

## Random Adventure Generator:

### While traveling to [*pick a planet*], the heroes:

1-9 receive a distress call from a ship with failing life support  
10-18 receive a distress call from a ship under attack  
19-27 discover that they are far from their intended destination  
28-36 develop trouble with their sensor array  
37-45 are halted by a blockade of the area  
46-54 are suddenly dropped out of hyperspace  
55-63 encounter a stranded starship  
64-72 encounter a ship broadcasting false identification codes  
73-81 encounter a delegation of Hutts  
82-90 encounter a ship broadcasting diplomatic identification codes  
91-00 encounter a merchant fleet

### While investigating, they meet a(n):

1-3 Hutt crime lord	34-36 padawan learner	67-69 out-of-control assassin
4-6 cell of Neimoidian agents	37-39 Jedi scholar	70-72 rogue droid
7-9 unscrupulous smuggler	40-42 an alien of unknown species	73-76 band of bounty hunters
10-12 retired smuggler	43-45 pilot	77-79 outlaw band
13-15 explorer	46-48 navigator	80-82 local warlord
16-18 Jedi investigator	49-51 guide	83-86 corrupt senator
19-21 brawler	52-54 Jedi mediator	87-89 pirate lord
22-24 rakish scoundrel	55-57 Force mage	90-92 dark side adept
25-27 old ship's mechanic	58-60 greedy merchant	93-95 group of renegade fighter pilots
28-30 Ithorian nature priest	61-63 team of cruel mercenaries	96-98 escaped slave
31-33 slicer	64-66 ambitious military leader	99-100 <i>Roll Twice on this Table</i>

### The problem, the heroes soon learn, is that:

1-5 a Jedi master has mysteriously vanished  
6-9 an ancient Jedi storehouse has been plundered by thieves  
10-13 the ships of an alien invasion force have been sighted heading this way  
14-18 a Hutt's henchmen have been making regular visits to the offices of the local drug manufacturers  
19-23 a local warlord is raiding isolated settlements in the area for supplies  
24-27 radical religious factions are fighting a holy war with no concern for civilian casualties  
28-31 a coalition of smugglers is organizing to seize control of a peaceful agrarian world  
32-35 a dark Jedi has slain the local ruler and set himself up as monarch  
36-40 Trade Federation military equipment is being sold on the black market  
41-44 unscrupulous merchants have raised the prices on vital medical supplies  
45-49 several people have been mysteriously murdered over the past month  
50-53 radical religious factions are fighting a holy war with no concern for civilian casualties  
54-58 powerful, exotic weapons have been showing up on the local black market  
59-63 a pirate fleet is lurking in the area  
64-67 a diabolical virus planted by a terrorist slicer threatens to shut down the world's power grid  
68-71 a stellar anomaly threatens to destroy all life in the system  
72-75 an alien invasion fleet appears, headed toward the system  
76-79 geological conditions create wracking tremors throughout the planet  
80-84 a surge of dark side energy makes nightmares come true, and threatens to turn Force users to the dark side  
85-88 a powerful military leader has raised an army to overthrow the local government  
89-92 a particularly dangerous predator has gotten loose from a private zoo and is preying on the locals  
93-96 a vicious crime lord has turned the capitol into a cesspool of crime and corruption  
97-100 a horde of dangerous, tiny beasts arrives, devouring everything in their path

**All the evidence points to a(n):**

1-3 Hutt crime lord  
4-6 cell of Neimoidian agents  
7-9 unscrupulous smuggler  
10-12 retired smuggler  
13-15 explorer  
16-18 Jedi investigator  
19-21 brawler  
22-24 rakish scoundrel  
25-27 old ship's mechanic  
28-30 Ithorian nature priest  
31-33 slicer

34-36 padawan learner  
37-39 Jedi scholar  
40-42 an alien of unknown species  
43-45 pilot  
46-48 navigator  
49-51 guide  
52-54 Jedi mediator  
55-57 Force mage  
58-60 greedy merchant  
61-63 team of cruel mercenaries  
64-66 ambitious military leader

67-69 out-of-control assassin  
70-72 rogue droid  
73-76 band of bounty hunters  
77-79 outlaw band  
80-82 local warlord  
83-86 corrupt senator  
87-89 pirate lord  
90-92 dark side adept  
93-95 group of renegade fighter pilots  
96-98 escaped slave  
99-100 *Roll Twice on this Table*

**To resolve the problem, the heroes must:**

1 neutralize a spatial anomaly  
2 disable or destroy an enemy base  
3 neutralize a spatial anomaly  
4 lead a revolt against tyrannical rulers  
5 win a contest of wits and reflexes  
6 win a contest of luck and charm  
7 reprogram a homicidal droid  
8 battle an army of mind-controlled civilians  
9 expose the connection between the villains and a corrupt senator  
10 find a lost artifact

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## Random Hidden Menace plots:

The heroes are asked to journey to [pick a planet]. There, they discover evidence that:

- 1-5 a Jedi master has mysteriously vanished
- 6-9 an ancient Jedi storehouse has been plundered by thieves
- 10-13 the ships of an alien invasion force have been sighted heading this way
- 14-18 a Hutt's henchmen have been making regular visits to the offices of the local drug manufacturers
- 19-23 a local warlord is raiding isolated settlements in the area for supplies
- 24-27 radical religious factions are fighting a holy war with no concern for civilian casualties
- 28-31 a coalition of smugglers is organizing to seize control of a peaceful agrarian world
- 32-35 a dark Jedi has slain the local ruler and set himself up as monarch
- 36-40 Trade Federation military equipment is being sold on the black market
- 41-44 unscrupulous merchants have raised the prices on vital medical supplies
- 45-49 several people have been mysteriously murdered over the past month
- 50-53 radical religious factions are fighting a holy war with no concern for civilian casualties
- 54-58 powerful, exotic weapons have been showing up on the local black market
- 59-63 a pirate fleet is lurking in the area
- 64-67 a diabolical virus planted by a terrorist slicer threatens to shut down the world's power grid
- 68-71 a stellar anomaly threatens to destroy all life in the system
- 72-75 an alien invasion fleet appears, headed toward the system
- 76-79 geological conditions create wracking tremors throughout the planet
- 80-84 a surge of dark side energy makes nightmares come true, and threatens to turn Force users to the dark side
- 85-88 a powerful military leader has raised an army to overthrow the local government
- 89-92 a particularly dangerous predator has gotten loose from a private zoo and is preying on the locals
- 93-96 a vicious crime lord has turned the capitol into a cesspool of crime and corruption
- 97-100 a horde of dangerous, tiny beasts arrives, devouring everything in their path

### Conferring with a(n):

- |                               |                                   |  |
|-------------------------------|-----------------------------------|--|
| 1-3 Hutt crime lord           | 34-36 padawan learner             | 67-69 out-of-control assassin          |
| 4-6 cell of Neimoidian agents | 37-39 Jedi scholar                | 70-72 rogue droid                      |
| 7-9 unscrupulous smuggler     | 40-42 an alien of unknown species | 73-76 band of bounty hunters           |
| 10-12 retired smuggler        | 43-45 pilot                       | 77-79 outlaw band                      |
| 13-15 explorer                | 46-48 navigator                   | 80-82 local warlord                    |
| 16-18 Jedi investigator       | 49-51 guide                       | 83-86 corrupt senator                  |
| 19-21 brawler                 | 52-54 Jedi mediator               | 87-89 pirate lord                      |
| 22-24 rakish scoundrel        | 55-57 Force mage                  | 90-92 dark side adept                  |
| 25-27 old ship's mechanic     | 58-60 greedy merchant             | 93-95 group of renegade fighter pilots |
| 28-30 Ithorian nature priest  | 61-63 team of cruel mercenaries   | 96-98 escaped slave                    |
| 31-33 slicer                  | 64-66 ambitious military leader   | 99-100 <i>Roll Twice on this Table</i> |

### the heroes learn that responsibility may lie with a(n):

- |                               |                                   |  |
|-------------------------------|-----------------------------------|--|
| 1-3 Hutt crime lord           | 34-36 padawan learner             | 67-69 out-of-control assassin          |
| 4-6 cell of Neimoidian agents | 37-39 Jedi scholar                | 70-72 rogue droid                      |
| 7-9 unscrupulous smuggler     | 40-42 an alien of unknown species | 73-76 band of bounty hunters           |
| 10-12 retired smuggler        | 43-45 pilot                       | 77-79 outlaw band                      |
| 13-15 explorer                | 46-48 navigator                   | 80-82 local warlord                    |
| 16-18 Jedi investigator       | 49-51 guide                       | 83-86 corrupt senator                  |
| 19-21 brawler                 | 52-54 Jedi mediator               | 87-89 pirate lord                      |
| 22-24 rakish scoundrel        | 55-57 Force mage                  | 90-92 dark side adept                  |
| 25-27 old ship's mechanic     | 58-60 greedy merchant             | 93-95 group of renegade fighter pilots |
| 28-30 Ithorian nature priest  | 61-63 team of cruel mercenaries   | 96-98 escaped slave                    |
| 31-33 slicer                  | 64-66 ambitious military leader   | 99-100 <i>Roll Twice on this Table</i> |

**Traveling to [pick a planet], the heroes have the opportunity to tackle the problem head-on, but the situation is complicated because:**

- 1-4 a Jedi master has mysteriously vanished
- 5-8 an ancient Jedi storehouse has been plundered by thieves
- 9-12 the ships of an alien invasion force have been sighted heading this way
- 13-16 a Hutt's henchmen have been making regular visits to the offices of the local drug manufacturers
- 17-20 a local warlord is raiding isolated settlements in the area for supplies
- 21-24 radical religious factions are fighting a holy war with no concern for civilian casualties
- 25-28 a coalition of smugglers is organizing to seize control of a peaceful agrarian world
- 29-32 a dark Jedi has slain the local ruler and set himself up as monarch
- 33-36 Trade Federation military equipment is being sold on the black market
- 37-40 unscrupulous merchants have raised the prices on vital medical supplies
- 41-44 several people have been mysteriously murdered over the past month
- 45-48 radical religious factions are fighting a holy war with no concern for civilian casualties
- 49-52 powerful, exotic weapons have been showing up on the local black market
- 53-56 a pirate fleet is lurking in the area
- 57-60 a diabolical virus planted by a terrorist slicer threatens to shut down the world's power grid
- 61-64 a stellar anomaly threatens to destroy all life in the system
- 65-68 an alien invasion fleet appears, headed toward the system
- 69-72 geological conditions create wracking tremors throughout the planet
- 73-76 a surge of dark side energy makes nightmares come true, and threatens to turn Force users to the dark side
- 77-80 a powerful military leader has raised an army to overthrow the local government
- 81-84 a particularly dangerous predator has gotten loose from a private zoo and is preying on the locals
- 85-88 a vicious crime lord has turned the capitol into a cesspool of crime and corruption
- 89-92 a horde of dangerous, tiny beasts arrives, devouring everything in their path
- 93-96 the agent of an ally insists that the heroes not interfere
- 97-98 they are ordered to let Republic military personnel deal with the situation
- 99-100 instructions from the Jedi Council not to become involved

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## Random Looming Threat plots:

### En route to [*pick a planet*], the heroes:

1-9 receive a distress call from a ship with failing life support  
10-18 receive a distress call from a ship under attack  
19-27 discover that they are far from their intended destination  
28-36 develop trouble with their sensor array  
37-45 are halted by a blockade of the area  
46-54 are suddenly dropped out of hyperspace  
55-63 encounter a stranded starship  
64-72 encounter a ship broadcasting false identification codes  
73-81 encounter a delegation of Hutts  
82-90 encounter a ship broadcasting diplomatic identification codes  
91-00 encounter a merchant fleet

### As they look into the situation, the heroes discover that:

1-5 a Jedi master has mysteriously vanished  
6-9 an ancient Jedi storehouse has been plundered by thieves  
10-13 the ships of an alien invasion force have been sighted heading this way  
14-18 a Hutt's henchmen have been making regular visits to the offices of the local drug manufacturers  
19-23 a local warlord is raiding isolated settlements in the area for supplies  
24-27 radical religious factions are fighting a holy war with no concern for civilian casualties  
28-31 a coalition of smugglers is organizing to seize control of a peaceful agrarian world  
32-35 a dark Jedi has slain the local ruler and set himself up as monarch  
36-40 Trade Federation military equipment is being sold on the black market  
41-44 unscrupulous merchants have raised the prices on vital medical supplies  
45-49 several people have been mysteriously murdered over the past month  
50-53 radical religious factions are fighting a holy war with no concern for civilian casualties  
54-58 powerful, exotic weapons have been showing up on the local black market  
59-63 a pirate fleet is lurking in the area  
64-67 a diabolical virus planted by a terrorist slicer threatens to shut down the world's power grid  
68-71 a stellar anomaly threatens to destroy all life in the system  
72-75 an alien invasion fleet appears, headed toward the system  
76-79 geological conditions create wracking tremors throughout the planet  
80-84 a surge of dark side energy makes nightmares come true, and threatens to turn Force users to the dark side  
85-88 a powerful military leader has raised an army to overthrow the local government  
89-92 a particularly dangerous predator has gotten loose from a private zoo and is preying on the locals  
93-96 a vicious crime lord has turned the capitol into a cesspool of crime and corruption  
97-100 a horde of dangerous, tiny beasts arrives, devouring everything in their path

### They uncover evidence of the involvement of a(n):

1-3 Hutt crime lord	34-36 padawan learner	67-69 out-of-control assassin
4-6 cell of Neimoidian agents	37-39 Jedi scholar	70-72 rogue droid
7-9 unscrupulous smuggler	40-42 an alien of unknown species	73-76 band of bounty hunters
10-12 retired smuggler	43-45 pilot	77-79 outlaw band
13-15 explorer	46-48 navigator	80-82 local warlord
16-18 Jedi investigator	49-51 guide	83-86 corrupt senator
19-21 brawler	52-54 Jedi mediator	87-89 pirate lord
22-24 rakish scoundrel	55-57 Force mage	90-92 dark side adept
25-27 old ship's mechanic	58-60 greedy merchant	93-95 group of renegade fighter pilots
28-30 Ithorian nature priest	61-63 team of cruel mercenaries	96-98 escaped slave
31-33 slicer	64-66 ambitious military leader	99-100 <i>Roll Twice on this Table</i>

### The heroes are still investigating when:

1-4 a Jedi master has mysteriously vanished  
5-8 an ancient Jedi storehouse has been plundered by thieves  
9-12 the ships of an alien invasion force have been sighted heading this way  
13-16 a Hutt's henchmen have been making regular visits to the offices of the local drug manufacturers  
17-20 a local warlord is raiding isolated settlements in the area for supplies  
21-24 radical religious factions are fighting a holy war with no concern for civilian casualties  
25-28 a coalition of smugglers is organizing to seize control of a peaceful agrarian world  
29-32 a dark Jedi has slain the local ruler and set himself up as monarch  
33-36 Trade Federation military equipment is being sold on the black market  
37-40 unscrupulous merchants have raised the prices on vital medical supplies  
41-44 several people have been mysteriously murdered over the past month  
45-48 radical religious factions are fighting a holy war with no concern for civilian casualties  
49-52 powerful, exotic weapons have been showing up on the local black market  
53-56 a pirate fleet is lurking in the area  
57-60 a diabolical virus planted by a terrorist slicer threatens to shut down the world's power grid  
61-64 a stellar anomaly threatens to destroy all life in the system  
65-68 an alien invasion fleet appears, headed toward the system  
69-72 geological conditions create wracking tremors throughout the planet  
73-76 a surge of dark side energy makes nightmares come true, and threatens to turn Force users to the dark side  
77-80 a powerful military leader has raised an army to overthrow the local government  
81-84 a particularly dangerous predator has gotten loose from a private zoo and is preying on the locals  
85-88 a vicious crime lord has turned the capitol into a cesspool of crime and corruption  
89-92 a horde of dangerous, tiny beasts arrives, devouring everything in their path  
93-96 the agent of an ally insists that the heroes not interfere  
97-98 they are ordered to let Republic military personnel deal with the situation  
99-100 instructions from the Jedi Council not to become involved

### To succeed, the heroes may need to enlist the help of a(n):

1-3 Hutt crime lord	34-36 padawan learner	67-69 out-of-control assassin
4-6 cell of Neimoidian agents	37-39 Jedi scholar	70-72 rogue droid
7-9 unscrupulous smuggler	40-42 an alien of unknown species	73-76 band of bounty hunters
10-12 retired smuggler	43-45 pilot	77-79 outlaw band
13-15 explorer	46-48 navigator	80-82 local warlord
16-18 Jedi investigator	49-51 guide	83-86 corrupt senator
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22-24 rakish scoundrel	55-57 Force mage	90-92 dark side adept
25-27 old ship's mechanic	58-60 greedy merchant	93-95 group of renegade fighter pilots
28-30 Ithorian nature priest	61-63 team of cruel mercenaries	96-98 escaped slave
31-33 slicer	64-66 ambitious military leader	99-100 <i>Roll Twice on this Table</i>

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