game.

Judges do not have to justify disallowing something. The closer you stay to the *Star Wars* 2nd edition rule book, the more likely it is that your character will be allowed without problems. If your character is disallowed, you may begin a new one or take one of the pre-generated ones provided.

## Advancement and Record Keeping

At the end of each session, the Judge will issue Character Points, which may be used to improve your character as outlined in the *Star Wars* rule book. Force-using characters must pay double the usual amount to advance their Force skills, according to the rules for not having teachers. Characters will be maintained on the honor system. Other than adding up points for attributes and skills to determine the level of the party, no one will be checking your numbers.

## Campaign Notes for Judges

Like the movies, sessions of *Star Wars: Warriors of the Republic* should be fast paced, exciting and above all cinematic. Judges are encouraged to reward actions and ideas that would look good on film.

Each adventure which allows players to bring characters will have a recommended Rating and a list of specific things that should be disallowed for characters. Other than these guidelines, you should use your judgment to balance the characters brought to the game with those provided. Characters do not have to begin as beginning characters, so there are no "illegal" characters (just ones which are disallowed for playing the adventure).

To determine the Rating of the characters provided, use the character levels rules on page 46-48 of the 2<sup>nd</sup> Edition Gamemaster Handbook. These are summarized as follows:

- Count the attribute dice
- Count the skill dice above and beyond the base attributes. Count skill specializations above the basic skill, not above the developed skill level.
- If a character gets dice or loses dice because of special abilities, count the dice for purposes of play balance.
- Count Force Skill dice as double, so each Force skill die counts as 2 dice.
- Count every 5 CPs as 1 die
- Count each Force Point as 1 die
- Count permanent equipment by its damage dice; count non-permanent equipment (such as blasters) as 1 die per 5 die of damage. Starships and vehicles should not be included.

The Ratings are: Average = 20 dice; Novice = 21- 35 dice; Veteran = 36-75 dice; Superior = 76-150 dice; Master = 151- and above

Have fun - and *May the Force Be With You!*