

STAR WARS

G A L A X Y G U I D E 1 5

ATTACK OF THE CLONES



Inspired by



A long time ago in a galaxy far, far away ...



There is a great disturbance in the Force.

From the sleek shapes of the glimmering Coruscant skyscape to the lush gardens of pastoral Naboo, dissent is rolling. The Republic is failing, even under the leadership of Supreme Chancellor Palpatine, elected ten years earlier to save the crumbling government. Separatists threaten war and the senate is hopelessly divided, unable to determine whether to raise an army for battle or keep the fragile peace. It is a stalemate that, once broken, could lead to galactic chaos.

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ATTACK OF THE CLONES

by Joseph McWhorter
co-produced by Thiago S. Aranha

REVISED EDITION



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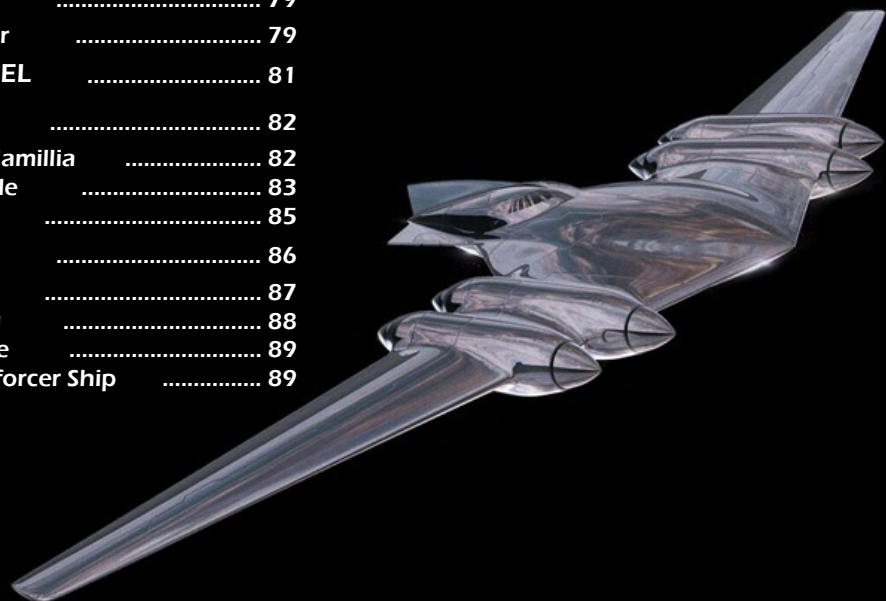
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Inspired by



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Jocasta Nu



Jocasta Nu was the Chief Librarian of the Jedi Archives at the time of the Clone Wars. She had a penchant for being a bit overconfident in the completeness of her Archives.

Jocasta Nu served more than 10 years as a member of the Jedi Council. She wore her lightsaber at all times, indicating that at one time she had been an active field agent of the Order. As a young Jedi Knight, Jocasta had served as an archaeologist for the Jedi ExplorCorps. She only took up the mantle of Librarian after Jedi Master Tahl was killed, and likely after she had finished training her padawan, future Dark Jedi Jerec.

She knew Count Dooku quite well, and claimed him to be one of the greatest Jedi of all time.

Her patterned robes bore the symbols of the Ansata, representing her devotion to knowledge and learning. During her position of Chief Librarian, she gathered a very precise and extensive knowledge of the galaxy. In addition to serving as custodian of the records, she would prepare mission briefs for Jedi task forces and Knights on assignment.

■ Jocasta Nu

Type: Jedi Archivist

DEXTERITY 2D

Dodge 5D+2, lightsaber 7D+2, melee combat 5D+2, melee parry 5D

KNOWLEDGE 4D

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

MECHANICAL 2D+2

Astrogation 5D+2, repulsorlift operation 3D, space transports 4D

PERCEPTION 3D

Investigation 7D, persuasion 6D+1, search 6D

STRENGTH 2D

Brawling 3D, stamina 3D+1

TECHNICAL 3D

Computer programming/repair 7D, first aid 5D, lightsaber repair 6D+2, medicine 4D

Special Abilities:

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

Force Powers:

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

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

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

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

Sense and Alter: Dim another's senses

Control, Sense and Alter: Affect Mind

This character is Force-Sensitive

Force Points: 9

Character Points: 19

Move: 10

Equipment: Lightsaber (5D), Jedi robes

■ A Librarian's Journey

From the notes of Jocasta Nu, Jedi Archivist.

It is my firm belief that if something is not found in the Jedi Archives, it does not exist. However, the information concerning the events and people surrounding the offset of the Clone Wars was skittish at best. Therefore, I took it upon myself to set out on an information-gathering mission to complete the Archives in such matters. By compiling all the facts surrounding this dark turn of events, I hope to help my fellow Jedi in understanding our present course and assuring a peaceful resolution to this conflict.

My first step in unraveling this sequence of events was interviewing some of the Jedi closely involved with them. Master Yoda and Master Windu were very helpful in fleshing out the de-

tails of the first skirmish in the Clone Wars: The Battle of Geonosis, as well as how the events leading to it unfolded, both in the Senate and in the Jedi Council. But to my surprise, the greatest wealth of information concerning key minor events was to be found with Master Obi-Wan Kenobi and his Padawan Learner, the young Anakin Skywalker, whom some insist on referring to as the Chosen One (For more information on this subject refer to "Prophecies and Visions, Vol. 4: The B'omarr Legacy, The Son of the Suns and Dim-U's Return of the Great Bantha").

Master Kenobi and his apprentice were involved in the first ripples of what eventually became the tidal wave of this galactic war. After returning from a border dispute on Ansion (see Mission Log #2398b4), their previous acquaint-



tance with Senator Amidala, from Naboo (see Mission Log #2397z3 “The Battle for Naboo”), landed them a security assignment that led Kenobi on a chase for hired bounty hunter Zam Wessel, deceased. Tracing his steps (figuratively speaking, according to Kenobi he mostly flew or fell) led me to Coruscant’s seedy underworld, whose denizens and inner-workings are of no real importance to the galactic developments, but which I investigated for completeness sake.

Kenobi’s private investigations, mostly aided by one Dexter Jettster, whose colorful past I also attempted to investigate as much as possible, led him to my doorstep at the Jedi Archives, looking for an uncharted star system. Unprecedentedly, it appears the system in question had been erased from the Archives. This alarming breach is currently under special investigation, and I urge a swift uncovering of the truth behind this most grave offense. Tampering with the Jedi Archives is a threat to the very foundations of the Republic.

Seeking to shed some light into this mystery, I traveled to the now properly charted Kamino system. There I interviewed the cloning staff, as they busied themselves supplying the Republic’s ever increasing demand for more clone troopers. The circumstances surrounding the commission of this Clone Army are undoubtedly strange. The host for the clone soldiers turned out to be none other than the bounty hunter Master Kenobi was chasing. Deceased Master Sifo-Dyas’ involvement in this proved very mysterious, as, according to Kenobi, the bounty hunter had been hired by one Lord Tyranus, on one of the moons of Bogden. Even a short trip to the aforementioned planet was of little use to uncover anything con-

clusive on this Tyranus character.

I continued tracing Kenobi’s steps to Geonosis, where Count Dooku had crystallized his Separatist movement and where the newly created Grand Army of the Republic made their first strike to aid the Jedi and attempt to capture Dooku. The scars of the battle against the droid army were still all around to be seen. It’s shocking how even a barren wasteland of a desert planet can be made horribly worse by a full scale battle. The droid factories had already been shut down and dismantled, although my investigations showed that a sizable amount of droid hardware had been smuggled out of there, certainly by corrupt officials. Even though the geonosian people were subdued and pacified, it was clear that their traitorous leaders had escaped to carry on the Separatist movement elsewhere, led by Count Dooku, who proved himself a much greater traitor than anyone could ever have possibly imagined.

Since I was in the vicinity, I decided to do a little research on the planets young Anakin Skywalker visited before joining his master at Geonosis. Assigned to guard Senator Amidala on Naboo, Skywalker nevertheless disobeyed his orders and traveled to Tatooine for personal reasons. Upon interview, Skywalker seemed very reluctant to comment on the events of his first solo assignment, thus I decided to uncover as much as I could on my own. It ultimately proved to be nothing more than family business and petty subjects. The events and people involved in young Anakin Skywalker’s personal life are of no real consequence to the galactic developments, but I include them here for completeness sake.

Chapter One

THE REPUBLIC



“I will not let this Republic, that has stood for a thousand years, be split in two!”

Supreme Chancellor Palpatine

Of the millions of inhabited worlds in the Galaxy, thousands were members of the Galactic Republic. The Republic's worlds were represented by Senators who served their term in the Galactic Senate on the capital world of Coruscant. The elected leader of the Republic was the Supreme Chancellor, who by law could serve no more than two four-year terms. Operating out of the Judicial Department under the office of Supreme Chancellor, the Jedi High Council had overall decision-making powers regarding the Jedi and their role in Galactic affairs. Although the Galactic Senate strived to maintain order through diplomacy and negotiation, it relied on the Jedi Order to enforce justice when all else failed.

During the events of the Battle of Naboo, the Republic had grown unbearably corrupt. Senator Palpatine of Naboo became the Chancellor, after his predecessor, Finis Valorum, was thrown out in a no confidence vote in a wave of protests against his handling of the conflict with the Trade Federation. Four years after the Battle of Naboo, the Galactic Senate re-elected Supreme Chancellor Palpatine for a second term. Palpatine continued to maintain order in the Senate, forged alliances with powerful figures, remained free from scandal and never displayed any indication of bias against different species or cultures. But during his reign, many Senators came to question the very foundation of the Republic, which seemed to have evolved into nothing more than a political machine designed to funnel money and resources to the capital world of Coruscant. Unrest and dissent were beginning to spread throughout the galaxy, and in these troubled times, Palpatine frequently sought help from the Jedi.

A feeling of disenfranchisement grew in the galaxy, particularly in outlying systems where heavy taxation was not balanced by improved services. Into this disarray stepped a charismatic

man named Count Dooku, a former Jedi, who sought to teach the Republic a lesson. The status quo could be upended and there was an opportunity for change - radical change. Dooku led a popular Separatist movement that gained increasing momentum, and in two short years, he had a following of several thousand solar systems.



For the first time in a thousand years, fear of open warfare crept into the Republic. The valiant Jedi Knights were too few to prevent the scattered flash points of violence sparked by the Separatists. Supreme Chancellor Palpatine was confident on a peaceful resolution through negotiation, but not everyone was so levelheaded. Alarmist Senators called for the creation of an Army of the Republic. The Military Creation Act was to be put to a vote, and many believed that the establishment of a Republic military would merely be the catalyst for an all-out civil war. The vote was delayed following an assassination attempt on the opposition leader, Padmé Amidala. Supreme Chancellor Palpatine took to the HoloNet to ask Count Dooku to parlay, but he received no response. He formed a loyalist committee to better help him deal with the crisis, but had to endure further scandal when it was revealed that even that entity had been infiltrated by Separatist-sympathizers.

The Galactic Senate

The Galactic Senate was a place where all the Republic's elected and appointed Senators and representatives from the farthest reaches of the Galaxy would discuss major problems and come to decisions. The Senate was the legislative and executive power of the Republic (although at various times by the end of the Republic's existence, the Office of the Supreme Chancellor



held de-facto executive authority). It also had limited judicial authority, presumably for high-profile plaintiffs or cases too controversial for (or tied in) the Supreme Court. Such cases included trying Senators for treason, war crimes, and presumably corruption and treason of the Supreme Chancellor. The Galactic Constitution invested the Senate with the power to regulate trade, maintain maps of the Galaxy's hyperspace routes, and to maintain the Republic's military. It is not known what other duties the Senate held; it was still a relatively weak body at the end of the Old Sith Wars. Following the Ruusan Reformation, a large amount of power was removed from the Chancellor and granted to the Senate, which although resulting in greater regional involvement in galactic politics, also resulted in increased gridlock and corruption.

The Senate convened in a massive domed structure, over two kilometers in diameter that stood at the heart of Coruscant's governmental district. In the 10 years since the crisis on Naboo, this area was altered almost beyond recognition. New buildings and floors housed the thousands of extra departments and commissions that were formed in the name of bolstering the stability of the Republic. The center of this expansion was the huge domed Senate Office Building, standing directly in front of the Senate, where Palpatine himself had his formal, ceremonial office. In

The Military Creation Act

The Military Creation Act was a bill proposed in the Galactic Senate ten years after the Battle of Naboo. Written in response to the growing number of worlds seceding from the Galactic Republic, and the rise of political hostility to the central authority on Coruscant, the act was meant to reestablish a formal military within the structure of the Republic, which had been scaled down considerably after the New Sith Wars. Prior to the act, the security of the Republic was maintained through local police, the operation of the Jedi Order and their coordinating activities with the Judicial Department, a branch of the Office of the Supreme Chancellor.

It remains unknown which Senator originally proposed the act, though it drew much support from Orn Free Taa of Ryloth, Aks Moe of Malastare, and Onaconda Farr of Rodia. Opposition was led by Padmé Amidala of Naboo. However, the bill was never officially brought to a vote, as the discovery of a Separatist military on Geonosis spurred the remaining Loyalist Senators to grant Chancellor Palpatine emergency powers, which he used to create a Grand Army of the Republic based on the clone troopers of Kamino.

addition, corpulent Senators, keen to minimize their journey to the Senate, used every form of persuasion to ensure that their offices and suites were built as close to the chambers as possible.

The Senate's interior was hued in lavender,



■ The Senate Office Building.

the only color that has never been associated with war, anger or mourning in any of the myriad cultures found within its walls. Each Senatorial delegation was afforded huge banks of office space customized to the native environments of each culture. A total of 1,024 repulsorlift platforms lined the interior space of the Senate rotunda. The Senate was divided into many committees and subcommittees, each to handle various issues of Galactic government and lawmaking.

Supreme Chancellor Palpatine

When Palpatine became Chancellor, He promised to reunite the disaffected, and bring order and justice to the government. Despite Palpatine's vocal promises of reform, the Republic continued to be mired in strife and chaos. Palpatine also maintained his private apartment at 500 Republica as his main residence, but as was customary, he also moved into the Chancellor's Suite in the Senate Office Building. Exercising the traditional prerogative to decorate the office as he saw fit, he purged all traces of Finis Valorum from it and made it practically a mirror image of his senatorial apartment. The color of blue, that had been Valorum's preference, was banished. Within weeks, no one who had spent any time in the Suite during the Valorum government would have recognized it. The color red now dominated the décor. There were also bronzium statues of Sistros, Faya, Yanjon, and Braata, the Four Sages of Dwartii, the controversial quartet of philosopher-lawgivers who lived in the early days of the Republic. But there were also two favoured pieces which Palpatine brought in. The first was a new Chair of Office, black, throne-like, armored with ultra-dense lanthanide alloy. The second, and even

more important piece, was the neuranium sculpture of mysterious Sistros.

It was at this time that there first appeared the controversial and crimson-robed Chancellor's Guard, or simply Red Guard, supplanting the blue-robed Senate Guard, who were removed from the Chancellor's protection detail and now relegated to the protection of Senators only. A personal guard for a chief of state was seen as a violation of the Republic's values, and as such, some in the Senate were bound to object. But it was final, the Red Guard were here to stay.



A decade after his nomination, Palpatine's Chancellery was faced with the challenge of a popular Separatist movement led by the charismatic leader, Count Dooku. Many in the galaxy feared that the conflict would escalate to full-scale warfare, but Palpatine was adamant that the crisis could be resolved by negotiation. The Separatists didn't agree. Upon the discovery of a secret army of droids, it became apparent that the Separatists were on the verge of declaring war against the Republic. To counter this, the Republic needed a military, and Palpatine required the authority to activate the Republic's newly forged army of clones. To that end, Senators loyal to Palpatine motioned that the Chancellor be given emergency powers to deal with the Separatist threat. With spoken regrets, Palpatine accepted the new mantle of power. He promised to return his absolute authority to the Senate after the emergency subsided.

■ Palpatine

Type: Republic Supreme Chancellor

DEXTERITY 2D

Blaster 3D, dodge 3D

KNOWLEDGE 3D+2

Bureaucracy 6D, intimidation 6D, languages 5D+1, planetary systems: Naboo 6D, scholar: galactic politics 6D, scholar: Jedi lore 5D+2, willpower 6D

MECHANICAL 2D+2

PERCEPTION 4D

Bargain 6D, con 5D, persuasion 6D, search 5D

STRENGTH 2D

Brawling 3D

TECHNICAL 3D+2

Computer programming/repair 5D+1

Force Points: 3

Move: 10



■ **Supreme Chancellor's Guard**



Type: Republic Guardsman
DEXTERITY 3D+2
 Blaster 5D, dodge 5D, melee combat 5D, melee combat: force pike 5D+2, vehicle blasters 5D
KNOWLEDGE 2D+2
 Intimidation 4D+2, planetary systems: Coruscant 4D, scholar: galactic politics 4D
MECHANICAL 2D+2
 Repulsorlift operation 3D+1
PERCEPTION 2D+2
 Search 6D
STRENGTH 3D+2
 Brawling 5D
TECHNICAL 2D+2
 First aid 3D+1
Character Points: 3
Move: 10
Equipment: Force pike (STR+3D), guardsman armor (+2D physical, +1D energy, -1D Dexterity)

Mas Amedda

Mas Amedda was the Vice Chair of the Galactic Senate during Chancellor Valorum's term, a position he continued to hold when Chancellor Palpatine rose to power. Mas Amedda was a Chagrian male, with well-developed lethorns draped from his shoulders. His pale blue skin helped screen out the harmful radiation of his native sun. Amedda's office was rife with scandal. He was accused of misusing his parliamentary powers for bribes, though Amedda stood firm to his own code of honor. A connoisseur of fine art and antiquity, one of Amedda's role in Palpatine's office was to locate and secure rare treasures from around the galaxy.

■ **Mas Amedda**

Type: Chagrian Vice Chair



DEXTERITY 2D
 Dodge 2D+2
KNOWLEDGE 3D+2
 Bureaucracy 9D, intimidation 5D, languages 4D+2, planetary systems: Champala 5D+1, scholar: galactic politics 7D+1, value 5D+1, willpower 6D
MECHANICAL 2D+2
PERCEPTION 3D+1
 Bargain 5D, con 5D+1, persuasion 5D+1
STRENGTH 3D
 Brawling 4D+1
TECHNICAL 3D+1
 Computer programming/repair 4D+2
Special Abilities:
Amphibious: Chagrians can survive both on land and in water, and gain a +1D+1 bonus to their *swimming* skill.

Low-Light Vision: Chagrians can see twice as far as a normal human in poor lighting conditions.

Radiation Resistance: Chagrians gain a +1D+1 bonus when resisting damage caused by radiation.

Force Points: 1

Move: 10

Sly Moore

Sly Moore's taciturn demeanor kept her inner agenda unknown to most of her colleagues, though it was whispered that she possessed a very strong ambitious drive. Some gossiped that she somehow eliminated Sei Taria's from public office, paving her ascent to the Supreme Chancellor's side, though nothing conclusive has ever come to light.

Moore's enigmatic countenance derived from her Umbaran heritage. She was from a breed of near-humans hailing from a shadowed planet deep in the Ghost Nebula. Umbarans have an eerie reputation for being able to influence - perhaps even control - the minds of others. Moore's piercing gaze could only see in the ultraviolet spectrum, and her seemingly colorless shadowcloak was in actuality adorned with intricate patterns visible only to beings similarly sighted.



■ **Sly Moore**

Type: Umbaran Chancellor Aide

DEXTERITY 2D+2

Blaster 4D, dodge 5D+1, melee combat 5D

KNOWLEDGE 4D

Alien species 7D, bureaucracy 9D, intimidation 6D+1, languages 5D, planetary systems 7D+1, willpower 6D+2

MECHANICAL 2D

Repulsorlift operation 3D

PERCEPTION 4D+1

Con 7D, hide 5D, persuasion 7D+1, sneak 5D+2

Umbaran

Home Planet: Umbara

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D+1

MECHANICAL 2D/4D

PERCEPTION 2D+2/4D+2

STRENGTH 1D+1/3D+2

TECHNICAL 2D/4D

Special Abilities:

Darkvision: Umbarans can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal light.

Low-Light Vision: Umbarans gain 2D in low-light conditions, and retain the ability to distinguish color and detail under these conditions.

Light Sensitivity: Abrupt exposure to bright light (such as sunlight) blinds Umbarans for 1 round. In addition, they suffer a -1 penalty while operating in bright light without protective eyewear.

Perceptive: Umbarans gain a +2 bonus to *Perception* against *con* and *bargain* rolls.

Story Factors:

Influence: In situations where a character's reputation can be a factor, Umbarans gain a +2 bonus to *con*, *bargain*, *persuasion*, *investigation* and *intimidation* rolls.

Move: 10/12

Size: 1.7-2 meters (male), 1.5-1.8 meters (female)

STRENGTH 2D+1

TECHNICAL 2D+2

Computer programming/repair 3D+2, security 4D

Special Abilities:

Darkvision: Umbarans can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal light.

Low-Light Vision: Umbarans gain 1D in low-light conditions, and retain the ability to distinguish color and detail under these conditions.

Light Sensitivity: Abrupt exposure to bright light (such as sunlight) blinds Umbarans for 1 round. In addition, they suffer a -1 penalty while operating in bright light without protective eyewear.

Perceptive: Umbarans gain a +2 bonus to *Perception* against *con* and *bargain* rolls.

Story Factors:

Influence: In situations where a character's reputation can be a factor, Umbarans gain a +2 bonus to *con*, *bargain*, *persuasion*, *investigation* and *intimidation* rolls.

Force Points: 1

Dark Side Points: 8

Character Points: 15

Move: 10

Equipment: Knife (STR+1D), umbaran shadowcloak (+1D to *hide*)

Padmé Amidala

Padmé Amidala became a senator after her two terms as queen expired. She became the leader of a faction opposed to the establishment of an army to quell the Confederacy



of Independent Systems (also known as the Separatists) and its army of droids.

After a failed attempt on her life (which was later revealed to have been organized by her old enemy Nute Gunray, the former Viceroy of the Trade Federation), Obi-Wan and his apprentice Anakin were assigned to protect her. After yet another attempt on her life, Supreme Chancellor Palpatine requested that Padmé went away on vacation on Naboo, seemingly out of harm's way under the protection of young Skywalker.

Anakin had been nurturing a powerful infatuation with Padmé over the last decade, and after some time together on pastoral Naboo, he broke down and confessed his love for her. Padmé initially rejected him, disturbed by his intense anger and belief in the need for one strong leader, even if it meant forsaking the democratic principles that she stood for. Over time, however, she grew to return his feelings, much to her own surprise. However, she fought her attraction to him as much as she could, as they were both duty-bound to keep their relationship platonic: Jedi are forbidden to form emotional attachments, and a romance with one could endanger

her position in the Senate.

When Obi-Wan was kidnapped by Separatist leader Count Dooku on Geonosis, Padmé and Anakin rushed to his aid - only to get themselves captured and condemned to death in a public execution. Moments away from certain death, Padmé declared her love for Anakin. On the arena, she managed to hold her own against the killing beasts long enough for Jedi Masters Mace Windu and Yoda, along with a cadre of Jedi warriors and Clone Troopers, to come to the rescue. They burst into the arena to fight Dooku's army in the Battle of Geonosis, the opening salvo of the Clone Wars. There, Padmé continued to show herself more handy in combat than might be expected of a politician, more than holding her own alongside the great warriors.

After the battle, Padmé and Anakin were taken to Coruscant, where Skywalker received a cybernetic replacement for the arm he lost dueling Dooku. Anakin was then assigned to escort Padmé to Naboo, where they wed in a secret ceremony attended only by R2-D2 and C-3PO.



■ **Padmé Amidala**

Type: Naboo Senator

DEXTERITY 3D

Blaster 6D+1, dodge 5D+2, vehicle blasters 5D

KNOWLEDGE 3D+1

Intimidation 5D+1, languages 5D+1, planetary systems: Naboo 6D+2, scholar: history 6D+1, scholar: politics 7D, value 4D+2, willpower 5D+2

MECHANICAL 3D

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

PERCEPTION 3D+1

Command 6D, con 6D+2, con: disguise 8D, hide 5D, persuasion 8D+2, search 5D, sneak 5D+2

STRENGTH 2D+1

Brawling 4D, climbing/jumping 3D

TECHNICAL 3D

Beast riding 4D, Blaster repair 5D, computer programming/repair 4D+2, first aid 4D+2

Force Points: 2

Move: 10

Equipment: Blaster pistol (3D+1), comlink, senatorial wardrobe, senatorial transport, astromech droid (R2-D2)

Naboo Royal Cruiser

The Naboo Royal Cruiser was a starship used by the royalty of Naboo for diplomatic transport. Designed by the Theed Palace Space Vessel Engineering Corps, the craft succeeded the Naboo Royal Starship as primary transport for Naboo's queen and royal entourage. To remedy prior design flaws, the new vessel was fitted with improved deflector shield generators and multiple backup S-6 hyperdrive generators, ensuring hyperspace ability and crew safety while retaining the high speed and sleek aerodynamics that exemplified its predecessor.

In accordance with Naboo custom for diplomatic ships, the Royal Cruiser was unarmed, instead relying on its high speed, powerful shields, and fighter escort to escape enemy fire. Because of the limited range of most escort fighters, the cruiser was equipped with four under-wing recharge sockets for use by N-1 starfighters during long voyages.

■ **Naboo Royal Cruiser**

Craft: Theed Palace Space Vessel Engineering Corps J-type Royal Cruiser

Type: Diplomatic barge

Scale: Starfighter

Length: 39 meters, 91-meter wingspan

Skill: Space transports: J-type royal starship

Crew: 5, skeleton: 2/+10, plus 5 astromech droids

Crew Skill: Varies, usually 4D in all applicable skills

Passengers: 4, plus 6 guards

Cargo Capacity: 6 metric tons

Consumables: 6 months

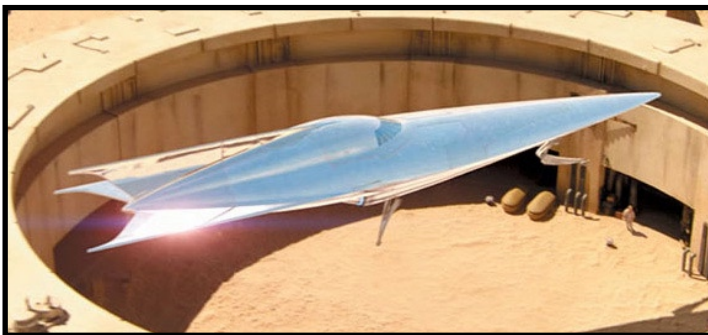
Cost: Not for sale



Hyperdrive Multiplier: x0.7
Hyperdrive Backup: x1
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 6D
Shields: 4D
Sensors:
Passive: 30/1D
Scan: 65/2D
Search: 80/3D
Focus: 5/4D
Starfighter Complement: 4 N-1 Starfighters

Naboo Yacht

The Naboo Yacht was the personal craft and royal starship of Padmé Amidala. It was a customized H-type Nubian yacht and was employed as a getaway vessel, being the smallest non-fighter craft in the Theed Hangars, though much faster than most civilian ships. It featured a powerful shield system, an array of electronic countermeasures, a slim, narrow profile and sheltered engines giving a small sensor signature for evading pursuits and an escape pod. The vessel was unarmed in accordance with the peaceful culture of Naboo. The yacht only required a small



crew and Padmé could pilot the ship on her own from the cockpit in the central area of the yacht's upper section. Below the cockpit were maintenance consoles, the class 0.9 Nubian 150 hyperdrive core and stores to contain supplies and astromech droids. The lower and upper levels were connected by a turbolift platform, situated before the lounge and crew bunks on the upper level. At the front section of the upper level was Padmé's bedroom which could serve as a portable throne room.

■ Naboo Yacht

Craft: Theed Palace Space Vessel Engineering Corps H-type Yacht
Type: Space yacht
Scale: Starfighter
Length: 47.9 meters

Skill: Space transports: H-type yacht
Crew: 4, skeleton: 2/+5, plus 2 astromech droids
Passengers: 1
Cargo Capacity: 2 metric tons
Consumables: 2 months
Cost: Not for sale
Hyperdrive Multiplier: x0.9
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 3D
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 3D+2
Shields: 3D
Sensors:
Passive: 30/1D
Scan: 65/2D
Search: 80/3D+1
Focus: 4/4D
Notes: The ship's narrow profile and sheltered sublight engines grants it considerable sensor stealth abilities, adding +1D to *sensors* difficulties to detect it.

Jar Jar Binks

Jar Jar Binks eventually became a Senior Representative for Naboo, serving alongside Padmé Amidala in the Galactic Senate. While his compassion spoke volumes of the quality of his character, his inherent gullibility and trusting nature were easily exploited by the less scrupulous in the field of politics. For many, Jar Jar was but a joke, the subject of derision, but in the corrupt inner confines of the Senate, his lanky frame stood as a rare example of a non-corrupt politician interested only in the greater good of the Republic and his people.

Jar Jar was a member of the Loyalist Committee, a panel of Senators concerned with countering the increasing threat of a Separatist movement spreading throughout the galaxy. He and Padmé worked hard, favoring negotiation and peaceful resolution over the growing popularity of the Military Creation Act. While Padmé was away from Coruscant, it was Jar Jar who took her place in the Senate. After several botched assassination attempts on Senator Amidala forced her to flee the capital, Jar Jar again served in her stead. The Gungan politician was there, in Palpatine's office, when it became apparent that desperate measures would be required to stop



Padmé's Entourage

Artoo-Detoo

R2-D2 was a diminutive droid who rolled on two legs (three if one were to include his retractable third 'foot') and had a silver and blue domed head. His white, blue, and silver body housed many arms, sensors, and other apparatus, many of which were not readily seen by the typical humanoid eye. This often made the droid seem like a sort of 'box of tricks', unexpectedly pulling out some previously unseen but much needed device at a critical moment.



While R2-D2 contained many specialized gadgets, he was also quite good at taking the initiative and thinking outside the box, and often employed unorthodox means to help his friends. This may be partly due to the fact that - as far as is known - he never underwent a memory wipe, thus increasing his capacity for creative thought and adding to his personality. At the dawn of the Clone Wars, R2-D2 was

in the possession of the Naboo, serving Senator Padmé Amidala. Artoo's responsibilities went far beyond a normal astromech's, as he served guard duty employing his modified sensors and scanners. When Padmé's life was threatened by assassins, he accompanied Anakin and Padmé to Naboo and then to Tatooine. On Tatooine, he was reunited with the protocol droid C-3PO, and the two accompanied Anakin and Padmé to Geonosis in an attempt to rescue Obi-Wan Kenobi. At the Geonosis droid factory, Artoo employed his jet thrusters to come to Padmé's rescue when she was almost immolated in an industrial crucible. After the Battle of Geonosis, R2-D2 was present with C-3PO at the wedding of Anakin Skywalker and Padmé Amidala, and was one of the few who knew of their secret relationship.



■ Artoo-Detoo

Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 2D

Dodge 2D+2, electroshock prod 3D+2

KNOWLEDGE 2D

Planetary systems 6D+1, survival 5D, value 5D

MECHANICAL 4D

Astrogation 8D+2, communications 5D, sensors 6D+1, starfighter piloting 5D

PERCEPTION 3D

Sneak 3D+2

STRENGTH 3D

Lifting 4D

TECHNICAL 4D

Computer programming/repair 7D, machinery repair 5D+1, security 5D+1, starfighter repair 5D+2, space transports repair 5D

Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasping arm (+1D to *lifting*)
- Retractable fine work heavy grasper arm
- Extendable 0.3 meter long video sensor (360° rotation)
- Small electric arc welder (3D damage, 0.3 m range)
- Small circular saw (4D damage, 0.3 meter range)
- Video display screen
- Holographic projector/recorder (one meter range)
- Fire extinguisher
- Small internal "cargo" area (20 cm by 8 cm)
- High pitch acoustic signaler
- One Long range sensing array: includes radar, radiation counter and life form sensor, infrared receptors, electromagnetic field receptor (+3D to *search* at range of up to 100 meters)
- Broad-band antenna receiver (can monitor all broadcast and communication frequencies)
- Information storage/retrieval jack for computer link-up
- Anti-grav boosters (move: 12, flight ceiling: 100m)

Force Points: 1

Character Points: 7

Move: 5

Size: 0.96 meters tall

Captain Typho

Captain Typho was Senator Amidala's head of security. Typho was the nephew of Captain Panaka, who had served Amidala when she was queen. Striving for stronger security measures, Typho adopted several of his uncle's unflinching practices, including the use of disguised decoy "handmaidens" to protect the Senator. He sustained injuries and lost his eye in the Battle of Naboo, but was recognized for his service and made his uncle Panaka proud. He made for a stern bodyguard with a grim visage marked by his leather eye-

patch. He was an able pilot, capable of flying a Naboo starfighter as escort.

Typho was raised to his Senatorial post because of his uncompromising loyalty and his familial connections. Typho was an unquestionably resilient officer, willing to defer to Jedi authorities when the situation became too grim. On the day of the important Military Creation Act vote, a sudden and explosive strike against the Naboo Royal Cruiser killed seven in his command, including the senator's decoy, Cordé. After that uncomfortably close call, a pair of Jedi protectors were assigned to watch over Padmé, but even that wasn't enough. The assassin struck again, nearly killing Padmé with a pair of poisonous kouhuns. After that, Padmé was secretly transported off the capital to Naboo. Typho and handmaiden Dormé remained behind.

■ Captain Typho

Type: Naboo Head of Security

DEXTERITY 3D+2

Brawling parry 5D+2, blaster 6D, blaster: S-5 ascension gun 8D, dodge 5D, grenade 5D+2, melee parry 5D, melee combat 5D+2, vehicle blasters 6D+2

KNOWLEDGE 3D

Intimidation 5D+2, languages 5D+2, law enforcement 6D, planetary systems: Naboo 4D+2, streetwise 4D+1, tactics 4D+2, willpower 5D

MECHANICAL 2D+2

Astrogation 3D+1, Repulsorlift operation 5D+2, starfighter piloting 6D, starship gunnery 5D+1, starship shields 5D

PERCEPTION 3D

Command 5D, con 5D, search 5D

STRENGTH 3D

Brawling: martial arts 6D

TECHNICAL 2D+2

Blaster repair 4D+2, computer programming/repair 5D+2, demolitions 5D, first aid 4D, repulsorlift repair 5D, starfighter repair 4D

Force Points: 1

Character Points: 6

Move: 10

Equipment: Security officer uniform, combat jumpsuit (+1D/+1), modified S-5 heavy blaster (5D, +1 to attack roll), comlink, frag grenade, utility belt, Naboo N-1 starfighter

Cordé

Cordé was a handmaiden and double for Senator Amidala of Naboo. Cordé replaced Amidala's former bodyguard, Sabé, who was a decoy while Amidala was Queen of Naboo.

Cordé was killed in an assassination attempt on Amidala when she returned to Coruscant for the Senate vote on the Military Creation Act. She died apologizing to Amidala. She felt that she

had failed her duty to the Senator.

■ Cordé

Type: Naboo Handmaiden

DEXTERITY 3D+2

Blaster 5D, dodge 5D+1, melee combat 4D+1

KNOWLEDGE 3D

Cultures: Naboo 3D+2, languages 3D+1, willpower 4D+2

MECHANICAL 3D+1

PERCEPTION 3D

Con 5D+2, con: disguise 6D+2, hide 4D+2, search 5D+1, sneak 4D+2

STRENGTH 2D

Brawling 2D+2

TECHNICAL 3D

Sculpting 4D+2

Character Points: 8

Move: 10

Equipment: Comlink, datapad, two doses of glie poison (paralysis and sleep), robes, royal pistol, vibrodagger



Dormé

Dormé was one of the most devoted handmaidens of Padmé Amidala during her time as a senator of the Galactic Republic. After Padmé Amidala stepped down from her position of Queen of Naboo, and transitioned to Senatorial representative, she kept some of the trappings of her former office. A cadre of loyal "handmaidens" tended to her, serving as bodyguards and trusted confidants during trying times. Dormé was the most devoted of her aides, and held a deep concern for the Senator's safety. Watching quietly at all times, Dormé noticed the growing affection between Padmé and Anakin Skywalker prior to their departure from the capital.

■ Dormé

Type: Naboo Handmaiden

DEXTERITY 2D+2

Blaster 3D+2, dancing: formal dance 4D, dodge 5D, melee combat 3D+2

KNOWLEDGE 3D+1

Cultures: Naboo 5D+2, value 4D+2, willpower 5D

MECHANICAL 3D

PERCEPTION 4D

Con 5D, con: disguise 5D+2, hide 5D+1, persuasion 5D+2, search 6D, sneak 5D+1

STRENGTH 2D

Brawling 4D

TECHNICAL 3D

Computer programming/repair 4D+1, painting 4D+2

Character Points: 6

Move: 10

Equipment: Comlink, datapad, two doses of glie poison (paralysis and sleep), robes, royal pistol, vibrodagger



a Separatist force determined on starting a war with the Republic. Jar Jar took the initiative and proposed the motion granting emergency powers to Supreme Chancellor Palpatine - a move that would have profound impact on the Galactic Republic.

■ **Jar Jar Binks**

Type: Gungan Representative

DEXTERITY 3D+1

Blaster: blaster pistols 4D, brawling parry 5D, dodge 6D+2, melee parry 5D, thrown weapons 4D+2

KNOWLEDGE 2D

Alien species 4D, bureaucracy 4D+2, planetary systems 3D, survival 6D

MECHANICAL 2D+1

PERCEPTION 1D

Sneak 5D+1, search 2D+2, persuasion 2D

STRENGTH 2D+1

Brawling 3D+1, climbing/jumping: jumping 5D+1, swimming 8D, stamina 4D+2

TECHNICAL 1D

Special Abilities:

Swimming: Gungans get a permanent +1D bonus to all *swimming* skill checks.

Good Hearing: Gungans are blessed with a +2 pip bonus to all *Perception* checks involving their sense of hearing.

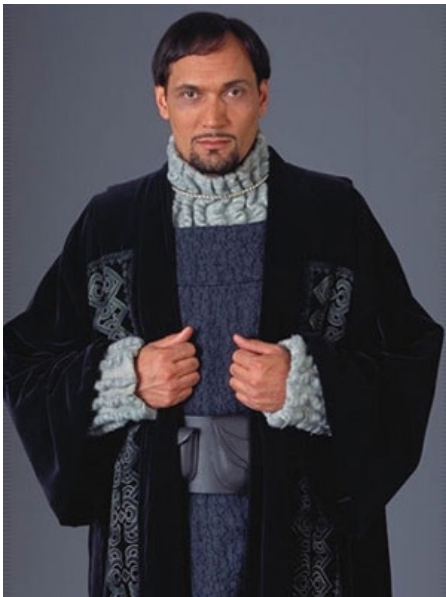
Character Points: 8

Move: 10

Equipment: Robes

Bail Organa

Royal Highness, Prince Bail Prestor Organa of Alderaan, the Viceroy and Prince of Alderaan, the husband of Queen Breha Organa. A pragmatic man, Organa was nonetheless compassionate



and championed benevolent causes such as the Refugee Relief Movement. With his approval, Alderaan loosened its immigration restrictions to allow an influx of refugees displaced by the growing Separatist crisis that preceded the Clone Wars. He was vocally critical of policies that targeted the downtrodden, such as a Senate-approved transit tax that made it difficult for refugees to resettle.

A member of the Loyalist Committee, Bail Organa was deeply concerned with the stability of the Republic dur-

ing the Separatist crisis. He realized that drastic measures were required if the Separatists continued to push the galaxy to the brink of war. While he recognized the need for the Senate to take ownership of the newly discovered Kamino clone army, he knew it was a political impossibility. Though it was not his recommendation, he stood by and watched as Palpatine was granted emergency powers to save the Republic from this dire threat.

■ **Bail Organa**

Type: Republic Senator

DEXTERITY 2D+1

Blaster 3D+2, dodge 3D+2

KNOWLEDGE 3D+1

Bureaucracy 6D+1, cultures 6D+2, languages 4D+1, planetary systems: Alderaan 5D, scholar: galactic politics 8D, value 4D+2, willpower 8D

MECHANICAL 2D+2

Beast riding 4D+1, repulsorlift operation 3D+1

PERCEPTION 3D+2

Bargain 5D+2, con 6D, persuasion 5D+2

STRENGTH 2D+2

Brawling 4D

TECHNICAL 3D+1

Computer programming/repair 4D+1

Force Points: 2

Move: 10

Ister Paddie



Ister Paddie was a member of Sermeria's nobility, ascending from the Sermerian First House to join the ranks of the Galactic Senate. He carried with him the regal airs of his homeland, including his orthodox Halbara hairstyle and his golden robes. Paddie was a strong supporter of Chancellor Palpatine, being one of the first Senators named to the Loyalist Committee. He was vocally critical of the Corellian withdrawal from the Military Creation Act vote prior to the Clone Wars.

■ **Ister Paddie**

Type: Republic Senator
DEXTERITY 2D+2
 Blaster 3D, dodge 3D+1
KNOWLEDGE 3D+1
 Bureaucracy 5D+1, business 4D, cultures 6D+2, languages 3D+2, planetary systems: Sermeria 5D, scholar: galactic politics 6D, value 5D+2
MECHANICAL 2D+2
PERCEPTION 3D+1
 Bargain 5D+1, con 4D+2, persuasion 5D+2
STRENGTH 2D+2
 Brawling 3D
TECHNICAL 3D+1
 Computer programming/repair 5D
Force Points: 2
Move: 10

Lexi Dio

Senator Lexi Dio was a Loyalist Senator close to the office of Supreme Chancellor Palpatine. One of the initial members of the Loyalist Committee, Senator Dio represented a peaceful agri-world known for a strong streak of independence from the big government. To that end, she was believed to have been against the Military Creation Act vote, as most of her citizenry felt that such an act would place too much power at the disposal of the Republic government. During the Clone Wars, Lexi Dio was assassinated. Her position was filled by Malé-Dee, from the Visdic province of Uyter.

■ **Lexi Dio**

Type: Republic Senator
DEXTERITY 2D+2
 Blaster 3D, dodge 3D+1
KNOWLEDGE 3D+2
 Bureaucracy 4D+1, business: Agriculture 6D, cultures 5D+2, languages 4D+1, planetary systems: Uyter 5D, scholar: galactic politics 4D, value 4D, willpower 4D
MECHANICAL 2D+2
 Repulsorlift operation 3D+1
PERCEPTION 3D+2
 Bargain 4D, con 4D+2, persuasion 5D
STRENGTH 2D
TECHNICAL 3D+1
 Computer programming/repair 4D+1
Force Points: 1
Move: 10

Ask Aak

A three-eyed Gran from Malastare, Senator Ask Aak was a member of the Loyalist Committee determined to keep the Republic

from fragmenting under the strain of Separatist forces. The political career of Aak's predecessor, Aks Moe, left much of the Gran Protectorate mired in scandal and with no shortage of enemies. Malastare was plagued with social strife stemming from the second-class treatment of its native Dug citizenry. Dug activists even disrupted what was to be a placid, respectful funeral for the fallen Moe. Following Moe's death, Senator Ask Aak was sworn into office in his place. With the indelible example of danger set by Moe's murder, Aak became an even more vocal champion of the Military Creation Act than Moe was.



■ **Ask Aak**

Type: Gran Republic Senator
DEXTERITY 2D+2
 Blasters 3D, brawling parry 3D+1, dodge 4D
KNOWLEDGE 3D+2
 Alien species 4D+2, bureaucracy 6D, cultures 4D, intimidation 4D+1, languages 5D, planetary systems: Kinyen 7D, scholar: galactic politics 7D+1, value 5D
MECHANICAL 2D+2
PERCEPTION 3D+1
 Bargain 4D+2, con 5D, investigation 4D, persuasion 6D
STRENGTH 2D
 Brawling 4D
TECHNICAL 3D
 Computer programming/repair 5D+1
Special Abilities:
Vision: Grans' unique combination of eyestalks gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness) and gain a bonus +1D to notice sudden movements.
Force Points: 2
Move: 10
Equipment: Senatorial robes



Ronet Coorr

Senator Ronet Coorr represented the planet Iseno in the Galactic Senate. During the Separatist Crisis, he was a supporter of the Military Creation Act and was a member of the Loyalist Committee. His homeworld, Iseno, maintained a large yet mostly ornamental army for honor guard duties.

■ **Ronet Coorr**

Type: Republic Senator
DEXTERITY 2D+2
 Blaster 3D, dodge 4D
KNOWLEDGE 3D+1
 Bureaucracy 5D+1, cultures 4D, languages 4D+1, planetary systems: Iseno 4D, scholar: galactic politics 5D, value 4D
MECHANICAL 2D+2
 Repulsorlift operation 3D+1
PERCEPTION 3D+1
 Bargain 4D+1, con 4D, persuasion 5D
STRENGTH 2D+2
 Brawling 4D
TECHNICAL 3D+1
 Computer programming/repair 4D+1
Force Points: 2
Move: 10



6D+2
STRENGTH 3D
 Brawling 5D
TECHNICAL 3D
 Computer programming/repair 3D+2
Force Points: 2
Dark Side Points: 12
Move: 9
Equipment: Gaudy robes

■ **Tundra Dowmeia**

Tundra Dowmeia was a Quarren Senator from Mon Calamari. A prominent Loyalist to all appearances, unlike many Quarren on his homeworld. Senator Dowmeia took office following the removal of Senator Tikkes, a corrupt Quarren Senator accused of profiting from slaving ventures in the Outer Rim Territories. Tikkes was placed under house arrest while such charges were investigated, but he fled Coruscant and disappeared to parts unknown.

■ **Orn Free Taa**

Orn Free Taa was a Twi'lek of Rutian descent, with blue-tinted skin and enormous head-tails which store his excess fat. A former tax collector, he was the leader of the Rim faction of senators; as such, he advocated lessening the Republic's interference in local affairs. Taa was a member of the Allocations, Appropriations, and Loyalist Committees. He was one of the biggest supporters of the Military Creation Act (which was counter to the Twi'lek's cultural disdain of violence).

under house arrest while such charges were investigated, but he fled Coruscant and disappeared to parts unknown.

■ **Tundra Dowmeia**

Type: Quarren Republic Senator
DEXTERITY 3D
 Blasters 3D+2, dodge 4D
KNOWLEDGE 3D+1



■ **Orn Free Taa**

Type: Twi'lek Senator
DEXTERITY 1D+2
 Dodge 3D+1
KNOWLEDGE 3D+1
 Bureaucracy 7D, languages 4D+1, planetary systems: Ryloth 4D+2, scholar: galactic politics 7D+1, value 5D+1, willpower 7D+1
MECHANICAL 2D+1
PERCEPTION 3D+2
 Bargain 7D, con 8D+1, investigation 9D+1, persuasion



Alien species 4D, bureaucracy 5D, intimidation 4D, languages 4D, planetary systems: Mon Calamari 6D, scholar: galactic politics 5D, value 5D

MECHANICAL 2D+2

PERCEPTION 3D+1

Bargain 4D, con 4D+1, persuasion 6D

STRENGTH 3D

Brawling 4D, swimming 7D

TECHNICAL 2D+2

Computer programming/repair 5D

Special Abilities:

Aquatic: Quarren can breath both air and water and can withstand extreme pressures found in the ocean depths.

Force Points: 3

Move: 9

Equipment: Senatorial robes

Onaconda Farr

Onaconda Farr was a Rodian, and a senator from Rodia. He was one of the senators who supported Finis Valorum's sanctions against the Yinchorri. He was very critical of Supreme Chancellor Palpatine, and a proponent of the Military Creation Act. Prior to the vote, Farr, in a Senate session, released a "list of 245" individuals he accused of Separatist ties, including Loyalist Committee member Havriso Looruya. Though the Senate protested this, the Judicial Department confirmed that the charge against Looruya was indeed legitimate. Farr replaced Looruya on the Committee. As of the Battle

of Geonosis, Farr was made chairman of the Senate Action Subcommittee for Corellian Trade Spine Defense.

■ Onaconda Farr

Type: Rodian Republic Senator

DEXTERITY 3D+1

Blasters 3D+2, brawling 4D, dodge 4D

KNOWLEDGE 2D+2

Bureaucracy 3D+2, intimidation 5D, languages 3D, planetary systems: Rodia 5D, scholar: galactic politics 5D, value 4D

MECHANICAL 2D+2

PERCEPTION 3D

Bargain 3D+2, con 3D+1, persuasion 5D

STRENGTH 3D+1

Brawling 5D

TECHNICAL 2D+2

Computer programming/repair 4D

Story Factors:

Reputation: Rodians are notorious for their tenacity and eagerness to kill someone in cold blood for the sake of a few credits. They are almost universally distrusted except in criminal circles, where they are valued employees.

Force Points: 3

Dark Side Points: 2

Move: 10

Equipment: Senatorial robes



Chapter Two

THE JEDI ORDER



“We are keepers of the peace, not soldiers.”

Jedi Master Mace Windu

*Jedi are the guardians of peace in the galaxy.
Jedi use their powers to defend and to protect.
Jedi respect all life, in any form.
Jedi serve others rather than ruling over them,
for the good of the galaxy.
Jedi seek to improve themselves through
knowledge and training.*
(the Jedi code)

The Jedi Order has its origins in the earliest days of the Republic. The Jedi spent centuries contemplating the mysterious field know as the Force. They became masters at manipulating this energy and chose to use their skills for good and to help those in need. For more than 25,000 years, the Jedi served as peacekeepers of the Galactic Republic.

Becoming a Jedi required the most profound commitment and astute mind. The life of a Jedi was one of sacrifice. Those who showed an aptitude for the Force were taken directly from birth (or soon afterward) to train in the Jedi Temple headquarters on Coruscant. From the beginning of their training a Jedi was expected

to adhere to a strict Code that included concepts such as rational thought, patience, and benevolence. Emotions such as hate, anger, and fear were thought to be destructive and lead to the dark side, so such things were banned from Jedi practice.

The Jedi Code was a mantra that served to reinforce the teachings of the Jedi. The Jedi Code is explained as the following: *There is no emotion, there is peace*: A Jedi must show no emotion, must be individual, must not feel love, hate or anger. Attachment to another being is dangerous. “The shadow of greed that is”. If a Jedi was attached to a being who is lost, the Jedi might start feeling sorrow, pain and, most important, a will for vengeance or hate. *There is no ignorance, there is knowledge*: A Jedi must be circumspecting, trying to understand the world that surrounds him. A Jedi must always be open to knowledge. Knowledge can be a mean to victory anytime. *There is no passion, there is serenity*: A Jedi must always try to find a peaceful solution. No lives were to be extinguished unless it was inevitable. Knowledge and



patience were often the means to avoid combat, as well as skill in the Force. *There is no chaos, there is harmony*: Whatever a Jedi does must be thought thorough and well-planned. When more than one Jedi is on a mission or in combat, they must always cooperate, fighting for one another and trying to find the means to protect all fellow Force users. *There is no death, there is the Force*: Nothing dies. When a Jedi was slain or a non Force-sensitive being “died”, it became part of the universe and continued to live as that. The strength of the Jedi Code and organization rested on three core tenets.

- Self-discipline
- Knowledge, as contained in the Archives
- The Force

When used correctly, these allowed a Jedi to solve any problem and overcome any obstacle, helping to make the Galaxy a better place.

One of the main focuses of the Jedi order was the study of the Force: an “energy field” that emanated from every living thing. The Jedi sought to understand the Force so that they could use its power to protect and aid the people that they served. The Jedi believed that the Force could be harnessed through careful study and contemplation to benefit the user and the world around them.

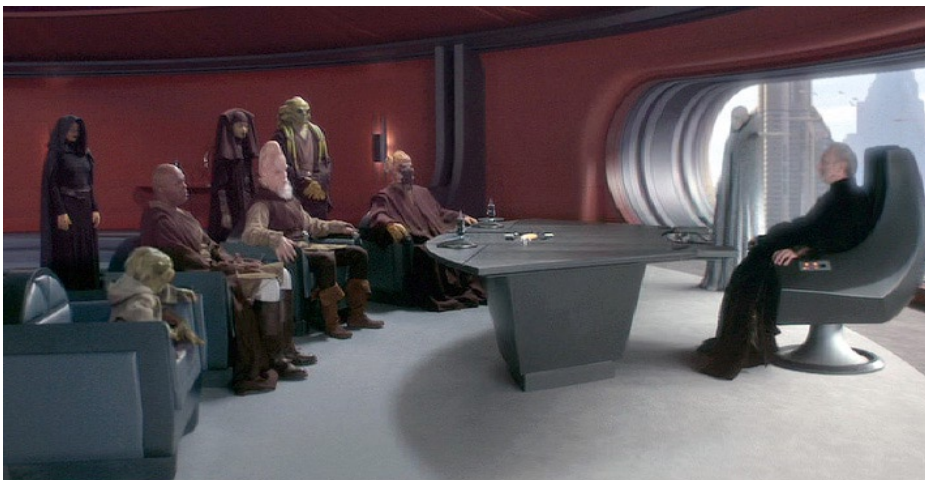
As they studied the light side of the Force, the Jedi encouraged their members only to use the Force for healing and defense - never in anger or fear. Unfortunately, several of the Jedi order disagreed with this view, arguing that other, darker uses of the Force should be allowed. This disagreement was one of the main issues the Jedi faced in their constant battle with the Sith. The dark side of the Force brought with it a great

The Chosen One Prophecy

*... And in the time of greatest despair,
there shall come a savior,
and he shall be known as:
THE SON OF THE SUNS.*

According to the ancient Jedi prophecy as written in the Journal of the Whills, a life-form would be conceived by midi-chlorians, charged with the destiny of bringing balance to the force. Some members of the Jedi Order, believed that the prophecy referred to young Anakin Skywalker. They supported this claim with several arguments: First, Skywalker had the highest midichlorian count ever recorded. It was above the limit of twenty-thousand, at which the midichlorian level could be measured. Second, Anakin might have been conceived by the Force itself, as his mother claimed that there was no father. Third, he came from a world with two suns, a literal translation of the line, The Son of the Suns, although he might not have been born on Tatooine, just raised there.

Even with all the signs, some members of the Jedi Council doubted that the young padawan of Obi-Wan Kenobi could bring the force back into balance. However, there was one person in Anakin’s life that didn’t doubt his abilities and believed he was destined to great things, if the Council would stop holding him back. That person was Supreme Chancellor Palpatine.



■ The Jedi offer their counsel to the Supreme Chancellor.

temptation for many Jedi, to many the dark side seemed a quicker and easier path. Pursuit of the dark side, however, was a self-destructive endeavor, and many Jedi who tasted dark powers found it harder and harder to turn away. Though some Jedi could be redeemed back to the path of the light, many fell and became Dark Jedi, some of whom were members of the Sith Order. For this reason, practice of dark Force powers was expressly forbidden by the Jedi Council.

A Jedi's Career

As the Jedi instructed their members in the ways of the Jedi Code and the Force, each member progressed through four basic levels of rank:

- Jedi Initiate (or Youngling) - a Force-sensitive child. At a very young age, children were removed from their families and assigned to the Jedi Temple for training. Younglings were taught in communal groups known as clans.

- Jedi Padawan - an apprentice who began serious tutelage under a single Jedi Knight or Jedi Master. In order to graduate to Padawan status, an Initiate was required to be chosen by a Knight or Master and taken as their sole pupil. If a youngling was not chosen to be a Padawan by 13 years of age, the youngling was placed into another, lesser role in the Jedi Service Corps. Depending on where the student's talents lay, this might be the Agricultural Corps, the Medical Corps, or the Exploration Corps. Human Padawans typically wore a long braid of hair behind their right ear. When a Padawan was elevated to Knighthood the braid was cut during the knighting ceremony. (At least a few Jedi, though, were elevated to Knighthood simply by being told that they had passed whatever trials were considered necessary - most notably Obi-Wan Kenobi.) Some exceptions of late acceptances to Padawan training were made, most notably in the case of Anakin Skywalker.

Training Lightsaber

Model: Training Lightsaber

Type: Melee weapon

Scale: Character

Cost: 1,500

Availability: 4, X

Difficulty: Difficult

Damage: 5D (see notes)

Game Notes: A training lightsaber is in most respects like a standard lightsaber, with a few exceptions. Firstly, while the blade can be used to block blaster bolts (with the Lightsaber Combat Force power), these bolts cannot be deflected at targets. It is also much less lethal than a standard lightsaber, and can only inflict a maximum damage result of "Wounded" to any target struck (any result greater than "Wounded" is treated as a Wounded result). Last of all, training lightsabers do not focus their power strongly enough to cut through objects. When used against inanimate objects, the damage of a training lightsaber is reduced to 2D. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber.



■ Bear Clan trains under Master Yoda.

- Jedi Knight - a disciplined Padawan could become a fully trained Jedi once they completed "the trials".

- Jedi Master - a Jedi Knight who showed great understanding of the Force and managed to instruct a Padawan and train them successfully to the level of a Jedi Knight. This title could also be achieved through the performance of extraordinary deeds. Self-proclamation of the Jedi Master title was rare and frowned upon by the Jedi Council.

- Jedi Grand Master was the title given to the acknowledged leader of the entire order. Yoda held this title during the waning years of the Jedi Order.

A Jedi Knight or Jedi Master could have only one apprentice at a time, and the Padawan had to be promoted to the rank of Jedi Knight before another apprentice could be chosen. The Jedi Trials were the challenges by which a Jedi Padawan was tested to see if they were ready for Knighthood. There were four trials. The first was a Trial of Skill, which usually consisted of a lightsaber duel with either another person or a manifestation of the Dark Side. The second was a Trial of the Flesh, examples of this is Anakin Skywalker losing his arm, or Jedi Master Yaddle being kept captive for several decades, and possibly Obi-Wan Kenobi losing his master. Thirdly was the Trial of Courage, where a Padawan on the path to Knighthood would go through a challenge to put his fears to the test. Some of the ways to prove your courage were by fighting in a tough battle, completing a mission no matter how low the chances of survival were, or facing off against an enemy that a Knight knew would most likely defeat them. Doing something along this line would also signify if a Padawan

was ready for the Jedi Trials. And lastly was the Trial of the Spirit (Facing the Mirror), A padawan would have to look deep within themselves, and see what they were truly made of. Often times, the padawan did not like what they saw, and it could be a highly traumatic experience.



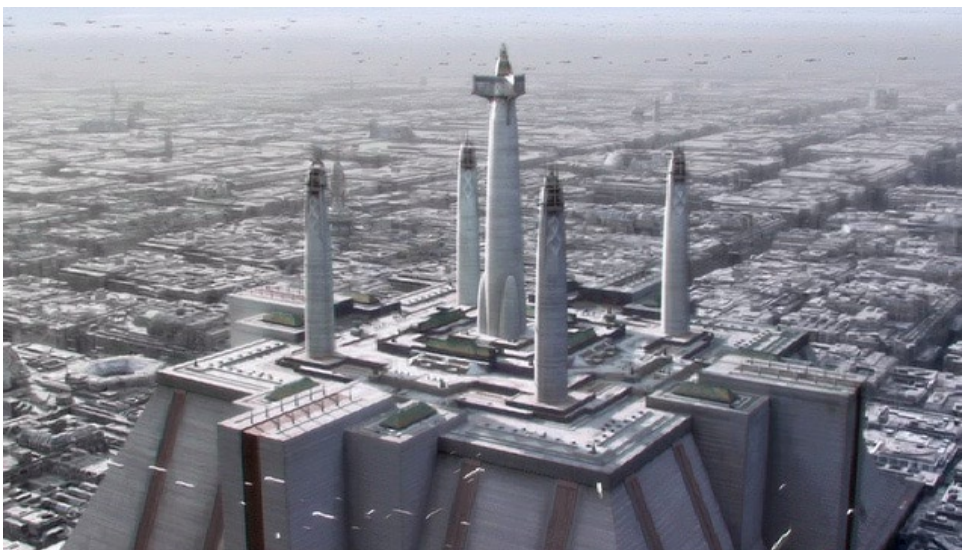
The Jedi Temple

For at least 4,000 years, Jedi activity in the galaxy had been centered at the Jedi Temple on Coruscant. From the outside, the Jedi Temple appeared as a high-raised ziggurat building in a stepped design, with five spires built on top, one taller spire surrounded by four smaller ones. These spires symbolized a Jedi's climb to enlightenment. Its design suggested that of a fortress, but for more than forty generations, it had stood as a symbol of peace and justice.

The tallest Central Spire was known as the Temple Spire, and was traditionally the most revered, since it held the ancient texts of the Founding Jedi, and those scrolls saved from Ossus. The official status of Knighthood, and Master were given in this spire. The first of the four smaller spires was where the twelve members of the High Council sat and debated the various facets of the Republic. This was the most important tower because the High Council had overall decision-making powers over the whole Jedi Order, and, thus, a lot of influence in the

Galactic Republic. The next tower was that used by the Council of First Knowledge. This council took care of matters requiring the wisdom of past Jedi Masters or Council members, and gave advice to the High Council, or most any Jedi who requested it. The third spire was the Council of Reconciliation Tower, which sought to find peaceful settlements to political disputes at home on Coruscant or offworld in the Republic. The fourth and last spire was the Reassignment Council Tower, which handled the organization of work for young Jedi who had not been chosen by Jedi Masters to be apprentices. Each of these five spires carried high-gain communication transmitters, used to contact field Jedi or other offworlders as required by any of the four Councils. This explains the Temple's position high above any other buildings, where there was little or no interference with the antennas.

The Temple itself was the home to the Jedi, where they lived for the first years of their apprenticeship, and where they learned of the ways of the Force and trained in the traditions of the Jedi Order. The inner Temple housed many different areas, including where Jedi Masters trained Younglings and where Jedi learned and developed their skills with the lightsaber, or areas that simply provided meditation space, as well as dormitories. A network of communication systems was controlled from the computer room; it held the Jedi beacon that allowed speedy contact between the Temple and Jedi without having to use the HoloNet. The Temple was surrounded by an extensive Precinct, which also offered docking space for larger spaceships, and contained other buildings built after the construction of the Temple.





The Temple also provided independent transport for any Jedi who needed it. The recently constructed Temple Hangars housed the Delta-7 Jedi Starfighters, capable of transporting Jedi anywhere in the galaxy, which were launched from an extendible platform. Some of these new crafts, introduced after the blockade at Naboo, were assigned to a particular Jedi, while others were for general use.

Jedi Starfighter

The Delta-7 Aethersprite-class light interceptor, more commonly known as the Jedi Starfighter, was a starfighter from around the time of the Clone Wars. An evolution over the ancient Republic fighter, it was a small, sleek interceptor used by the Jedi Knights for reconnaissance missions. However, the starfighter was fitted with two twin-barrel laser cannons allowing the pilot to fight when necessary. Stationed in the hangar bays of the Jedi Temple on Coruscant and other facilities, Aethersprites were assigned to all field Jedi.

As part of the Republic's Judicial Department, the starfighters owned by the Jedi Order were colored in the red and white hues that represented the diplomatic immunity that the Jedi enjoyed. The Aethersprite was too small for a hyperdrive, instead relying on other spacecraft or an external hyperdrive ring for faster-than-light travel. The size of the craft also would not allow for a factory model astromech droid navigator, as future starfighters such as the X-wing used. Instead, astromech droids were integrated directly into the starfighter, with only the droid's truncated heads visible.

The Delta-series pre-dated the Jedi's use of the Delta-7, which came into service shortly before the Clone Wars. The Delta-6 starfighter was used previously by the Jedi, and the Delta-12 Skysprite was in operation during the launch of the Outbound Flight Project. Jedi Master Adi Gallia flight-tested a Delta-7 prototype when

faced with Captain Cavik Toth and his Trihexalon fleet. Thanks to this trial, Saesee Tiin made several modifications to the starfighters for increased performance.

■ Jedi Starfighter

Craft: Kuat Systems Engineering Delta-7 *Aethersprite*-class Starfighter

Type: Light interceptor

Scale: Starfighter

Length: 8 meters

Skill: Starfighter piloting: Delta-7

Crew: 1 plus hardwired astromech (can coordinate)

Crew Skill: All skills typically at 4D

Cargo Capacity: None

Consumables: None (1 week with booster ring)

Cost: 180,000 (new), 145,000 (used), both prices are black market value

Hyperdrive Multiplier: x1 (with booster ring, see below)

Nav Computer: Uses a modified astromech droid programmed with 10 jumps

Maneuverability: 3D

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 2D

Shields: 1D

Sensors:

Passive: 25/1D

Scan: 45/2D

Search: 65/2D+2

Focus: 3/3D+1

Weapons:

2 Dual Lasers (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Notes: The Delta-7 requires a separate hyperdrive module in the form of a booster ring (the TransGalMeg Industries Syluire-31 hyperdrive booster ring). Docking with the ring takes 3 rounds to accomplish, and requires a *Difficult starfighter piloting* roll (the fighter's maneuverability counts for this roll). Additionally, the Delta-7 incorporates a specially-designed astromech droid (R4-P series), which is hardwired into the starfighter. Without the proper droid, the pilot suffers a -1D penalty to his *astrogation* skill checks. The droid suffers the same penalty to both its *astrogation* and *starfighter repair* skill checks.



R4-P17

R4-P17 was the designation of the astromech droid attached to Obi-Wan Kenobi's Delta-7 Aethersprite-class starfighter prior to and during the Clone Wars. The truncated, dome-headed droid served as onboard astrogator, technician and communications specialist for Kenobi, during his mission to track down Senator Padmé Amidala's attacker.



Equipped With:
 -Full hardwired integration with ship's systems
 -Internal comlink
 -Photoreceptor with infrared vision (can see in the dark up to 30 meters)
 -4 toolmounts (has four appendages that have tools attached to them)
 -Acoustic signaler
Move: 0
Size: 1 meter tall

The droid originally possessed the R4-series's trademark conical head dome, but was involved in a messy incident while trying to repair a trash compactor at the Kuat Drive Yards research shipyards, resulting in the droid being crushed. Anakin Skywalker, on a visit to the shipyards to inspect the Jedi customizations to the Delta-7, found Arfour's wreck and rebuilt her with an R2-series dome. Now the community property of the Jedi Temple, Arfour became the prototype for other integrated droid navigators in Jedi ships. Later into the Clone Wars, R4-P17 received a full astromech body.

■ **R4-P17**

Type: Modified R4 Astromech Droid
DEXTERITY 2D
KNOWLEDGE 2D
 Languages 3D, planetary systems 4D
MECHANICAL 3D
 Astrogation 5D, communications 4D+2, starfighter piloting 4D, repulsorlift operation 4D
PERCEPTION 2D
 Search 3D
STRENGTH 2D
TECHNICAL 3D
 Computer programming/repair 4D+2, droid repair 4D, repulsorlift repair 5D, security 4D, starfighter repair 5D

The Jedi Archives

Whether it was a Padawan Learner or a Jedi Master, all Jedi relied on the same source for knowledge and research: the Jedi Archives. The Jedi Archives was a fathomless collection of ancient knowledge and research dating back possibly thousands of standard years. The Archives Library was located in the upper levels of the Temple's main body, under the control of Madame Jocasta Nu, a former Jedi Council member. The Archives covered a vast range of criteria, including details on supposedly every planet and species in the Galactic Republic. They also included Diagnostic Laboratories and held the Jedi Holocrons.

After the world of Ossus was devastated, the Jedi removed the contents of the Great Library of Odan-Urr to the archives on Coruscant. The Archives were said to have dangerous knowledge of the Force. Just before the Battle of Geonosis, information had been emptied from the Jedi Archives concerning the planet Kamino. It was done by former Jedi Master Count Dooku, in order to conceal the creation of the Clone Army from the Jedi Council. This was uncovered by Obi-Wan Kenobi when he tried to

identify the origin of Senator Amidala's attacker, who had used Kaminoan saber darts. This eventually led to the uncovering of the Separatists plans for war, and the beginning of the Clone Wars. Yoda investigated the missing planet Kamino from the Archives and found at least 30 additional systems that had been





erased, like Dagobah and Dromund Kaas.

Also under the jurisdiction of the Temple Archives were the Analysis Rooms. They were used by Jedi for many tasks, including locating the provenance of alien objects, either organic or inorganic. SP-4 and JN-66 analysis droids that staffed the facility could access the computer system of the Jedi Archives to match identification indices. Their multispectral readers and polysensitive graspers detected even the slightest odor traces. The room was therefore hermetically sealed to humans or aliens, so no contamination could occur that would cause false readings from the highly sensitive equipment.

SP-4 Analysis Droid

The SP-4 droid was a variety of analysis droid used in the laboratories of the Jedi Temple. While the SP-4 was fairly intelligent on its own, wireless tie lines to the computers of the Jedi Temple gave it access to lore gathered from across the galaxy. When dealing with organics, it conveyed information through a mouth-stalk like vocoder that suggested that a Pa'lowick was on the SP-4's design team.

During Obi-Wan Kenobi's investigation of a mysterious toxic dart fired by Padmé Amidala's would-be assassin, he consulted with an SP-4 droid. The droid cross-referenced the sophisticated sensor findings with the Jedi Temple's exhaustive database of known weapon types and cultures, and was unable to determine a match.

■ SP-4 Analysis Droid

Type: Cybot Galactica SP-4 Analysis Droid

DEXTERITY 2D

KNOWLEDGE 3D+1

Bureaucracy 6D, planetary systems 7D, scholar: electronics 7D, scholar: science 7D, scholar: starships 7D, scholar: weapons 7D

MECHANICAL 2D+2

Sensors 5D

PERCEPTION 3D

Investigation 5D+2, search 5D

STRENGTH 1D+1

TECHNICAL 2D

Computer programming/repair 6D

Equipped With:

-Comlink

-Improved sensors with infrared vision

-Wireless computer interface. When connected to mainframe, adds +1D to +3D to *Knowledge*, depending on mainframe's size)

-Humanoid body (2 arms, 2 legs, head)

-Vocabulator

Move: 10

Size: 1.46 meters

Cost: 3,100 credits

JN-66 Analysis Droid

Cybot Galactica crafted the JN-66 at the higher end of their spectrum of utility droids. These mechanicals possessed many of the same components as their less sophisticated PK-unit cousins, and were shipped standard with empty logic ports and sensor-cradles to allow for easy modification and customization. Much of the framework also served Cybot Galactica's IM-6 series of field medicine droid.

The units kept by the Jedi Temple had advanced brains and sensor apparatus that multiplied the base price of the droid considerably. The quadruple array of photoreceptors allowed for multi-wavelength imaging at extreme levels of magnification. Its gleaming surface was stripped of coverings to allow better penetration of its frequent sterilizing radiation baths. Its paired repulsor-field projectors ensured that it never touched a contaminated surface.

■ JN-66 Analysis Droid

Type: Cybot Galactica JN-66 Analysis Droid

DEXTERITY 2D

KNOWLEDGE 4D

Planetary systems 8D+2, scholar: electronics 8D+2, scholar: science 8D+2, scholar: starships 8D+2, scholar: weapons 8D+2

MECHANICAL 1D+1

PERCEPTION 2D+2

Investigation 5D+2, search 5D+2

STRENGTH 1D+1

TECHNICAL 2D+2

Computer programming/repair 7D

Equipped With:

-Comlink



- Diagnostics package
- Improved sensor package
- Infrared vision
- Recording unit (audio, holo)
- Two manipulator arms tipped with analysis tools
- Repulsorlift unit
- Sonic sensors
- Telescopic vision
- Vocabulator
- Move:** 10
- Size:** 1 meter

Yoda

Yoda was a respected senior member of the Jedi Council. Serving alongside such luminaries as Mace Windu and Ki-Adi-Mundi, Yoda was present during the turbulent events that would eventually unravel the centuries-old Republic and seal the fate of the Jedi order.

Yoda served an important role in the Jedi Council. When young Padawans began their first foray into Jedi training, they did so under Yoda's guidance. Many of the Republic's greatest Jedi trained under Yoda when they were children - schooled in groupings called clans. Once the Jedi hopefuls grew older, approaching their teenage years, they would then be paired to an elder Jedi Knight or Master to continue training one-on-one.

The pall of the dark side fell over the Republic during its twilight years, and Yoda grew increasingly concerned. The emergence of the dark side created a disturbance in the Force strong enough to cloud the Jedi's insights into important matters. Sensing the grave uncertainty of the future, Yoda recognized the need for answers. The Jedi Council dispatched Obi-Wan Kenobi to investigate an assassination attempt apparently carried out by Separatist forces. What he found was all the more troubling. An entire clone army had been secretly created for the Republic, by decree of a late Jedi, Sifo-Dyas. None in the Council knew of this development, nor had they foreseen it. Further investigation revealed that the Separatists were gearing up for war. Count

Dooku, one of Yoda's former Padawans, was consolidating a military force out of the droid armies of the commerce guilds. Something needed to be done.

Supreme Chancellor Palpatine, newly granted emergency powers, took possession of the Clone Army, and urged the Jedi into action. Yoda voyaged to the distant world of Kamino to gather the newly created Grand Army of the Republic, and arrived on Geonosis to rescue the survivors of an ill-fated Jedi task force. As Republic clones engaged Separatist droids, the Clone Wars began. Yoda, acting as general, oversaw the battle from the forward command center. The clones handily defeated the Separatists on Geonosis, but many escaped. Yoda followed his instincts to a darkened hangar where Count Dooku had grievously wounded Obi-Wan Kenobi and Anakin Skywalker. Yoda and Dooku engaged in battle. First, their powers in the Force were tested, as Dooku attempted to crush the tiny Jedi Master with hurled debris. Yoda easily deflected such assaults, and even repulsed Dooku's Force lightning attacks. The contest came down to a duel

of lightsabers. In a climactic battle, the two master combatants displayed amazing speed and agility.

Yoda, empowered by the Force, leaped through the air, twirling and battering at Dooku's defenses. Dooku only managed to escape by using the Force to once again jeopardize Anakin and Obi-Wan. Knowing that Yoda's nobility would buy him time, Dooku fled as the ancient Jedi Master saved his younger compatriots.

This first battle of the Clone Wars was a victory for the Republic, but Yoda was troubled. Too much had been clouded by the dark side, and the judgment of the Jedi order was perhaps sullied by complacency and arrogance. Not only had many Jedi died on Geonosis, but the very nature of death itself was now unclear to the wise old master.

While meditating, Yoda had felt a traumatic event befall young Anakin Skywalker. At that very moment, he also heard the voice of Qui-



Gon Jinn, a Jedi Master slain a decade previous. It was impossible for a Jedi to retain his identity after becoming one with the Force, yet he had heard it. It was another dangerous and disturbing puzzle for Yoda to solve while the Republic collapsed around him. Through meditation, he was able to commune with the spirit of Qui-Gon Jinn. The dead Jedi Master had discovered an esoteric yet powerful technique to preserve identity even after death. A Force ability honed outside the Jedi order, this method was developed by a Shaman of the Whills.

■ **Yoda**

Type: Jedi Master

DEXTERITY 2D+2

Dodge 6D+1, lightsaber 10D+2, melee combat 5D, melee parry 7D, vehicle blasters 3D

KNOWLEDGE 4D+1

Alien species 9D+2, bureaucracy 4D+2, culture 7D, intimidation 8D, scholar: Jedi lore 11D, languages 8D, planetary systems 5D+1, planetary systems: Coruscant 7D, survival 6D+1, willpower 12D

MECHANICAL 2D

Astrogation 3D, beast riding 3D+2

PERCEPTION 4D+1

Bargain 6D+1, command 7D+2, con 7D, gambling 5D+1, hide 8D, persuasion 8D, search 6D+1, sneak 7D+2

STRENGTH 2D+2

Stamina 5D+2

TECHNICAL 2D

First aid 3D+2, lightsaber repair 4D+2

Special Abilities:

Force Skills: Control 12D+2, sense 12D+2, alter 9D

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentrate, control pain, detoxify poison, emptiness, enhance attribute, force of will, hibernation trance, reduce injury, remain conscious, resist stun, short term memory enhancement

Sense: Combat sense, danger sense, instinctive astrogation, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense Force potential, sense path

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control and Alter: Accelerate another's healing, control another's pain, enhance another's attribute, return another to consciousness

Control, Sense and Alter: Affect mind, control mind

Force Points: 15

Character Points: 30

Move: 6

Equipment: Short lightsaber (4D), gimer stick cane, Jedi robes

Mace Windu

Mace Windu was originally from the planet Haruun Kal, Windu was a senior member of the Jedi Council. His wisdom and power were legendary, as was the weight of his words. He

was an excellent chief mentor and considered a wise and powerful Jedi Master of the Jedi Order. He created Vaapad, a dueling technique within the seventh form of lightsaber combat which contained certain elements of dark side practices. Only Windu, his former student Depa Billaba, and legendary lightsaber instructor Sora Bulq ever mastered this eclectic form. It was said that Yoda and Count Dooku were the only ones who could ever outspar him. There was speculation by some, however, that Windu may have been outspared as a teenager by his older and more experienced Jedi friends, like Ki-Adi-Mundi, Qui-Gon Jinn, and Plo Koon. And by his own admission, he considered Obi-Wan Kenobi "the" master of Soresu.

Windu, a diplomat by nature, believed in the power of words over action. But as the galaxy found itself increasingly fragmented by the rise of a powerful secessionist movement, he grew to question some of his firmest held beliefs. He thought it impossible that the Separatist leader, former Jedi Count Dooku, could be behind the escalating flashpoints of violence in the galaxy. Such aggression was not in his character, Mace reasoned. When an intelligence report from Jedi



Knight Obi-Wan Kenobi revealed the Separatists gearing up for war, Windu came to realize that the time for negotiation had passed. Though he reminded the Supreme Chancellor that the Jedi were peacekeepers and not soldiers, as the Clone Wars began, the Jedi found themselves leading platoons of clone troopers into battle. Reversals such as these troubled Master Windu, for they came about too suddenly, and the usually prescient Jedi were unprepared. Something was clouding the future, and the order's very connection to the Force was weakening. That a Sith Lord existed somewhere in the galaxy, was not in doubt but could this shadowy villain really bring this much imbalance to the Force?

At the first engagement on Geonosis, Windu arrived ahead of the clone trooper army with a Jedi task force. He was there to free the Jedi held captive by Count Dooku. In the battle that ensued, Windu faced Dooku's hired gun, bounty hunter Jango Fett. Though Fett had proven himself deadly against other Jedi, he was no match against Windu. The Jedi Master repeatedly deflected Jango's incoming blasts, and quickly decapitated the hunter with his lightsaber. As the Clone Wars erupted on Geonosis, Windu led a special squad of commando clone troopers into the thick of battle. He would be one of the few Jedi to return unscathed from that first engagement... at least physically. His spirit would suffer in the years that followed.

■ **Mace Windu**

Type: Jedi Master
DEXTERITY 3D+1
 Blasters 5D, brawling parry 7D+1, dodge 8D, lightsaber 13D+2, melee combat 9D, melee parry 8D+2, running 6D
KNOWLEDGE 3D+2
 Alien species 7D, cultures 6D+1, intimidation 9D, languages 6D, law enforcement 5D+2, planetary systems 6D+2, scholar: Jedi lore 10D+1, streetwise 7D, survival 5D+1, willpower 7D+2
MECHANICAL 2D
 Astrogation 4D, beast riding 3D+2, repulsorlift operation 4D, space transports 3D+2, starfighter piloting 6D, starship gunnery 5D+2, starship shields 5D
PERCEPTION 3D+2
 Hide 5D, investigation 5D+2, persuasion 7D+2, sneak 5D
STRENGTH 3D
 Brawling 8D, climbing/jumping 5D+2, stamina 5D
TECHNICAL 2D+1
 Computer programming/repair



5D+1, lightsaber repair 5D+1
Special Abilities:
Force Skills: Control 9D+1, sense 10D, alter 9D
Force Powers:
Control: Accelerate healing, concentration, control pain, emptiness, enhance attribute, force of will
Sense: Combat sense, danger sense, life detection, life sense, receptive telepathy, sense Force, sense Force potential
Alter: Injure/kill, telekinesis
Control and Sense: Farseeing, lightsaber combat, projective telepathy
Control, Sense and Alter: Affect mind, projected fighting
This character is Force-Sensitive
Force Points: 12
Dark Side Points: 1
Character Points: 23
Move: 10
Equipment: Lightsaber (5D), Jedi robes

Ki-Adi-Mundi

Jedi Master Ki-Adi-Mundi served on the Jedi Council. He was present during one of the gravest crisis ever to face the Jedi order: the Separatist movement that threatened to split the Republic. Like most in the order, Ki-Adi-Mundi refused to believe that the movement's architect, former Jedi Count Dooku, was behind its more violent actions. As a political idealist trained in Jedi philosophies, such acts would be beneath Dooku, Ki-Adi-Mundi reasoned.

Ki-Adi-Mundi was not the only Jedi to be mistaken about Dooku's limits. The former Jedi oversaw the scheduled execution of Obi-Wan Kenobi, Anakin Skywalker and Senator Padmé Amidala. The sudden arrival of a Jedi task force - including Ki-Adi-Mundi - rescued the three captives. Ki-Adi-Mundi and several of his fellow Jedi Council members did battle with Geonosian and Separatist droid forces. While the Jedi were prepared to handle the Geonosians, they were surprised by the immensity of the Separatist droid army. Many Jedi died that day, though Ki-Adi-Mundi was one of the survivors. When Republic reinforcements arrived, Ki-Adi-Mundi hopped aboard a Republic gunship, and later led units of clone troopers into the thick of combat.

The Tale of Sifo-Dyas

Sifo-Dyas was a Jedi Master from the planet of Esiken, who had the gift of foresight. He had predicted the coming war and knew the Republic would soon face dark times. Fearing that the Jedi had become just as corrupt as the senate, he decided to bypass the Jedi Council and go straight to the Supreme Chancellor. Once the Supreme Chancellor Palpatine was informed of Sifo's predictions, he saw the opening he had been searching for. Palpatine manipulated and duped Sifo-Dyas into secretly commissioning a clone army on Kamino, in order to defend the Republic from this terrible vision.

Prior to these events, Count Dooku of Serenno, a close and personal friend of Sifo-Dyas, had left the Jedi Order and fallen in league with Darth Sidious. He was told by the Sith Lord about Sifo-Dyas' actions, and Sidious also revealed his plans to use the clone army for their own ends. As a final test of Dooku's allegiance to the Dark Side of the Force, the newly christened Darth Tyranus was to murder his close friend Sifo-Dyas. When the opportunity arose, Dooku murdered Sifo-Dyas in his sleep, and then took control of the clone project for himself. It was Sidious' true intention to use Sifo-Dyas only as a dead-end cover for Palpatine's order of a clone army. Sidious

had just one more request for his new apprentice and that was to save the lightsaber of the fallen Jedi Master and keep his body frozen, until the time came for Master Sifo-Dyas to fulfill one more favor for the Sith Lord.

When Obi-Wan Kenobi traveled to Kamino to investigate the source of the dart that silenced Padmé's attempted killer, Zam Wesell, the Kaminoan prime minister Lama Su informed him that Sifo-Dyas had ordered the creation of a clone army on Kamino at the request of the Senate, in order to help the Galactic Republic. The Jedi Council was not aware of the order until Kenobi informed them of it after his meeting with the Kaminoans.



■ Ki-Adi-Mundi

Type: Cerean Jedi Master

DEXTERITY 2D+2

Blasters 5D, dodge 6D, lightsaber 10D, melee combat 6D+2, melee parry 6D

KNOWLEDGE 3D+1

Alien species 4D, bureaucracy 5D+1, cultures 5D, languages 4D, planetary systems 5D, scholar: Jedi lore 6D, survival 7D, willpower 6D

MECHANICAL 3D

Repulsorlift operations 4D, space transports 5D, starfighter piloting 6D, starship gunnery 5D+2, starship shields 5D

PERCEPTION 3D+1

Bargain 5D, investigation 6D, persuasion 7D+1, search 6D

STRENGTH 2D+2

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

TECHNICAL 3D+1

Computer programming/repair 5D, first aid 4D, lightsaber repair 6D, security 4D

Special Abilities:

Initiative Bonus: Cereans gain a +1D bonus to all initiative rolls.

Dual Hearts: Cereans can function with only one of these hearts, but the demands placed on their circulatory system

by their binary brains is no laughing matter. A Cerean reduced to functioning on only one heart must sleep 2/3 of given day to maintain his mental performance.

Force Skills: Control 8D+2, sense 7D+2, alter 8D

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, enhance attribute, force of will, hibernation trance, remain conscious

Sense: Combat sense, danger sense, life detection, life sense, receptive telepathy, sense Force

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat

Sense and Alter: Lesser force shield

Control, Sense and Alter: Affect mind, battle meditation

This character is Force-Sensitive

Force Points: 10

Character Points: 18

Move: 11

Equipment: Lightsaber (5D), Jedi robes

Plo Koon

Plo Koon was a Kel Dor from the planet Dorin whose well-muscled humanoid form filled out his Jedi robes. His physiology was such that he



wore protective goggles and his face-concealing antiox mask whenever in oxygen-rich environments. His species tended to see issues in black and white, and favored what was termed “rough justice”, a method of solving disputes that to non-Kel Dor seemed too close to vigilantism. Somewhat controversially, Plo Koon employed a Force technique similar to Force Lightning that he called “Electric Judgement”.

A skilled and adept warrior, he fought many battles during his career. Plo hailed from a long Kel Dor Jedi dynasty, including an uncle and Plo Koon’s own niece, Sha Koon, who fought in the war, as well. Plo was

a master of the powerful Form V of lightsaber combat. Also, Master Koon possessed an extensive knowledge of the physical sciences. In particular, he used his expert knowledge of physics along with the Force to alter the environment: the resourceful Jedi could create whirlwinds as well as a dense fog over a limited area, freeze small rivers and lakes, and raise or lower the temperature of his surroundings enough to incapacitate an opponent. He was a master of telekinesis, considering he could move objects without even having to face them. When a group calling itself the People’s Inquest began enlisting support for a motion that would have forced the Jedi Order to be more accountable to the government, Plo Koon used a Jedi mind trick to disperse a crowd of protesters who had infiltrated the Jedi Temple. He fought on Geonosis and aided Ki-Adi-Mundi in a futile attack on the droid control ship.

■ **Plo Koon**

Type: Kel Dor Jedi Master

DEXTERITY 3D

Blasters 4D, brawling parry 5D+2, dodge 6D, lightsaber 11D+1, melee combat 7D, melee parry 5D+1

KNOWLEDGE 3D

Alien species 3D+1, intimidation 6D, languages 4D, planetary systems 5D, scholar: Jedi lore 5D+1, scholar: physics 4D+2, willpower 5D+2

MECHANICAL 2D+2

Astrogation 3D+2, repulsorlift operation 4D, space transports 4D+2, starfighter piloting 5D, starship gunnery 4D, starship shields 4D

PERCEPTION 3D

Investigation 6D, persuasion 5D+2, search 5D+2

STRENGTH 3D+2

Brawling 6D, climbing/jumping 5D+2, stamina 6D+2

TECHNICAL 2D+2

Computer programming/repair 5D+2, lightsaber repair 5D, security 4D

Special Abilities:

Low Light Vision: Kel Dor can see twice as far as a normal human in poor lighting conditions.

Atmospheric Dependence: Kel Dor cannot survive without their native atmosphere, and must wear breath mask and protective eye wear. Without a breath mask and protective goggles, a Kel Dor will be blind within 5 rounds and must make a moderate strength check or go unconscious. Each round thereafter, the difficulty increases by +3. Once unconscious, the Kel Dor will take one level of damage per round unless returned to his native atmosphere.

Force Skills: Control: 8D, sense 7D+1, alter 9D+2

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, enhance attribute, force of will, hibernation trance, remain conscious

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

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat

Sense and Alter: Lesser force shield

Control, Sense and Alter: Affect mind, battle meditation, projected fighting

This character is Force-Sensitive

Force Points: 10

Character Points: 16

Move: 10

Equipment: Lightsaber (5D), Jedi robes, breather mask

Saesee Tiin

Master Tiin appeared as a tall, peach-skinned humanoid with long, inwardly curved horns on each side of his head. His grim appearance made him a very intimidating figure in the Jedi Order. Saesee Tiin belonged to the Iktotchi race, with telepathic abilities and superb Force-enhanced piloting skills. Helming his SoroSuub Cutlass-9 craft, the *Sharp Spiral*, through the relentless winds of Iktotch taught him unparalleled control. Tiin was so in tune with his vessel, that he had no need of a navigational computer; he relied on the Force to instinctively astrogate his way through lightspeed. He also made one of the few successful in-system hyperspace jumps toward the close of the Battle of Geonosis. After the rescue at the arena, he joined Adi Gallia in the space battle above.

Although he was often silent in the Jedi Council, the advice he did offer was valued for its directness and foresight. He was one of the few Jedi promoted to Master without ever accepting a Padawan of his own.

Tiin had a keen eye for flight technology and

took considerable interest in Darth Maul's Sith Infiltrator when it was discovered on Naboo. He also helped test and perfect the new Jedi Starfighter.

■ Saesee Tiin

Type: Iktotchi Jedi Master

DEXTERITY 3D

Blasters 4D, dodge 7D, lightsaber 11D, melee combat 6D, melee parry 5D+1

KNOWLEDGE 2D+1

Alien species 4D, intimidation 5D, languages 4D, planetary systems 5D+2, scholar: Jedi lore 5D, willpower 4D

MECHANICAL 3D+1

Astrogation 6D+1, repulsorlift operation 5D, sensors 6D, space transports 6D, starfighter piloting 9D+2, starship gunnery 7D+2, starship shields 5D

PERCEPTION 2D+2

Investigation 5D+2, persuasion 6D, search 5D

STRENGTH 3D

Climbing/jumping 5D, stamina 4D

TECHNICAL 2D+2

Computer programming/repair 4D+2, lightsaber repair 5D, security 4D+2, starfighter repair 6D

Special Abilities:

Piloting Bonus: Iktotchi characters gain a +1D bonus to archaic starship piloting, capital ship piloting, space transports, starfighter piloting (choose one). In addition they gain a +1D bonus to related repair skill.

Precognition: All Iktotchi have a limited form of precognition. Most Iktotchi are unable to control when these visions manifest, and generally receive them as vivid dreams or daydreams. Force sensitive Iktotchi who possess the farseeing force power gain a +3D bonus on both Control and Sense rolls when using that power.

Force Skills: Control 8D, sense 8D+2, alter 7D+2

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, emptiness, enhance attribute, force of will, hibernation trance, instinctive astrogation control, remain conscious

Sense: Combat sense, danger sense, instinctive astrogation, life detection, life sense, receptive telepathy, sense Force

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Sense and Alter: Lesser force shield

Control, Sense and Alter: Affect mind, battle meditation

This character is Force-Sensitive

Force Points: 9

Character Points: 13

Move: 10

Equipment: Lightsaber (5D), Jedi robes, Cutlass-9 starfighter *Sharp Spiral*



world, the Togruta would band together in dense tribes and rely on their disruptive natural pigmentation patterns to confuse the slow-witted beasts. Shaak Ti was a notable exception to the communal-minded Togruta in that she preferred to operate alone. Nonetheless, her heritage was evident in the accuracy and agility she demonstrated when moving and fighting in bustling crowds. Aiding in her perception of her surroundings were hollow spaces in her montrals that gathered information ultrasonically. Her Jedi sense of detachment allowed her to hide her pain for the deaths of her two padawans, who were murdered by vicious killers just after passing the trials. One of those students was Fe

Sun. She met her untimely end at the hands of the Zeltron criminal Lyshaa. Master Ti was a very cunning warrior. She was among the Jedi sent to rescue Obi-Wan Kenobi on Geonosis which led to the Battle of Geonosis and the start of the Clone Wars. Unlike many Jedi who fell that day, Shaak Ti managed to survive.

■ Shaak Ti

Type: Togruta Jedi Master

DEXTERITY 4D

Brawling parry 5D+1, dodge 5D+2, lightsaber 9D+2, melee combat 6D, melee parry 4D+2

KNOWLEDGE 3D+2

Alien species 4D+2, Intimidation 6D, languages 4D, scholar: Jedi lore 6D+2, survival 4D, willpower 6D

MECHANICAL 3D

Repulsorlift operation 3D

PERCEPTION 3D+2

Con 4D+1, hide 5D, investigation 4D+2, persuasion 6D, search 7D, sneak 4D+2

STRENGTH 2D

Brawling 4D, climbing/jumping 3D+1, stamina 4D

TECHNICAL 3D+1

Computer programming/repair 4D+2, first aid 5D+2, lightsaber repair 6D, security 4D

Special Abilities:

Camouflage: Togruta characters possess colorful skin patterns which help them blend in with natural surroundings. This pro-



Shaak Ti

Shaak Ti was a Togruta, a humanoid species from the planet Shili. To protect themselves from the dangerous predators of their home-

Togruta

Home Planet: Shili
Attribute Dice: 13D
DEXTERITY 2D/4D+2
KNOWLEDGE 2D/4D+1
MECHANICAL 1D/4D
PERCEPTION 2D/4D+1
STRENGTH 1D/3D+2
TECHNICAL 1D/4D

Special Abilities:

Camouflage: Togruta characters possess colorful skin patterns which help them blend in with natural surroundings (much like the stripes of a tiger). This provides them with a +2 pip bonus to *hide* skill checks.

Spatial Awareness: Using a form of passive echolocation, Togruta can sense their surroundings. If unable to see, a Togruta character can attempt a Moderate *search* skill check. Success allows the Togruta to perceive incoming attacks and react accordingly by making defensive rolls.

Story Factors:

Believed to be Venomous: Although they are not poisonous, it is a common misconception by other species that Togruta are venomous.

Group Oriented: Togruta work well in large groups, and individualism is seen as abnormal within their culture. When working as part of a team to accomplish a goal, Togruta characters are twice as effective as normal characters (ie, they contribute a +2 pip bonus instead of a +1 pip bonus when aiding in a combined action; see the rules for Combined Actions on pages 82-83 of SWD6).

Move: 10/12

Size: 1.7-1.9 meters

vides them with a +2 pip bonus to the *hide* skill.

Spatial Awareness: Using a form of passive echolocation, Togruta can sense their surroundings. If unable to see, a Togruta character can attempt a moderate search skill check. Success allows the Togruta to perceive incoming attacks and react accordingly by making defensive rolls.

Force Skills: Control 8D, sense 7D, alter 6D+1

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, enhance attribute, force of will, hibernation trance, reduce injury, remain conscious

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

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat

Sense and Alter: Lesser force shield

Control, Sense and Alter: Affect mind, battle meditation

This character is Force-Sensitive

Force Points: 7

Character Points: 15

Move: 10

Equipment: Lightsaber (5D), Jedi robes



Even Piell

The humorless and fierce Piell hails from Lannik, a planet long plagued by violence. Corellian diplomats attempted to help the struggling world, but were ambushed by Red Iaro terrorists in the heart of the Lannik High Court. Even Piell came to their rescue, and single-handedly defeated seven attackers, though he lost his left eye in the melee. The daughter of the diplomats, the Jedi Adi Gallia, had long felt indebted to Piell. Piell carried his scar as a badge of pride and symbol of his honor, bravery and persistence. His fate is unknown.

■ Even Piell

Type: Lannik Jedi Master

DEXTERITY 2D+2

Blaster 4D+2, brawling parry 7D, dodge 8D+1, lightsaber 12D, melee combat 8D+2, melee parry 7D

KNOWLEDGE 3D+1

Alien species 5D, bureaucracy 6D+1, intimidation 8D, languages 5D+2, scholar: Jedi lore 7D+1, survival 6D, willpower 6D+2

MECHANICAL 3D

Repulsorlift operations 4D, space transports 5D

PERCEPTION 2D+2

Investigation 7D, hide 6D+2, persuasion 6D, search 6D+2

STRENGTH 2D

Brawling 6D, climbing/jumping 5D, stamina 7D

TECHNICAL 3D

Computer programming/repair 5D+1, first aid 4D, lightsaber repair 7D, security 6D+2

Special Abilities:

Fearless: Lannik are not easily frightened. They get a +2 pip bonus to *willpower* rolls when resisting *intimidation* skill rolls against them.

Force Skills: Control 9D+1, sense 10D, alter 8D+1

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, emptiness, enhance attribute, force of will, hibernation trance, remain conscious, remove fatigue

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

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Sense and Alter: Lesser force shield

Control, Sense and Alter: Affect mind, battle meditation

This character is Force-Sensitive

Force Points: 10

Character Points: 18

Move: 8

Equipment: Lightsaber (5D), Jedi robes

Oppo Rancisis

A former student of fellow Council member Yaddle, Oppo Rancisis was a well-respected Jedi Master known for his unerring tactical mind and military expertise. His familial heritage earned him the title of Blood Monarch of Thisspasia, though Rancisis denied the position, choosing instead to devote his life to the ways of the Force. His elegant strategies have allowed the Jedi to emerge victorious from several large-scale conflicts.



Rancisis was a master of malacia, a Jedi technique that produced powerful dizziness and nausea in his targets. The results are incapacitating, though do not do any permanent physical damage. Rancisis trained fellow Jedi in this art, but few mastered it to his level of proficiency. Rancisis was 174 standard years old during the Battle of Naboo, an incredibly ancient age for a Thisspasian. Among his exploits was serving as a fleet battle strategist during the bloody Stark Hyperspace Wars.

■ Oppo Rancisis

Type: Thisspian Jedi Master (Jedi Commander), Monarch of Thisspasia

DEXTERITY 2D+2

Blasters 5D, brawling parry 6D, lightsabers 11D+2, melee combat 8D, melee parry 7D+1

KNOWLEDGE 3D

Alien Species 5D, bureaucracy 6D+1, cultures 5D, intimidation 7D, languages 5D+1, planetary systems 6D+1, scholar: Jedi lore 7D, survival 6D, tactics 8D, willpower 7D

MECHANICAL 2D+2

Communications 5D+2, sensors 5D, space transports 6D

PERCEPTION 3D+1

Command 8D+2, investigation 7D, persuasion 6D+2, search 6D

STRENGTH 3D+1

Brawling 5D+2, stamina 6D+1

TECHNICAL 3D

Computer programming/repair 7D, first aid 5D, lightsaber repair 7D, medicine 5D+1, security 6D

Special Abilities:

Constrict: On a successful brawling skill roll made to grapple, a Thisspian can wrap its prehensile tail around an opponent. In subsequent rounds, it can inflict its *Strength* +1D+1 with a constricting attack. An opponent so ensnared can escape, but must do so with an opposed strength roll.

Prehensile Tail: Thisspians can use their tails to carry objects, leaving their hands free for other activities. When doing so, a Thisspian's move rating is reduce by 2.

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

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentration, contort/escape, control pain, emptiness, enhance attribute, force of will, hibernation trance, remain conscious

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

New Force Power

Malacia

Sense Difficulty: Difficult (must have line of sight)

Alter Difficulty: Difficult

Required Powers: Control pain, Control another's pain

Time to use: One round

Effect: The Jedi turns an opponents equilibrium against him, causing extreme dizziness and nausea without any lasting effects. The effected opponent loses -2D to all dexterity skills for one full round and -1D during the second round. After the second round the opponent is back to feeling better and suffers no more penalties. However the opponent can make an opposed stamina roll (non force user) or control force skill (force users) to cut penalty down to -1D for one round. The Jedi Master Oppo Rancisis is a master of Malacia who has taught the technique to a small number of Jedi

Note: This power must be taught to you by a master

Alter: Telekinesis
Control and Sense: Farseeing, lightsaber combat
Control and Alter: control another's pain
Sense and Alter: Dim another's senses, lesser force shield, malacia
Control, Sense and Alter: Affect mind, battle meditation
This character is Force-Sensitive
Force Points: 11
Character Points: 21
Move: 8
Equipment: Lightsaber (5D), Jedi robes

Adi Gallia

A beautiful Jedi Master of astonishing power and charisma from the planet Corellia, Adi Gallia was a member of the Jedi Council during the Battle of Geonosis. Gallia had piercing blue eyes that alone gave her a powerful presence. She

had great intuition and skill in research. Also, she possessed a notable understanding of the economics of politics, as her parents were famed Corellian diplomats. A skilled pilot, she was among those who tested the new Jedi Starfighter and flew in air support above Geonosis along with her former padawan, Siri Tachi.

One of Adi's most distinguishing features was her unorthodox

lightsaber style. She held her lightsaber in a reverse grip resulting in wide, long swings. Gallia was a superb pilot and skillful warrior. Although her own record of accomplishments and talents was impressive, Gallia took great pride in the actions of her apprentice Siri.

■ Adi Gallia

Type: Jedi Master
DEXTERITY 3D
 Dodge 6D+2, lightsaber 10D, melee combat 5D, melee parry 4D+2
KNOWLEDGE 3D+1
 Alien species 4D, bureaucracy 7D, intimidation 5D, languages 4D, planetary systems 6D+1, scholar: Jedi lore 5D+2, willpower 5D
MECHANICAL 3D
 Astrogation 3D+1, repulsorlift operations 3D+2, space transports 4D, starfighter piloting 6D+2, starship gunnery 4D, starship shields 4D+2
PERCEPTION 3D
 Bargain 6D, con 5D+1, disguise 3D+2, investigation 6D,

persuasion 6D+2, search 5D
STRENGTH 2D+1
 Climbing/jumping 4D, stamina 3D+2
TECHNICAL 3D
 Computer programming/repair 5D+1, lightsaber repair 6D, security 4D+2
Special Abilities:
Force Skills: Control 7D, sense 8D+1, alter 6D+2
Force Powers:
Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, enhance attribute, emptiness, force of will, hibernation trance, reduce injury, resist stun
Sense: Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense force, sense force potential
Alter: Telekinesis
Control and Sense: Farseeing, lightsaber combat, projective telepathy
Sense and Alter: Lesser force shield
Control and Alter: Accelerate another's healing, control another's pain
Control, Sense and Alter: Affect mind, battle meditation
This character is Force-Sensitive
Force Points: 9
Character Points: 14
Equipment: Lightsaber (5D), Jedi robes, Delta 7 starfighter

Coleman Trebor

Joining the High Council after the death of Yarael Poof, Coleman Trebor's wisdom and insight was greatly revered by his fellow Jedi. He peacefully settled a number of major interplanetary disputes, and was considered more of a negotiator than a combatant. Still, when required to do so, Trebor brandished his lightsaber in the defense of the Republic.

Trebor was a male Vurk from the watery world of Sembla. The planet is marked by warm seas separated by volcanic ridges that are generally considered primitive by the rest of the galaxy.

When a Jedi task force was needed, before the clone wars, to rescue captives and face a dangerous Separatist movement gearing for war, Master Trebor was one of the 200 Jedi that voyaged to Geonosis. Attempting to confront Count Dooku, former Jedi and leader of the Separatists, Coleman was callously shot by Dooku's henchman, bounty hunter Jango Fett.

■ Coleman Trebor

Type: Vurk Jedi Master
DEXTERITY 3D
 Blasters 4D, dodge 7D, lightsaber 8D+1, melee combat 6D, melee parry 5D+1
KNOWLEDGE 3D
 Alien species 4D+1, intimidation 6D, languages 5D, scholar: Jedi lore 7D, survival 8D, willpower 6D+1
MECHANICAL 2D+2
 Repulsorlift operations 4D+1, space transports 4D
PERCEPTION 3D+1

Investigation 5D, persuasion 7D, search 6D+1

STRENGTH 3D

Climbing/jumping 5D, stamina 5D, swimming 6D+1

TECHNICAL 2D+2

Computer programming/repair 3D+1, lightsaber repair 6D, security 5D

Special Abilities:

Breathe Underwater: As amphibious beings, Vurks cannot drown underwater.

Expert Swimmers: Vurks get a permanent 2D bonus to swimming.

Story Factors:

Placid: Vurks are renowned for their ability to remain calm and collected, even in the face of danger. They get a 2D *willpower* bonus to resist fear and losing his temper.

Nomads: As nomads, Vurks are accustomed to moving around, even through dangerous places. They get a 1D bonus to *survival* rolls.

Force Skills: Control 8D, sense 7D+1, alter 7D

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, emptiness, enhance attribute, force of will, hibernation trance, remain conscious

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, sense Force

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat

Control and Alter: Control Breathing



Sense and Alter: Lesser force shield

Control, Sense and Alter: Affect mind, battle meditation

This character is Force-Sensitive

Force Points: 8

Character Points: 15

Move: 10

Equipment: Lightsaber (5D), Jedi robes

Eeth Koth

Eeth Koth was a member of the Jedi High Council in the final years of the order. From within the polished towers of the Jedi Temple on Coruscant, the Council governed the actions of the Jedi Knights. Master Koth

was a close friend of Mace Windu since they exchanged lightsabers for a while. He trained the legendary Jedi Sharad “Howlrunner” Hett. Eeth Koth fought in the Battle of Geonosis and died when his Republic gunship exploded.

Though a Zabrak (the same species as Darth Maul and Agen Kolar), Koth does not hail from the planet Iridonia. Instead, he was born in the squalor of Nar Shaddaa, the smuggler’s moon orbiting the Hutt-controlled planet of Nal Hutta. The term Iridonian Zabrak simply refers to a difference in horn patterns between different Zabraks. Like those of his species, Koth had great mental endurance. He also possessed seemingly interminable willpower and endurance to physical pain. His raw physical abilities, mental disciplines and Force talents were honed by his master, and once Koth attained Knighthood, he shared his talents with his Padawan Sharad Hett.



Vurk

Home Planet: Sembala

Attribute Dice: 12D

DEXTERITY 1D+2/3D+1

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D

PERCEPTION 2D+1/4D+2

STRENGTH 2D+2/4D+2

TECHNICAL 1D+2/4D

Special Abilities:

Breathe Underwater: As amphibious beings, Vurks cannot drown underwater.

Expert Swimmers: Vurks get a permanent 2D bonus to swimming.

Story Factors:

Placid: Vurks are renowned for their ability to remain calm and collected, even in the face of danger. They get a 2D *willpower* bonus to resist fear and losing his temper.

Nomads: As nomads, Vurks are accustomed to moving around, even through dangerous places. They get a 1D bonus to *survival* rolls.

Move: 10 (6 swimming)

Size: 1.7-2.0 meters

■ Eeth Koth

Type: Zabrak Jedi Master

DEXTERITY 3D

Blasters 4D, brawling parry 5D, dodge 6D, lightsaber 10D+2, melee combat 7D, melee parry 6D+1

KNOWLEDGE 3D+1

Alien species 4D, bureaucracy 5D, cultures 4D+2, intimidation 6D, languages 5D, scholar: Jedi lore 8D, streetwise 6D, survival 7D, willpower 6D

MECHANICAL 2D+2

Repulsorlift operations 4D, space transports 5D+2

PERCEPTION 3D+1

Bargain 5D+2, con 5D, gambling 5D, investigation 6D+2, persuasion 7D, search 6D+2

STRENGTH 3D

Brawling 5D+2, climbing/jumping 6D, stamina 4D

TECHNICAL 2D+2

Computer programming/repair 4D, lightsaber repair 7D, security 6D

Special Abilities:

Force Skills: Control 8D+2, sense 9D+1, alter 8D

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, enhance attribute, force of will, hibernation trance, remain conscious, resist stun

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

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Sense and Alter: Dim another's senses, lesser force shield

Control, Sense and Alter: Affect mind, battle meditation

This character is Force-Sensitive

Force Points: 8

Character Points: 16

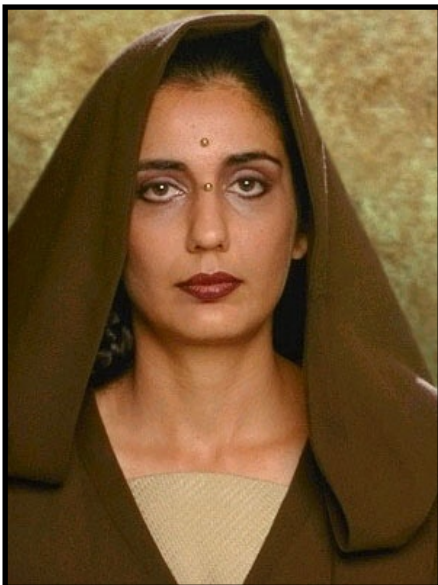
Move: 10

Equipment: Lightsaber (5D), Jedi robes

Depa Billaba

Depa Billaba was a Chalactan Jedi Master serving on the Jedi Council. Before her trials, she

had been the Padawan learner of Jedi Master Mace Windu. The respected Windu saved her from the space pirates that killed her parents. He brought the six-month old Force-sensitive child to the temple and took her as his padawan when she was of age. Mace, the creator of Vaapad, taught her all he knew and she became as close as a daughter. Depa embraced the culture of Chalacta, making her attuned to



the minds and personalities of her peers in the Jedi Council Chamber. Decorating the bridge of her nose were Chalactan marks of illumination, testament to her spirituality. She was a calm but powerful presence on the High Council.

During the Battle of Geonosis, Billaba had looked after the “younglings,” while the other Jedi were dispatched to fight. A spiritual individual, but capable enough to take quick action if need be. A consummate lightsaber duelist, she mastered the Juyo form of lightsaber combat, and was also one of only three Jedi to master Vapaad, a series of techniques that was widely regarded to complete the Juyo lightsaber form, but also posed a grave spiritual threat for its wielder. According to Mace, Depa’s bladework has already surpassed the Vaapad he created.

■ Depa Billaba

Type: Jedi Master

DEXTERITY 3D

Dodge 7D, lightsaber 9D, melee combat 5D, melee parry 4D+2

KNOWLEDGE 3D+1

Alien Species 5D, bureaucracy 5D+2, cultures 4D+2, languages 5D+1, planetary systems 4D+2, scholar: Jedi lore 6D, streetwise 4D+1, survival 5D, willpower 5D

MECHANICAL 3D

Repulsorlift operations 5D, space transports 4D+1, starfighter piloting 4D

PERCEPTION 3D

Bargain 5D+2, investigation 6D, persuasion 7D, search 5D+2

STRENGTH 2D

Climbing/jumping 3D

TECHNICAL 3D

Computer programming/repair 5D+1, first aid 5D+1, medicine 5D, security 6D

Special Abilities:

Force Skills: Control 9D, sense 8D+1, alter 7D+2

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, emptiness, enhance attribute, hibernation trance, reduce injury, remain conscious

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

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

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

Sense and Alter: Dim another's senses, lesser force shield

Control, Sense and Alter: Affect mind

Force Sensitive: Yes

Force Points: 9

Character Points: 15

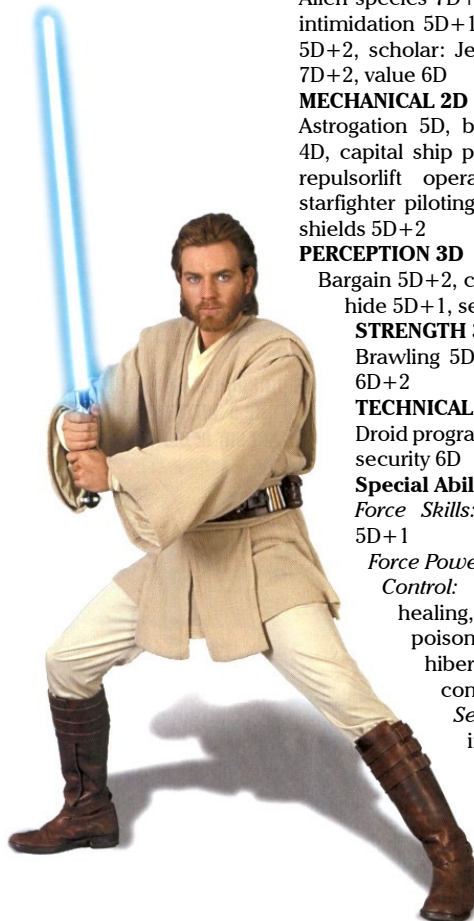
Move: 10

Equipment: Lightsaber (5D), Jedi robes

Obi-Wan Kenobi

Obi-Wan Kenobi was a Jedi Knight at the time of the Battle of Geonosis. Shortly after the death of his master Qui Gon Jinn, he took Anakin Skywalker as his padawan learner. With Anakin as his Padawan, Obi-Wan traveled to the mysterious planet Zonama Sekot to find the missing Jedi Vergere. They were present when Vergere was taken by the Far Outsiders and the planet jumped into Hyperspace to hide for the next fifty years. A few years later, they were involved in the events surrounding the departure of the Outbound Flight Project from Yaga Minor, though they did not join the expedition itself. They would later foil the plots of Granta Omega, the son of Xanatos, on the planet Korriban and protect Senator Simon Greysshade from the assassin that had claimed the life of his relative, Jheramahd.

Ten years after the Invasion of Naboo, shortly after returning from a border dispute on Anshon, Kenobi and Skywalker were tasked with protecting Padmé Amidala after an attempt on her life. Through a ruse organized by Anakin, the assassin, a Clawdite named Zam Wesell, was soon uncovered and Kenobi pursued her through the streets of Coruscant, finally cornering her inside the Outlander Club. Unfortunately Wesell soon became a victim herself, falling to the poisoned dart of a mysterious hunter garbed in Mandalorian armor. The only clue to his identity was the very dart that killed Wesell - a weapon of Kaminoan make. With the aid of long-time associate Dexter Jettster, Kenobi tracked the mysterious second assassin to Kamino, in the process discovering a massive clone army that the Kaminoans were raising for the Republic. Kenobi attempted to apprehend the bounty hunter, now identified as one Jango Fett, but Fett escaped to Geonosis with his son Boba. Kenobi followed them, and



on Geonosis, he uncovered a conspiracy of star systems that wanted to secede from the Republic, led by Count Dooku. Kenobi was captured shortly after sending a message to Anakin. Dooku attempted to persuade Kenobi to join the Confederacy of Independent Systems, using Kenobi's memory of Qui-Gon Jinn as bait. Much to Dooku's disappointment, Kenobi rejected his alliance and Dooku left, musing that it would be difficult to secure Kenobi's release. Anakin and Padmé arrived on Geonosis, but they too were captured, and all three were sentenced to death by the Geonosians. It was the timely arrival of Jedi and clone reinforcements, led by Jedi Masters Mace Windu and Yoda that prevented the executions. Kenobi and Skywalker confronted Count Dooku and fought him, but were defeated by the masterful Sith Lord, who later escaped after a fierce duel with Yoda.

■ Obi-Wan Kenobi

Type: Jedi Knight

DEXTERITY 3D+1

Blaster 5D, brawling parry 6D+2, dodge 6D+2, lightsaber 10D, melee combat 7D, melee parry 9D+1

KNOWLEDGE 3D+1

Alien species 7D+2, bureaucracy 5D+2, cultures 5D+2, intimidation 5D+1, languages 5D+2, planetary systems 5D+2, scholar: Jedi lore 8D, streetwise 5D+1, survival 7D+2, value 6D

MECHANICAL 2D

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

PERCEPTION 3D

Bargain 5D+2, command 8D, con 5D, gambling 3D+2, hide 5D+1, search 5D+2, sneak 6D

STRENGTH 3D+1

Brawling 5D+2, climbing/jumping 5D+1, stamina 6D+2

TECHNICAL 3D

Droid programming 4D, droid repair 5D, first aid 5D, security 6D

Special Abilities:

Force Skills: Control 8D+1, sense 8D+2, alter 5D+1

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, detoxify poison, emptiness, enhance attribute, hibernation trance, reduce injury, remain conscious, resist stun

Sense: Combat sense, danger sense, instinctive astrogation, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense path

Alter: Injure/kill, telekinesis

Control and Sense: Lightsaber combat, projective telepathy

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

pain, return another to consciousness
Control, Sense and Alter: Affect mind, enhanced coordination

This character is Force-sensitive

Force Points: 9

Move: 10

Equipment: Lightsaber (5D), jedi utility belt, jedi robes.

Anakin Skywalker

As a young adult, Anakin developed as arrogant and somewhat socially awkward, doubtless in part because of his rapid transition from scapyard slave to rising star of the Jedi Order. His natural abilities placed him leaps and bounds above his peers, and this fed his ego as well as distancing himself from other learners of his age. He frequently showed off, chafed against authority, and displayed little respect for Obi-Wan, whom he partially viewed as inferior. Despite this perception, he did state that Obi-Wan was like a father to him and he claimed he had the wisdom of Master Yoda and the power of Master Windu, but this praise may have been just another expression of Anakin's own arrogance, as he amended that he himself was "beyond" Kenobi in many ways and felt he was holding him back. His relationship with his master was complicated.

Frustrated, Anakin would turn to another mentor for advice. His early friendship with Palpatine continued, with the Chancellor lending Anakin a sympathetic ear, and saying things to further fuel his pride.

After an attempt on her life, Anakin was assigned to guard Padmé Amidala, now the Senator of Naboo. Anakin had not seen her in ten years, though he thought about her every day since their parting at Naboo. His childhood fascination with her had turned into a powerful infatuation. In conversation, he revealed his affection for her, a distrust of the political process, and his view of the need for one strong leader. He fell in love with Padmé, and, eventually, she with him. Both seemed entranced with the other and their different social castes, though Padmé had foresight enough to know their current situations would not allow for a relationship between them. Anakin's pursuit of this relationship was in violation of Jedi tradition, which held that although Jedi were not required to be celibate, they were to avoid attachment to all but the Force itself.

Anakin suffered recurring nightmares about his mother, Shmi, and went against the spirit of his orders to guard Padmé by bringing her to Tatooine to find Shmi. After speaking to Clegg



Lars, the moisture farmer who had freed and married Shmi in the years since Anakin had been away, he found that she had been carried off by Sandpeople, and set out in pursuit on a swoop bike. The young Jedi discovered their camp beyond the B'Thazoshe Bridge, and slipped into the tent that contained his mother, most likely locating her with his Jedi senses. Battered, sleep-deprived, and dehydrated, Shmi Skywalker died in his arms, presumably of massive cardiac failure. Anakin allowed the shock of her death to catalyze an explosion of his long-nursed anger and selfishness. He flew into a rage, killing everyone present - even, as he confessed to Padmé later, "the women and children." A number of Jedi, including the deceased Qui-Gon Jinn, sensed the shock of this massacre, amplified by Anakin's powerful Force presence bordering the dark side. His acts of hatred led to that specific area of Tatooine to become a location of darkness, corrupting the creatures that lived nearby, much like that of the former world of Malachor V. Padmé was clearly troubled by what he had done, but had invested herself too much in him to be truly repulsed; she tried to soothe him with sympathy

and told no one about Anakin's hideous act. He claimed that one day he would have the power to stop people from dying.

Anakin learned that his friend and mentor, Obi-Wan Kenobi, had been taken hostage by the Geonosian-engineered Confederacy of Independent Systems forces. Honoring Master Windu's words to protect the senator at all costs, he followed Padmé, to Geonosis to save Obi-Wan. At the same time, they were ignoring Windu's instructions to remain on Tatooine. On Geonosis, Anakin and Padmé were soon captured as well and sent to meet their demise in a gladiatorial execution arena, wherein, faced with their impending fate, they professed their undying love to one another. The timely arrival of the Jedi, and eventually the clone troopers, allowed both of them to escape and fight in the ensuing Battle of Geonosis.

Anakin and Obi-Wan pursued Count Dooku, Sith Lord and mastermind of the Confederacy. Dooku unleashed a powerful barrage of Force lightning on Anakin, knocking the youth unconscious. Anakin then lost his right arm in a lightsaber battle with the more experienced Dooku. It was replaced a short while later with a mechanical prosthetic. In the first days of the Clone Wars, Anakin married Padmé at Varykino on Naboo in a secret ceremony performed by a Naboo holy man, with C-3PO and his counterpart, R2-D2, as the only witnesses.

■ Anakin Skywalker

Type: Jedi Padawan

DEXTERITY 3D

Blaster 4D, blaster artillery 4D, brawling parry 5D+2, dodge 7D, lightsaber 9D, melee combat 6D+1, melee parry 8D+1, vehicle blasters 5D

KNOWLEDGE 2D+2

Alien species 5D+1, bureaucracy 4D+1, cultures 5D, languages 5D, planetary systems 5D+2, scholar: Jedi lore 4D, streetwise 5D+2, survival 5D, value 4D+2, willpower 6D

MECHANICAL 3D+2

Astrogation 6D, capital ship piloting 6D+1, capital ship shields 4D+1, repulsorlift operation 5D+1, starfighter piloting 9D, starship gunnery 7D+1, starship shields 4D+2

PERCEPTION 2D+2

Bargain 3D+1, command 6D, con 3D+1, gambling 3D+2, hide 3D+2, persuasion 6D+2, search 6D+1, sneak 4D+2

STRENGTH 3D

Brawling 6D+2, climbing/jumping 7D, lifting 6D+2, stamina 6D+1

TECHNICAL 3D

Armor repair 6D, capital ship repair 4D+2, lightsaber repair 7D+1, security 6D, starfighter repair 4D+2

Special Abilities:

Force Skills: Control 7D, sense 8D, alter 7D+1

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentrate, control pain, detoxify poison, enhance attribute, hibernation trance

Sense: Combat sense, danger sense, instinctive astrogation, life detection, life sense, magnify senses, sense Force

Alter: Injure/Kill, telekinesis

Control and Sense: Farseeing, lightsaber combat

Control, Sense and Alter: Affect mind

This Character is Force-Sensitive

Force Points: 7

Dark Side Points: 3

Character Points: 16

Move: 10

Equipment: Lightsaber (5D), jedi robes, jedi utility belt

Luminara Unduli

Luminara Unduli was a Mirialan female Jedi hailing from the cold desert planet of Mirial. Her lower lip was stained a permanent purplish-black, and a series of interlocking black diamonds ran down her chin, while more intricate markings covered her knuckle joints; these tattoos denoted her physical discipline. Her eyes were of an intense blue color, a contrast to her olive colored skin.

Luminara had power that very few Jedi would be able to parallel. Some say that she would easily match the skills of fallen Jedi Master Count Dooku. Among the Seven Forms of Lightsaber Combat, Master Unduli favored Form III above the rest, believing that a true master of that lightsaber technique was invincible. Not only were her lightsaber skills superb, but she had also trained herself to become so incredibly flexible that she could easily twist to evade almost any attack that she did not block with her green lightsaber. Years of intense training turned her body into a weapon itself, increasing the flexibility of her joints to allow her inhuman agility and contortionist-like feats during combat.



Jedi Business

From the notes of Jocasta Nu, Jedi Archivist.

While wrapping up my investigation of Senator Amidala's assassination attempt, I have been able to piece together all the events but a few. I needed more details on what happened that night right after Obi-Wan leapt out the window clinging to an assassin droid, I had gathered some reports of disturbances in the senator's building, but they were confusing. So I decided to go directly to the source, Anakin Skywalker, Obi-Wan's padawan.

He was not hard to find, he beamed with the Force. When I caught up to young Skywalker, he was waiting most impatiently outside of the Jedi High Council Chambers for his Master to finish a briefing on the current situation. Upon approaching Skywalker I informed him that I was trying to finish a detailed report of that day's events, and that all I was missing was his point of view of things right after Master Kenobi jumped through the glass. This is what he said:

"Well, right after Master Obi-Wan recklessly dove through the window after the assassin droid, I contacted Captain Typho, head of security, and made sure Padmé was alright. With that done I ran out of the room, but I couldn't afford to wait around for the turbolift, my Master needed my help and Padmé's attacker was getting away. So I ignited my lightsaber, cut a hole through the doors and jumped in. After free-falling several floors, I used my training to buffer the fall as I landed on top of the roof of the turbolift. Once again I ignited my lightsaber and cut through the roof of the turbo lift. Once the hole was big enough, I dropped through and landed in between two very scared Senators. "Jedi business" I told them, but they still looked pretty outraged. After taking a second to asses the situation, I asked the two senators where the docking bay level was, because I needed to get a speeder or something

to catch up with Master Obi-Wan. The human senator said that the docking bay was on level 47 and that they had already passed that and were headed to level 64. So I slammed on the braking mechanism to try and stop the lift's forward progress, but when that didn't work fast enough, I then reached through the Force, grabbed the brakes and stopped the turbolift. At this point, for some reason, the door refused to open. So, once again, I realized I had to cut through it with my lightsaber, this whole thing was taking way too long. About the time I ignited my saber to stab through, I felt a light tap on my shoulder. I turned around to see the human senator grinning at me from ear to ear as he reached over and hit the open button on the lift and the door gracefully slid open. Smiling and feeling a little embarrassed, I sprinted out of the turbolift to the docking bay, where there wasn't a whole lot to choose from. So I picked the one I thought would be the fastest, and had an open cockpit, which would make it easier for Obi-Wan to enter. It just happened to be a very gonzo yellow snub nose speeder, owned by some pampered noble, as I learned later. After that I believe you pretty much know what happened, right? The usual chase though Coruscant's busy skylanes routine, standard fare. In the end we caught the crook, that's what matters."

He finished just as the chamber doors opened and Master Kenobi appeared. Obi-Wan asked me to excuse his padawan and escorted him to a meeting with the high council.



Hot Rod Airspeeder

The Narglatch XJ-6 airspeeder commandeered by Anakin Skywalker during the pursuit of Zam Wesell on Coruscant was a custom-built airspeeder belonging to Senator Simon Greysshade. Greysshade's personal mechanics created the Narglatch XJ-6 hot rod airspeeder as a luxury transport for the Senator while on business on Coruscant. Greysshade used his wealth to acquire a number of custom-built airspeeders for his Senatorial colleagues, all of whom were also ardent boyracers. Greysshade's airspeeder was painted in a particularly gonzo yellow, and decorated with a number of racing stickers: testament to Greysshade's after-hours antics.

The Narglatch XJ-6 was fitted with two powerful, frontal turbojet engines, allowing the hot rod to reach speeds of up to 720 kilometers per hour. The speeder was controlled via two joysticks and an eight-speed thrust control/gear. The hot rod was a two-seater; catering for Greysshade's desire for privacy while escorting fellow Senators, influential politicians or his latest female companion. An electric field ensures oncoming objects are repulsed from the speeder, while tractor units in the seats help keep the driver and passenger seated through the most reckless of maneuvers.

■ Hot Rod Airspeeder

Craft: Narglatch XJ-6 Airspeeder

Type: Hot rod airspeeder

Scale: Speeder

Length: 6.23 meters

Skill: Repulsorlift operation: Narglatch XJ-6

Crew: 1

Crew Skill: 5D in all applicable skills

Passengers: 1

Cargo Capacity: None

Cover: 1/2

Altitude Range: Ground level-5,000 meters

Cost: 55,000 (new), 22,000 (used)

Maneuverability: 3D+2

Move: 250; 720 kmh

Body Strength: 2D

Just before the Clone Wars, Luminara and her apprentice, Barriss Offee, together with Jedi Knight Obi-Wan Kenobi and his Padawan Anakin Skywalker, were dispatched to the minor world of Ansion to settle a dispute, thus solidifying Ansion's place in the Republic, and dissuading them from joining the separatist movement. Unduli would continue to use her diplomatic skills, quick wit, and strength in the Force in the war to come.

■ Luminara Unduli

Type: Mirialan Jedi Master

DEXTERITY 3D

Brawling parry 4D+1, dodge 6D+1, lightsaber 10D+1, melee parry 5D, melee combat 5D+2

KNOWLEDGE 2D+1

Alien species 5D, bureaucracy 3D+1, cultures 4D, languages 3D+2, planetary systems 4D, scholar: Jedi lore 4D, streetwise 4D, survival 4D, willpower 5D+2

MECHANICAL 2D+1

Beast riding 3D+1

PERCEPTION 2D+2

Hide 3D, investigation 4D, persuasion 4D+1, search 4D, sneak 3D

STRENGTH 3D

Brawling 4D, climbing/jumping 6D, stamina 4D+2

TECHNICAL 3D

Computer programming/repair 3D+2, first aid 4D, lightsaber repair 5D, security 4D+1

Special Abilities:

Force Skills: Control 6D, sense 8D+2, alter 7D+2

Force Powers:

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

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, sense Force

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control, Sense and Alter: Affect mind, battle meditation

This character is Force-Sensitive

Force Points: 8

Character Points: 14

Move: 10

Equipment: Lightsaber (5D), Jedi robes

Barriss Offee

Barriss Offee was taken from her parents at an early age to be raised within the confines of the Jedi Temple and the tenets of the Jedi Code. Despite rigid schooling in Jedi doctrine, the young Offee possessed an impulsive streak frowned upon by more conservative Jedi Masters. While she was reserved by nature, and not easily intimidated, there were times when she preferred wielding her lightsaber rather than following the protocols of diplomacy. Her attempts to overcompensate for her youthful exuberance sometimes gave her a cold demeanor.

Mirialan

Home Planet: Mirial
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D+2
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 1D+1/3D
TECHNICAL 2D/4D

Special Abilities:

Frigid Environment: Mirialans get +2 pip bonus to survival when in temperatures below 0.

Radiation Resistance: Mirialans gain +1 pip bonus to Strength to resist the harmful effects of radiation

Story Factors:

Tribal Tattoos: Mirialans have tribal tattoos all over their face and bodies. The more elaborate the tattoo the greater the task that was completed. Mirialans gain tattoos all of their lives, each time they complete a task they receive another tattoo. The application of these tattoos is very painful, it is considered to be great disrespect when a Mirialan is afraid to receive or will not accept one.

Move: 10

Size: 1.7- 1.9 meters tall



In combat, Barriss Offee specialized in tandem fighting. Her connection to the Force allowed her to perfectly synchronize her actions with that of her Master.

A few months before the Battle of Geonosis, Barriss and her Master, Luminara Unduli, joined Master Kenobi and his Padawan Anakin Skywalker on a mission to aid in a border dispute on Ansion. During the mission, she found herself becoming infatuated by Anakin but did not let that bond become any stronger.

■ Barriss Offee

Type: Mirialan Jedi Padawan

DEXTERITY 4D

Dodge 4D+1, lightsaber 7D+2, melee combat 4D, melee parry 4D

KNOWLEDGE 2D+2

Alien species 3D, culture 3D, languages 3D+1, scholar: Jedi lore) 4D, survival 3D

MECHANICAL 3D

Beast riding 3D+1

PERCEPTION 3D+1

Hide 3D+2, investigation 3D+2, persuasion 4D, search 3D+2

STRENGTH 2D+2

Climbing/jumping 5D+2, stamina 3D, swimming 3D+2

TECHNICAL 3D

Computer programming/repair 3D+2, first aid 6D+1, lightsaber repair 5D, medicine 5D

Special Abilities:

Force Skills: Control 3D+2, sense 4D+1, alter 3D+2

Force Powers:

Control: accelerate healing, concentration, control disease, control pain, enhance attribute, force of will, hibernation trance, reduce injury, remain conscious,

remove fatigue

Sense: Combat sense, life detection, life sense, receptive telepathy, sense Force

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

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

Control, Sense and Alter: Affect mind

This character is Force-Sensitive

Force Points: 3

Character Points: 13

Move: 10

Equipment: Lightsaber (5D), Jedi robes

Agen Kolar

Agen Kolar was a Jedi Master and a member of the Zabrak species, born on the planet Iridonia. He fought on Geonosis and survived in the battle's end, though his young Padawan Tan Yuster, did not. He held a seat on the Jedi High Council and Mace Windu considered him one of the Order's finest members. Master Kolar had considerable skill and was a tough combatant, but diplomacy was not his strong suit.

■ Agen Kolar

Type: Zabrak Jedi Master

DEXTERITY 3D+1

Blasters 5D, brawling parry 6D, dodge 7D, lightsaber 11D, melee combat 7D, melee parry 6D

KNOWLEDGE 3D

Alien species 3D+2, intimidation 5D+1, languages 4D, scholar: Jedi lore 6D, survival 5D, willpower 7D

MECHANICAL 2D+2

Repulsorlift operations 4D+1, space transports 4D, starfighter piloting 4D+2, starship gunnery 5D

PERCEPTION 2D+2

Investigation 5D+2, persuasion 5D, search 6D

STRENGTH 3D+1

Brawling 6D, climbing/jumping 5D, stamina 5D+2

TECHNICAL 2D+2

Computer programming/repair 5D, lightsaber repair 6D, security 5D+1

Special Abilities:

Force Skills: Control 9D, sense 7D+2, alter 8D

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, enhance attribute, force of will, hibernation trance, remain conscious

Sense: Combat sense, danger sense, life detection, life sense, magnify senses, sense Force

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat

Sense and Alter: Lesser force shield

Control, Sense and Alter: Affect mind, battle meditation

This character is Force-Sensitive

Force Points: 10

Character Points: 18

Move: 10

Equipment: Lightsaber (5D), Jedi robes



Kit Fisto

An amphibious Nautolan from the Sabilon region of watery Glee Anselm, Kit Fisto had head tentacles that contained highly sensitive olfactory receptors, allowing him to detect pheromonal expressions of emotion and other changes in body chemistry. Fisto could live in air or in water. He was an extremely powerful swimmer, and honed his Jedi abilities to take advantage of his aquatic origins. He had perfected difficult Force techniques that manipulated the movement of water for defensive or offensive use. Master Fisto practiced the Form I style of lightsaber combat (also known as Shii-Cho), and his lightsaber could be used underwater due to the two rare crystals it harnessed. He was one of the four Jedi commanders at the Battle of Geonosis, along with Mace Windu, Shaak Ti and Luminara Unduli. His former padawan, Bant Eerin, fought in the space battle overhead.

■ **Kit Fisto**

Type: Nautolan Jedi Master

DEXTERITY 3D+1

Blasters 4D+1, brawling parry 5D+2, dodge 6D, lightsaber 11D+2, melee combat 7D, melee parry 6D

KNOWLEDGE 3D+1

Alien species 4D, intimidation 4D+2, languages 4D, scholar: jedi lore, survival 6D+1, willpower 7D+1

MECHANICAL 2D+1

Repulsorlift operations 4D+1

PERCEPTION 2D+2

Investigation 6D, persuasion 5D+1, search 6D, sneak 3D+2

STRENGTH 3D+2

Brawling 5D+2, climbing/jumping 5D+2, stamina 5D, swimming 7D

TECHNICAL 2D+2

Computer programming/repair 4D, first aid 3D+2, lightsaber repair 5D, security 3D+2

Special Abilities:

Good Swimmers: Nautolans, being amphibious, gain a permanent +1D bonus to all *swimming* rolls.

Low-Light Vision: A Nautolan can see twice as far as a normal human in poor lighting conditions.

Pheromone Detection: Nautolans possess tendrils, which act as their major sensory organs and they barley function out of water. The tendrils are so sensitive that they can sense odors and pheromones, which can allow an observant Nautolan some idea of a targets emotional state. Because of this Nautolans gain a +1D bonus to all skills rolls involving interpersonal relations

(*bargain, command, con, intimidation, investigation, persuasion*) when in water. When outside of water this bonus is reduce to +1 pip.

Force Skills: Control 8D, sense 9D+1, alter 7D

Force Powers:

Control: Absorb/dissipate energy, concentration, control pain, emptiness, enhance attribute, force of will, hibernation trance, remain conscious, remove fatigue

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

Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Sense and Alter: Lesser force shield

Control, Sense and Alter: Affect mind, battle meditation

This character is Force-Sensitive

Force Points: 10

Character Points: 19

Move: 10/12 (swimming/walking)

Equipment: Lightsaber (5D), Jedi robes



Nautolan

Home Planet: Glee Anselm

Attribute Dice: 11D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D/3D+2

PERCEPTION 1D/3D+2

STRENGTH 2D/4D+1

TECHNICAL 1D/3D+1

Special Abilities:

Breathe Underwater: As amphibious creatures, Nautolans can breathe in both air and water.

Expert Swimmers: Nautolans gain a permanent +1D bonus to all *swimming* skill rolls.

Low-light Vision: Poor lighting penalties are reduced by 2D.

Pheromone Detection: Nautolans possess tendrils which act as their major sensory organs. They can sense odors and pheromones, which can allow an observant Nautolan some idea of a target's emotional state. Because of this, Nautolans gain a +1D bonus to all skills rolls involving interpersonal relations (ie, *bargain*, *command*, *con*, *intimidation*, *investigation*, or *persuasion*) when in water. When outside of water, this bonus is reduced to +1 pip.

Story Factors:

Language: The Nautolan language is only fully pronounceable when the speaker is under water.

Move: 10/12 (walking), 8/10 (swimming)

Size: 1.8-2 meters



Brawling 7D+2, climbing/jumping 5D

TECHNICAL 2D+2

Lightsaber repair 5D+1

Special Abilities:

Short-Range Communication: Weequays of the same clan are capable of communicating with one another through complex pheromones. Aside from Jedi sensing abilities, no other species are known to be able to sense this form of communication. This form is as complex and clear to them as speech is to other species.

Force Skills: Control 9D+2, sense 5D+2, alter 4D

Force Powers:

Control: Accelerate healing, Enhance attribute, enhance skill, force of will

Sense: Life detection, receptive telepathy, sense Force

Alter: Injure/kill, telekinesis

Control and Sense: Lightsaber combat, projective telepathy

Control, Sense and Alter: Affect mind, illusion

This character is Force-Sensitive

Force Points: 5

Dark Side Points: 1

Character Points: 19

Move: 10

Equipment: Lightsaber (5D), short lightsaber (4D), Jedi robes

Sora Bulq

Sora Bulq was one of the greatest lightsaber instructors the Jedi order had ever known, perfecting the various forms of combat techniques, both classical and experimental. He even helped Mace Windu perfect the art of vaapad, the seventh form of lightsaber combat so intense and dangerous, that to practice it was to tread perilously close to the dark side. Bulq had trained many of the Jedi combatants who perished in the Geonosis arena, including his then-current Padawan, Galdos Stouff. Sadly enough, Bulq was listed as one of the casualties of that fateful battle.

■ **Sora Bulq**

Type: Weequay Jedi Swordmaster

DEXTERITY 3D+1

Blaster 4D+2, brawling parry 7D+1, running 7D, dodge 6D, lightsaber 13D+1, melee combat 11D, melee parry 10D+1

KNOWLEDGE 3D+1

Intimidation 6D+2, languages 4D+1, survival 5D

MECHANICAL 2D+2

Repulsorlift operation 5D, starfighter piloting 4D+2, starship gunnery 4D+2

PERCEPTION 2D+2

Search 4D+1, sneak 3D+1

STRENGTH 3D+1

Pablo Jill

An Ongree Jedi Knight from the Skustell Cluster, Pablo-Jill was famous for his role in bringing a temporary peace to the lawless world of Ord Mantell. Though the Jedi Council encouraged him to take a Padawan, he never began training a student before the start of the Clone Wars. Pablo-Jill was a member of the 200 Jedi task force sent to Geonosis to help Obi-Wan, Anakin and Padmé.

■ **Pablo Jill**

Type: Ongree Jedi Knight

DEXTERITY 3D+1

Blasters 3D+2, dodge 5D, lightsaber 7D+1, melee combat 6D, melee parry 5D+1

KNOWLEDGE 3D

Alien species 3D+2, intimidation 4D+2, scholar: Jedi lore 6D, street-wise 5D, survival 4D+1, willpower 5D

MECHANICAL 2D+2

Repulsorlift operations 3D+2, space transports 5D

PERCEPTION 3D+1

Con 5D+1, investigation 6D, persuasion 5D+2, search 4D

STRENGTH 3D

Brawling 4D, climbing/jumping 5D+1, stamina 4D+1

TECHNICAL 2D+2

Computer programming/repair 5D, first aid 3D+1, lightsaber repair 4D, security 4D

Special Abilities:

Force Skills: Control 5D, sense 4D+1, alter 4D

Force Powers:

Control: Accelerate healing, concentration, control pain, enhance attribute, hibernation trance, remain conscious

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

Alter: Telekinesis

Control and Sense: Lightsaber combat

Control, Sense and Alter: Affect mind

This character is Force-Sensitive

Force Points: 6

Character Points: 12

Move: 10

Equipment: Lightsaber (5D), Jedi robes



ish and sometimes mischievous sense of humor. While capable with a lightsaber, she preferred to use it in a strictly defensive mode; like most of her people, she preferred cunning over violence.

While investigating the illegal trafficking of glitteryll, a hybrid drug combining glitterstim and ryll spices, both Aayla and Quinlan were robbed of their memories by Pol Secura, the scheming drug baron and Aayla's uncle. So unscrupulous was Pol that he kept the confused Aayla as one of his possessions, holding his unknowing niece as insurance against future Jedi reprisals.

Quinlan Vos, struggling with the memory wipe, nonetheless found Aayla. Aayla's latent Force abilities, unburdened by the rules of the forgotten Jedi Code, were unleashed in a fit of confused rage. Her uncontrollable outburst resulted



Ongree

Home Planet: Skustell Cluster

Attribute Dice: 12D

DEXTERITY 2D/3D+2

KNOWLEDGE 1D+1/3D+2

MECHANICAL 2D/4D

PERCEPTION 3D/4D+2

STRENGTH 2D/4D

TECHNICAL 1D+2/4D

Special Abilities:

Analysts: At the time of character creation only, Ongree characters get 2D for every 1D placed in *con*, *persuasion* and *investigation*.

Move: 10/12

Size: 1.5-1.8 meters

Aayla Secura

A Rutian Twi'lek born to an influential clan on Ryloth, Aayla Secura was apprenticed to Quinlan Vos at a young age and raised as a Jedi. Like most Twi'leks, Aayla was athletic and graceful. She was highly empathic, intelligent, and impulsive but seemingly devoid of anger. She had an imp-

in the death of Pol Secura. Aayla, terrified, fled Rylloth, and hid from pursuing Jedi. The vulnerable Padawan blamed Quinlan for her loss, and she next fell under the spell of Volfe Karkko, a sinister Dark Jedi held captive on the Kiffex prison moon. Entranced by his dark power, Aayla freed Karkko from his imprisoning stasis field. She also attacked her former master. In the conflict that followed, Aayla regained her memories, and realized just how far off the path of the Jedi she had transgressed.

The Jedi Council, in their wisdom, decreed that Aayla and Quinlan be separated during their rehabilitation from the touch of the dark side. Still a Padawan, Aayla was placed under the tutelage of Master Tholme, the Jedi who once instructed Vos. Under his guidance, Aayla would eventually pass the trials, and become a full-fledged Jedi Knight. Aayla Secura is a master of Ataru (Form IV Lightsaber Combat). Aayla was also a member of the Jedi task force sent to Geonosis.

■ Aayla Secura

Type: Twi'lek Jedi Knight

DEXTERITY 3D+1

Blaster 4D, dodge 5D, lightsaber 6D, melee parry 5D+1

KNOWLEDGE 2D+1

Alien species 3D, languages 4D, planetary systems 4D+1, scholar: Jedi lore 5D, streetwise 5D, survival 4D+1

MECHANICAL 3D

Astrogation 3D+2, communication 3D+1, repulsorlift operation 4D, space transports 3D+2, starfighter piloting 5D, starship gunnery 3D+2

PERCEPTION 2D+2

Investigation 4D, persuasion 5D, search 3D+2

STRENGTH 2D+1

Climbing/jumping 4D, stamina 4D+2

TECHNICAL 3D

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

Special Abilities:

Head-Tails: Twi'lek's can use their head tails to communicate in secret with each other, even in a room full of individuals. The complex movement of the tails is, in a sense, a "secret" language that a Twi'leks are fluent in.

Force Skills: Control 4D+1, sense 3D+1, alter 4D

Force Powers:

Control: Accelerate healing, concentration, control pain, enhance attribute, hibernation trance, remain conscious

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

Alter: Telekinesis

Control and Sense: Lightsaber combat

Control, Sense and Alter: Affect mind, telekinetic kill

This character is Force-Sensitive

Force Points: 6

Dark Side Points: 3

Character Points: 12

Move: 10

Equipment: Lightsaber (5D), Jedi robes, delta 7 Jedi starfighter

Stass Allie



Stass Allie was the cousin of Jedi Master Adi Gallia, though considerably younger. Her cool blue eyes and her swaying Tholoth headdress pointed to her familial connection to Master Gallia, but Stass Allie had only ascended to the level of Jedi Knight shortly before the Battle of Geonosis. Though an experienced warrior and field agent of note - her accomplishments included the fracturing of Lojrak Shrag's salt cartel on Cona - Stass Allie was a devoted Jedi healer and possessed amazing lightsaber skills, having mastered Form I (Shii-Cho) (see the seven forms of lightsaber combat). She however did not have a connection to the Force as powerful as other Masters.

■ Stass Allie

Type: Jedi Knight

DEXTERITY 3D

Blaster 4D+2, dodge 5D, lightsaber 7D+2, melee combat 4D+1, melee parry 3D+2

KNOWLEDGE 3D+1

Alien species 4D, bureaucracy 5D+1, cultures 3D+2, languages 4D, planetary systems 3D+2, scholar: Jedi lore 5D, streetwise 3D+2, willpower 4D+2

MECHANICAL 2D+1

Repulsorlift operation 3D

PERCEPTION 3D+1

Bargain 3D+2, con 4D, investigation 5D, persuasion 6D+2, search 4D

STRENGTH 2D

Climbing/jumping 3D+1

TECHNICAL 3D

Computer programming/repair 5D, first aid 5D+2, lightsaber repair 4D, medicine 4D, security 3D+2

Special Abilities:

Force Skills: Control 5D, sense 4D+2, alter 4D+1

Force Powers:

Control: Absorb/dissipate, accelerate healing, concentration, control pain, emptiness, enhance attribute, force of will, hibernation trance, reduce injury, remain conscious
Sense: Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force
Alter: Telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

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

Sense and Alter: Lesser force shield

Control, Sense and Alter: Affect mind

This character is Force-Sensitive

Force Points: 7

Character Points: 14

Move: 10

Equipment: Lightsaber (5D), Jedi robes

Bultar Swan

Apprenticed to Micah Giett, Bultar Swan showed promise in a number of combat disciplines, though she never applied her acrobatic styles to take a life prior to the outbreak of the Clone Wars. With the tragic death of Giett at the hands of Yinchorri extremists, Swan continued her training under Jedi Master Plo Koon. In practice, Swan excelled at drawing opponents toward her by minimizing her own physical movements, and then striking forward in a flawless attack of blinding celerity.

Just prior to the outbreak of the Clone Wars, Bultar Swan was part of a diplomatic team trying to broker peace in the heated Sepan Civil War. She was one of the 200-member Jedi task force that arrived on Geonosis on a rescue mission to free Jedi captives from Separatist forces. Her skills with the lightsaber were put to the test as she faced off against Geonosian warriors and a seemingly endless horde of battle droids.

■ Bultar Swan

Type: Jedi Knight

DEXTERITY 4D

Blastrer 4D+1, brawling parry 7D, dodge 6D+2, lightsaber 8D+2

KNOWLEDGE 3D

Intimidation 3D+2, languages 4D+2, scholar: Jedi lore 6D+1

MECHANICAL 2D+2

PERCEPTION 3D

STRENGTH 2D+1

Brawling: Teräs Käsi 7D, climbing/jumping 5D+1

TECHNICAL 3D

Lightsaber repair 5D+1

Special Abilities:

Force Skills: Control: 5D+1, sense 6D, alter 5D

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, enhance attribute, hibernation trance, resist stun

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

Alter: Telekinesis

Control and Sense: Lightsaber combat

Sense and Alter: Lesser Force shield

Control, Sense and Alter: Affect mind, projected fighting

This character is Force-Sensitive

Force Points: 4

Character Points: 7

Move: 10

Equipment: Lightsaber, Jedi robes, utility belt



Chapter Three

THE SEPARATIST MOVEMENT



“The Jedi will be overwhelmed, the Republic will agree to any demands we make.”

Count Dooku

The Separatist movement began eight years after Supreme Chancellor Palpatine’s election, though many of the roots of its origins date back much earlier than that. Palpatine’s stint as Supreme Chancellor was so rocked by various crises that he was able to outlast term limitations while dealing with them. When former Jedi Count Dooku appeared on Raxus Prime with a fiery brand of political rhetoric demanding reform, many were prepared to listen. Dooku’s words resonated with the galaxy’s disaffected populace, and many picked up the banner of the Separatist cause even though they had no direct connection to Dooku. Opportunists used Dooku’s name to further their own agendas under the guise of political protest, and this led to scattered violence across the Republic. The organization’s main goal was to split from the Republic and form a new government on grounds that the Republic had become too corrupt. The members of this organization were called “Separatists”.

Count Dooku was the political head of the movement, although, unbeknownst to the galaxy, he answered to his master, the Dark Lord of the Sith, Darth Sidious. After the death of Darth Maul at the Battle of Naboo, Sidious had to find a new apprentice. Count Dooku, who was disheartened by the lack of vision of the Senate as well as the Jedi, fit the bill perfectly. Thus, following the Sith mandate set by Darth Bane that there would be only two, a master and an apprentice, Dooku took

the name Darth Tyranus and dedicated his new life to the dark side and his new master.

During the months prior to the formal consolidation of the Confederacy of Independent Systems, many violent confrontations were attributed to Separatist forces, though the Jedi Council discounted any attempts to blame Dooku for such activities. The Jedi had to weather an increasingly tarnished public image as their forces were spread too thin to protect against the acts of treason seemingly orchestrated by one of their own. Supreme Chancellor Palpatine took to the HoloNet to ask Count Dooku to parlay, but he received no response. He formed a loyalist committee to better help him deal with the crisis, but had to endure further scandal when it was revealed that even that entity had been infiltrated by Separatist sympathizers.

What none in the Senate knew was that the Separatists were gearing up for war. Count Dooku courted the massive engines of commerce in the galaxy - institutions such as the Corporate Alliance, the Trade Federation, the Techno Union, InterGalactic Banking Clan and



■ On a secret meeting on Geonosis, the Confederacy of Independent Systems is consolidated.

Commerce Guild - with promises of reform and unyielding devotion to capitalism. In exchange, these bodies would commit their immense armies to the Separatist cause. With their droid armies scattered throughout the galaxy, the Separatists would overwhelm the Republic. Dooku felt confident that ten thousand more systems would join the Separatists. It was at the first engagement of the Clone Wars, the Battle of Geonosis, that the Confederacy of Independent Systems formally emerged, protected by the droid armies of various corporate entities. Though they were routed at the battle, the Separatists would regroup, and the Clone Wars spread to many battlefronts across the galaxy.

Count Dooku (Darth Tyranus)

Count Dooku of Serenno was a Jedi Master and the Count of Serenno, who fell to the dark side of the Force and became Darth Tyranus, the apprentice of Darth Sidious. Under Sidious's orders, he formed the Confederacy of Independent Systems and was the political leader of the Separatist movement.

Dooku was once an esteemed Jedi who, like all Jedi of his time, trained under Grand Master Yoda as a youngling until he became a Padawan under Thame Cerulian at the age of thirteen.

Cerulian molded Dooku into a powerful Jedi, tapping into the vast potential he sensed in his learner. Attaining knighthood, Dooku took young Qui-Gon Jinn as his Padawan Learner, training him into a great Jedi.

Dooku left the public eye around the time of the Battle of Naboo and disappeared, not resurfacing until eight years later. By that time, Dooku was no longer the Jedi Master that he once was, but a fully-fledged Dark Lord of the Sith. It is unknown when or how Dooku met Darth Sidious. After the death of Darth Maul, a Sith Lord who was under training for many years, Sidious had no time to mold another potential Sith into a perfect warrior, as the Battle of Naboo sparked the start of his climb through the Republic. Requiring another apprentice, he chose the maverick Jedi Master. Dooku fell to the dark side of the Force and became Sidious' Sith apprentice Darth Tyranus. His murder of his friend Sifo-Dyas sealed his transition.

As Darth Tyranus, Dooku's first mission was to recruit a template for the Grand Army of the Republic's clone troopers to be used by Supreme Chancellor Palpatine and the Republic. He placed an extremely large bounty of 5,000,000 credits on Bando Gora leader Komari Vosa, a former pupil of his, and pitted the galaxy's most fearsome

bounty hunters against each other. In the end, the ex-Mandalorians Montross and Jango Fett faced each other on Kohlma. Fett triumphed over his rival, killing Vosa and claiming the reward. He agreed to be cloned on the condition he received the first unit "unaltered".

With his plans in motion, Count Dooku reappeared on Raxus Prime heavily criticizing the Republic and the Jedi Order for their decadence, hypocrisy and corruption. Dooku, a political mastermind, publicly called for entire systems to secede from the Republic and join the Separatist movement, culminating in the



formation of the Confederacy of Independent Systems.

The first meeting of the CIS was hosted on the planet Geonosis, where Obi-Wan Kenobi was captured by the Geonosians and accused of espionage. Dooku cleverly claimed that he had no power over the decision and that, unless Kenobi joined him, it would be “difficult to secure his release”. Later, when Anakin Skywalker and Padmé Amidala arrived to rescue Obi-Wan, they were also captured and sentenced to death. They were to be executed in the Geonosian fashion, but the executions were interrupted by the sudden arrival of Jedi reinforcements, led by Mace Windu. Dooku, however, had been anticipating this and revealed that the captured Jedi were simply bait as hundreds of thousands of battle droids awaited Windu’s task force. Though the new droid army of the CIS overwhelmed the Jedi, Yoda soon rescued them, leading the very clone army Dooku had helped create, forcing the Separatists to withdraw their forces.

While the clone troopers advanced and decimated the droid forces, the Separatists called for a full retreat, all the while Dooku pretended not to know how the Republic had gathered such a powerful army in such a short time. Poggle the Lesser, Archduke of Geonosis, commanded a full retreat and proceeded to turn over the plans to an Ultimate Weapon, based on plans made by Raith Sienar, to Count Dooku to keep the Jedi from finding them.

Dooku fled to his secret hangar, but he was followed by Obi-Wan and Anakin. Anakin foolishly ran into the hangar with a headstrong attitude, attempting to face Dooku alone, although his master notably warned him not to do so, only to be swiped away by the Sith Lord’s Force lightning. Obi-Wan was next up, proving to be a bit less naïve and more experienced than his apprentice. So the Jedi Knight and Sith Lord began their duel, and it immediately became clear that Dooku had the upper hand. Eventually injuring Obi-Wan after merely toying with him, Dooku went for the killing stroke. His blade was stopped by Anakin’s. Force pulling his master’s lightsaber into his grasp, Anakin came at Dooku with both blades swinging. He proved a far greater challenge than his master, but his advantage was short-lived, as Dooku managed to destroy one of Anakin’s lightsabers. The duel continued, and they appeared to be equivalent until the battle ended when Dooku severed Anakin’s weapon arm. Before he could escape, one last Jedi, his



old teacher, Yoda, confronted him. After a battle of Force powers, Dooku insisted on settling their contest with a lightsaber duel. A powerful and incredible duel followed. Yoda, using his mastery of the Force and Form IV, showed amazing agility as he jumped all around the room, though Dooku skillfully defended himself. Realizing that he could not prolong the duel without suffering a critically nigh defeat, Dooku used the Force to drop a crane on the wounded Obi-Wan and Anakin to distract Yoda long enough to make his escape. Count Dooku soon arrived on Coruscant where he met with his master, Darth Sidious, and informed him that the Republic and the Confederacy of Independent Systems were officially at war.

■ Count Dooku (Darth Tyranus)

Type: Separatist leader/Sith Lord

DEXTERITY 3D

Blasters 4D, lightsaber 14D+1, melee combat 8D, melee parry 7D+2

KNOWLEDGE 3D+2

Alien species 5D, bureaucracy 7D+2, business 5D+1, cultures 6D, intimidation 8D+2, languages 6D, planetary systems 4D+2, scholar: Jedi lore 8D, scholar: Sith lore 5D+2, streetwise 6D, value 6D+2, willpower 8D

MECHANICAL 2D+2

Repulsorlift operation 4D+1, space transports 4D

PERCEPTION 4D

Con 7D+2, persuasion 9D, search 5D+1

STRENGTH 2D+2

Climbing/jumping 4D, stamina 3D+2

TECHNICAL 2D

Computer programming/repair 3D+2, lightsaber repair 4D+2

Special Abilities:

Force Skills: Control 11D, sense 9D, alter 9D+2

Force Powers:

Control: Absorb/dissipate energy, accelerate healing, control pain, enhance attribute, force of will

Sense: Combat sense, danger sense, life detection, life sense, receptive telepathy, sense Force

Alter: Injure/kill, telekinesis

Control and Sense: Lightsaber combat

Control and Alter: Force lightning, inflict pain

Sense and Alter: Force wind
Control, Sense and Alter: Affect mind, telekinetic kill
This character is Force-Sensitive
Force Points: 10
Dark Side Points: 12
Character Points: 17
Move: 10
Equipment: Lightsaber (5D), robes, geonosian solar sailor, vast personal wealth

Flitknot Speeder

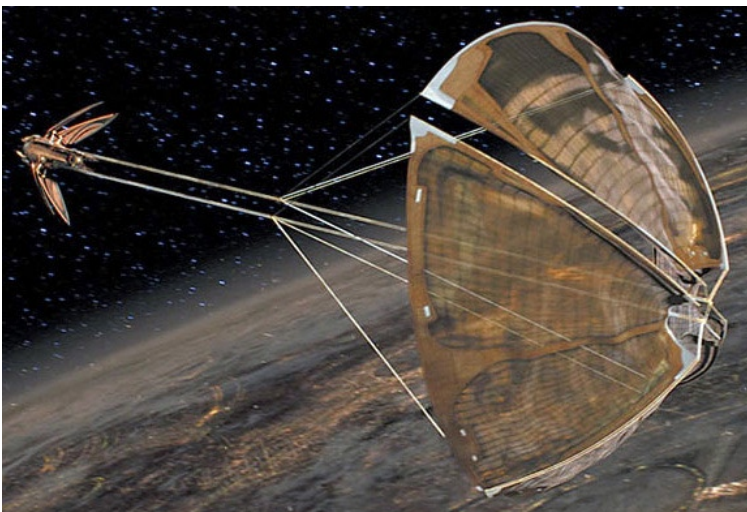


Dooku's open-cockpit repulsorlift speeder bike was highly maneuverable over a variety of terrain, achieving a top speed of around 634 kmh, and still maintaining perfect stability. Manufactured in Geonosis factories, this model was commonly used by soldier drones on long patrol missions around the hive-cities.

■ Flitknot Speeder

Craft: Geonosian Flitknot Speeder
Type: Speeder bike
Scale: Speeder
Length: 2 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level-70 meters
Cost: 8,000 (new), 3,000 (used)
Maneuverability: 3D
Move: 220; 630 kmh
Body Strength: 1D

Geonosian Solar Sailer



The Punworcca-116 interstellar sloop was a solar sailer designed by the Huppla Pasa Tisc Shipwrights Collective of Geonosis, using Gree technology for the sail. The seed-shaped vessel bore a resemblance to the smaller Geonosian starfighter, though the sloop had room inside for two pilots, a bunk and cargo space. Though unarmed, the solar sloop featured 84 miniature tractor beam projectors fitted to the forward prongs, which acted both as steering aids and emergency grapple weapons.

Count Dooku received an interstellar sloop as a gift from his Geonosian benefactors prior to the Clone Wars. To the Geonosian sloop, Dooku added a unique and ancient solar sail acquired in the Gree Enclave. Fitted to his vessel, the solar sail propels the sailer through mysterious means; regular solar sailers use sails that unfurl to moon-like diameters, catching tachyon streams and ultraviolet lasers. An FA-4 pilot droid flew the sailer for Dooku, who was often found in the rear hold, perusing the onboard databook library.

■ Geonosian Solar Sailer

Craft: Huppla Pasa Tisc Shipwrights Collective's *Punworcca 116*-class Interstellar Sloop
Type: Interplanetary yacht
Scale: Starfighter
Length: 15.2 meters
Skill: Space transports: Punworcca 116
Crew: 1 (1 can coordinate)
Crew Skill: 4D+2
Passengers: 1 (plus 10 standing)
Cargo Capacity: 240 kilograms
Consumables: 1 week
Cost: 35,700
Hyperdrive Multiplier: x1.5
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Move: 550, 1,600 kmh
Hull: 2D
Shields: 1D+1
Sensors:
Passive: 20/1D
Scan: 45/2D
Search: 80/3D
Focus: 2/3D+2
Weapons:
Tractor/Repulsor Beam Array
Fire Arc: 14 left, 14 right, 14 top, 14 bottom, 14 front, 14 back
Crew: 1
Skill: Tractor beam operation
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.3/2.5 km
Damage: 4D

FA-4 Pilot Droid

The FA-4 was a model of wheeled pilot droid. These droids piloted speeders, starfighters, and starships, often for senators. One such droid piloted Count Dooku's solar sailer during the Battle of Geonosis.



■ FA-4 Pilot Droid

Type: SoroSuub FA-4 Pilot Droid

DEXTERITY 2D

KNOWLEDGE 2D

Planetary systems 4D+1

MECHANICAL 3D

Astrogation 4D, space transports 4D+2, starship shields 3D+2

PERCEPTION 1D

Search 2D

STRENGTH 1D

TECHNICAL 2D

Computer prog./repair 4D, space transports repair 3D

Equipped with:

-Audio and visual receptors (with nightvision)

-Two manipulator arms

-Tread locomotion system (magnetic)

-Astrogation buffer (stores 10 hyperjumps)

-Vocabulator

Move: 7

Size: 1.6 meters

Cost: 4,200 credits

Poggle the Lesser

Originally, Poggle was a member of the Geonosian lower caste, hence his surname "the Lesser". He sought the position held by then-Archduke Hadiss the Vaulted and organized a revolt against him, which seemed to be of little concern to Hadiss, who easily dealt with the rebels. Over time, Poggle's rebels finally seized power and Poggle at last became Archduke of the Stalgasin Hive, the ruling hive of Geonosis, and Hadiss



was executed in the Geonosian arena.

Shortly after the Trade Federation was defeated at the Battle of Naboo, Poggle was approached by the rogue Jedi Count Dooku, revealing himself as Darth Tyranus, the new apprentice of Darth Sidious. Dooku formed a partnership with Poggle; the Archduke would ensure that Geonosis was among the founding worlds of the Confederacy of Independent Systems and supply a large supply of the Confederacy's droid army. In return, Poggle would be paid large sums of money for his trouble and Geonosis would earn a place on the high order of the new Confederacy. This partnership was lucrative; Poggle even took the liberty to create a new B-2 battle droid for the Confederacy.

Nearly ten years after their initial meeting, Poggle the Lesser hosted the first meeting of the Confederacy in the Stalgasin Hive. The Geonosians captured the intruding Obi-Wan Kenobi, Anakin Skywalker, and Senator Padmé Amidala soon after this meeting, and Poggle himself presided over their trials, charging them with espionage and sentencing them to execution at the Geonosian arena. Senator Amidala warned Poggle that to execute three officials of the Republic was an act of war; Poggle scoffed that, as a builder of weapons, he was more than prepared for it. The execution did not go as Poggle planned, but despite the prisoners managing to outwit the arena beasts (and Nute Gunray's constant complaining), Poggle was satisfied by the display, until Mace Windu and several Jedi arrived to rescue them. Poggle's battle droids outnumbered the Jedi and victory seemed sure, until the Republic Army arrived. Poggle and the Separatists retreated to a war room and watched helplessly as the Republic Army, suddenly manned by squads of clone troopers, slaughtered their droid army. Poggle ordered his soldiers to retreat and hide, but before he joined them, he turned over plans to the Great Weapon - a secret project he had been contracted to build by the Separatists which would later become the Galactic Empire's feared battle station, the dreaded Death Star - to Count Dooku and erased all data from his computers.

The Rise of Poggle, the Lesser

It's hard to believe that Poggle the Lesser, Archduke of Geonosis, was once a member of the Geonosian Lower Caste. Sentenced to die in a Geonosian Execution Arena by the bloody teeth of an Acklay, but that was the way it was, if one committed a crime under Geonosian law. Poggle knew this, knew the consequences of his actions, but started the revolt anyway. A revolt that then Archduke Hadiss easily crushed and dealt with.

Hadiss the Vaulted was the Archduke of Geonosis before Poggle. Hadiss preferred to solve issues in battle. Rather than to simply allow criminals to survive in the gladiatorial arenas, Hadiss made sure that any individual that survived the trials would face an enraged Acklay. So was Poggle's fate, he survived his trial, but was sentenced to death by facing the Acklay. But much to the shock of all, Poggle not only defeated the Acklay but managed to

escape as well.

For the next several months Poggle hid and sowed the seeds of deceit among Hadiss ranks. As months and months passed, more and more people came to Poggle and voiced their displeasure with Hadiss. Before long Poggle went from a small revolt to a large insurrection, but Poggle lacked the one thing he needed to get this revolution started, and that was financial backing and weapons. That was until Sith Lord Darth Sidious came to Poggle's aid and secretly funded his revolution. Over time, Poggle's rebels finally seized power and Poggle at last became Archduke of the Stalgasin hive, the ruling hive of Geonosis. In a twist of fate, Poggle attacked Hadiss while riding on the back of an Acklay, which cut Hadiss into three pieces before devouring him. Poggle then took parts of Hadiss corpse and made it part of his cane.

■ Poggle the Lesser

Type: Archduke of Geonosis

DEXTERITY 2D

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

KNOWLEDGE 3D+1

Bureaucracy 7D+2, business 7D, intimidation 5D, languages 4D, planetary systems: Karthakk system (Geonosis) 8D, scholar: Geonosian society 7D+2, value 6D

MECHANICAL 2D+2

PERCEPTION 3D

Bargain 6D, con 5D, persuasion 5D+2

STRENGTH 3D

Brawling 3D

TECHNICAL 3D+2

Computer programming/repair 8D, droid programming 9D, droid repair 8D+2

Special Abilities:

Flight: Geonosian aristocrats have wings, and are able to fly.

Natural Armor: Due to their thick chitinous shells, Geonosian aristocrats gain a +2 pip bonus to *Strength* rolls made to resist any form of damage.

Radiation Resistance: Geonosians gain a +2 pip bonus to *Strength* rolls made to resist the effects of harmful radiation.

Dark Side Points: 9

Move: 10/12 (walk), 16 (fly)

Equipment: Command Staff (made from the bones of his political rivals)

Po Nudo

Po Nudo was a Ulaq Separatist and the senator for planet Ando in the Galactic Republic for over ten years. He was assisted by two aides, one

of which was a Shi'ido changeling in disguise. Po Nudo was one of the Senators who joined the Confederacy of Independent Systems at Geonosis. He shared a special relationship with fellow Senator and CIS member/leader Tikkes.



■ Po Nudo

Type: Aqualish Senator

DEXTERITY 2D+1

Blasters 3D+1, brawling parry 3D, dodge 4D

KNOWLEDGE 3D

Bureaucracy 5D, intimidation 6D, languages 4D+2, planetary systems: Ando 6D, scholar: galactic politics 4D+1, value 5D

MECHANICAL 2D+2

PERCEPTION 3D+1

Bargain 4D, con 4D+2, investigation 4D, persuasion 5D

STRENGTH 3D+2

Brawling 4D+1, swimming 6D

TECHNICAL 3D

Computer programming/repair 4D+2 (only with computers designed for Aqualish fins)

Special Abilities:

Fins: Aqualish are born with the natural ability to swim. They receive a +2D bonus for all movement attempted in liquids. However, the lack of fingers on their hand decreases their dexterity and the Aqualish suffer a -2D penalty when using equipment that has not been specially designed for it's fins.

Dark Side Points: 4

Move: 9 (walking) 5 (swimming)

Equipment: Senatorial robes, data pad (designed for Aqualish fins)

Tikkes

Tikkes was a Quarren senator from Mon Calamari. He was one of the senators who supported Finis Valorum's sanctions against the Yinchorri. He had a good relationship with fellow Senator and Confederacy of Independent Systems member/leader Po Nudo. He was a highly wanted bounty, as many of the Galaxy's best bounty hunters, such as Jango Fett, Zam Wesell, and Bossk, tried to capture or assassinate him. Shortly before the start of the Clone Wars, Tikkes was implicated as being involved in a slaving ring, along with senators Bufus Ritsomas, Danry Ledwellow, and Wuja Wojaine. Tikkes was placed under house arrest, and a week later, escaped. It was later learned that he had joined the Separatist movement, and soon became part of the Separatist Council.

■ Tikkes

Type: Quarren Politician

DEXTERITY 3D

Blasters 4D, dodge 5D

KNOWLEDGE 3D

Alien species 3D+1, business 6D, bureaucracy 5D+2, intimidation 3D+1, languages 4D, planetary systems: Mon Calamari 5D, scholar: galactic politics 5D+1,

value 6D

MECHANICAL 2D+2

Repulsorlift operation 3D

PERCEPTION 3D+1

Bargain 5D, con 6D+1, persuasion 6D+1

STRENGTH 3D+1

Brawling 5D, swimming 6D

TECHNICAL 2D+2

Computer programming/repair 6D

Special Abilities:

Aquatic: Quarren can breath both air and water and can withstand extreme pressures found in the ocean depths.

Force Points: 3

Move: 9

Trade Federation

Even after the Senate's reprimands for the Naboo incident, the Trade Federation nonetheless continued to operate, becoming all the more influential in the political chaos that would follow. Nute Gunray avoided hard time for his transgressions, and even after four trials in the Supreme Court, still managed to hold onto his Viceroy title. Feeling betrayed by the Sith after their debacle at Naboo, Gunray allied himself to Count Dooku, a renegade Jedi leading a growing Separatist movement in the galaxy. Dooku courted a number of major commercial interests to back his rebellion, and his promises of absolute commitment to capitalism resonated deeply among the greedy.

Gunray was willing to pledge the forces of the Trade Federation to the Confederacy of Independent System on one condition: the death of Padmé Amidala. The young Naboo politician became the target of several assassination attempts, but she escaped time and again.

Nonetheless, Gunray committed the Trade Federation to the Separatist cause, and in the first battle of the Clone Wars, the Trade Federation droid army fought against the clone army of the Republic.

Nute Gunray

After four trials in the Republic Supreme Court, Gunray still maintained control over the Trade Federation, although several of his associates were killed in the Battle of Naboo. Sidious then instructed Gunray to join the Confederacy of Independent Systems, which wished to se-





cede from the Galactic Republic. But Nute Gunray would only agree to join the CIS under one condition: the death of Senator Amidala as revenge for his capture ten years prior. The Separatist leader, Count Dooku, agreed on his condition and hired a Bounty Hunter named Jango Fett to kill the senator. Much to Gunray's dismay, Amidala survived unscathed from the two attempts on her life.

Nevertheless, the deal proved worthwhile when Obi-Wan Kenobi tracked Jango to the Droid Factory on Geonosis, causing Padmé Amidala and Anakin Skywalker to come to his rescue, and getting themselves captured in the process. Gunray saw his chance for revenge and was delighted when the former Queen was sentenced to death in the arena, a spectacle he would be present to witness. To his fury, she escaped once again with the aid of over 200 Jedi and the Republic's new clone army, and Gunray was barely able to escape with his own life amidst the melee between battle droids, Jedi Knights, and clone troopers. The Clone Wars had begun, and Gunray suddenly found himself preparing his droids for war. Gunray was a businessperson, not a commander, but there was no way he could break his ties with the CIS without losing his life.

■ **Nute Gunray**

Type: Neimoidian Trade Federation Viceroy
DEXTERITY 2D+2
 Blaster 4D+2, dodge 5D
KNOWLEDGE 3D+2
 Business 7D, scholar: republic law 8D+2, scholar: trade federation bylaws 10D, value 8D, willpower 7D
MECHANICAL 3D
PERCEPTION 4D
 Con 9D, persuasion 8D+2
STRENGTH 1D+2
 Brawling 3D+2
TECHNICAL 3D
 Computer programming/repair 4D+2
Force Points: 1
Dark Side Points: 7
Move: 10



Gilramos Libkath

A Neimoidian, Gilramos Libkath was a pompous and conniving Trade Federation senator who served as Nute Gunray's assistant during the years leading up to the Clone Wars. When Viceroy Gunray was on Geonosis to sign the treaty that would combine the Trade Federation's droid armies with those of the Techno Union, Libkath accompanied him. When an army of Jedi Knights and Clone troopers invaded, it was Libkath who suggested to the Viceroy that they flee the planet. Libkath escaped Geonosis with Gunray aboard their shuttle.

Libkath left the Trade Federation two months after the Battle of Geonosis and became a slaver on Tatooine, forcing children to steal for him. He eventually attracted Jabba the Hutt's wrath by stealing from him, which led to Libkath's death by the hands of the young bounty hunter Boba Fett.

■ **Gilramos Libkath**

Type: Neimoidian Senator
DEXTERITY 3D+1
 Blaster 4D, dodge 5D+1
KNOWLEDGE 3D+1
 Bureaucracy 6D+1, business 4D+1, scholar: republic law 6D, scholar: trade federation bylaws 7D, value 6D, willpower 5D
MECHANICAL 3D
 Repulsorlift operation 4D+1
PERCEPTION 3D+2
 Con 7D, forgery 5D, investigation 6D, persuasion 6D+2, search 4D
STRENGTH 2D+1
TECHNICAL 2D+2
 Computer programming/repair 5D
Character Points: 8
Dark Side Points: 6
Move: 10

Sheathipede Shuttle

The Sheathipede-class shuttle, also known as the Neimoidian Shuttle, was a craft used by high-ranking officials of the Trade Federation to visit potential clients and marketplaces. They were shaped like giant beetle-like insects and their landing-legs could only settle down on hard surfaces. This was due to the businessmen's distaste for dealing with poor, underdeveloped worlds. These shuttles often had their

The Trials of Nute Gunray

From the notes of Jocasta Nu, Jedi Archivist.

In my time as Jedi Archivist, I've seen and researched a lot of strange things, but nothing as strange as the trials of Trade Federation Viceroy Nute Gunray. Ten years ago Nute Gunray was arrested for the invasion of Naboo, but never punished, of course the Trade Federation took a financial hit but that was it. Every time Gunray was to go to court, something strange happened and it would be rescheduled. It was obvious there was something else behind this.

Therefore, I have taken it upon myself to investigate what was really happening. The first thing I found odd was that Gunray managed to still hold the title of Viceroy of the Trade Federation. As I started digging for information, on each and every trail all I ran into were dead ends. So I decided to go back to the temple and meditate on this subject, hoping that the Force would guide me in the direction I needed to go. After meditating for several hours, all I sensed was the shroud of the dark side, each trial was clouded by it. Then I remembered something that Gunray had told Republic intelligence upon his arrest on Naboo. When interrogated, Gunray had said he had just been doing what he was told; that shortly before the summit on Eriadu, a few months before the invasion of Naboo, he had been contacted by a secret investor. This investor had told Gunray that if he did exactly

as he said, he would become the sole leader of the Trade Federation within a few months. When asked who this investor was Gunray's comment was that he didn't know. He had not cared about it as long as the credits kept coming. When asked how he maintained contact with this mysterious person, Gunray explained that it had always been through a special holonet connection that was destroyed with his mechno chair on Naboo.

Could this secret investor have been a Sith? Legend said there were always two, an apprentice and a master. According to Master Windu, they are not sure who Obi-Wan Kenobi defeated on Naboo, the master or the apprentice. If it was a Sith, that would explain why Kenobi and the late Qui-Gon Jinn met him on Naboo. It could also explain why Gunray was so intimidated to even discuss this secret investor. The one thing that it couldn't explain, though, would be the problems with getting Gunray to trial.

I decided to go over some of the interrogation reports from the Intelligence department. What I found there was exactly what I remembered, with one disturbing fact: it shows Gunray being arrested, but not being released. After all of my research and dead end after dead end, I have decided to take this discussion to with Master Yoda as soon as he returns from his visit to our missing planet of Kamino.

cockpits removed and replaced by automated pilots, so that cabin space could be increased. The Sheathipede-class shuttle was a short-range ship, used only for planetary travel or to ferry passengers to and from an orbital starship.

The personal shuttle of Viceroy Nute Gunray was named the Lapiz Cutter. This ship had no weapons, although it was protected by powerful deflector shields. Sheathipede-class shuttles were used by Neimoidian officials to land on Naboo after they had invaded the planet. Later, when the Battle of Geonosis appeared to go in favor of the Republic, the Neimoidian representatives took off in one of these craft.



■ Sheathipede Shuttle

Craft: Trade Federation *Sheathipede*-class Lapiz Cutter Shuttle
Type: Transport shuttle
Scale: Starfighter
Length: 15 meters
Skill: Space transports: Sheathipede shuttle
Crew: 2 pilot droids
Crew Skill: As pilot droid
Passengers: 5
Cargo Capacity: 500 kilograms
Consumables: 5 days
Cost: 22,000 (new), 9,000 (used)
Maneuverability: 0D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 2D+1
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/2D
Focus: 1/2D
Weapons:
Blaster Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Techno Trade Union

The Techno Union was a large coalition of high technology firms. Formed primary of heavy manufacturing concerns, the Techno Union lobbied the Republic's Senate on behalf of its members' interests and attempted to ensure fair commerce between its members. In time, the Techno Union would grow to include galactic shipping magnates to further ensure the free flow of goods. Corporate signatories,

which included Baktoid Armor Workshop, Haor Chall Engineering, Republic Sienar Systems, Kuat Systems Engineering, TaggeCo, BlasTech Industries, and Corellian Engineering Corporation, were provided access to cutting edge technology and research and development facilities. The Union also included the manufacturing worlds of Fondor, Mechis III, Foundry, Metalorn, Telti, Foerost, and Xagobah. It should be noted that the level to which members backed the union varied considerably. Foreman Wat Tambor led the Techno Union to model its behaviors after the Trade Federation, earning a seat in the Senate and the right to defend itself with a droid army. When the Separatist crisis came to a head, the Techno Union was one of the first to pledge its support to the Confederacy of Independent Systems.

Wat Tambor

Wat Tambor was Foreman of the Techno Union. He was a member of the Crimlin Clan. He was also the Techno Union's representative in the Galactic Senate and later a member of the Separatist Council. A Skakoan from Skako, Tambor spent much of his time on the harsh industrial world of Metalorn. As one of the few Skakoans to venture offworld, Wat Tambor wore a full-body pressure suit, to prevent being explosively decompressed in standard atmospheres, as the native atmospheric pressure of Skako is completely different from that of most planets. Wat Tambor pledged the Techno Union army to the military forces of the Confederacy of Independent Systems.

■ Wat Tambor

Type: Skakoan Techno Union Foreman

DEXTERITY 1D+2

Blaster 4D+1, dodge 3D+2

KNOWLEDGE 3D+2

Bureaucracy 8D, business 6D, languages 5D, planetary systems: Skako 6D, scholar: galactic politics 6D, value 7D+1, willpower 5D

MECHANICAL 3D

PERCEPTION 3D

Persuasion 6D

STRENGTH 2D+1

Brawling 5D

TECHNICAL 4D+1

Computer programming/repair 9D, droid programming 9D+1, droid repair 9D+1, repulsorlift repair 9D, space transports repair 8D+2, walker repair 7D

Special Abilities:

Unique Physiology: Standard oxygen atmospheres are poisonous to Skakoans, burning their lungs for 2D damage per round of exposure. Skakoans also require a high-pressure atmosphere and take 2D damage each



round they are exposed to the “standard” air pressure preferred by most other species. A Skakoan exposed to both conditions simultaneously takes 4D damage per round. They rely on special pressure suits to negate the harmful effects of a hostile environment.

Force Points: 2

Dark Side Points: 3

Move: 10

Equipment: Skakoan pressure suit (+1D+2 physical, +1D energy, -1 *Dexterity*)

Skakoan

Home Planet: Skako

Attribute Dice: 12D

DEXTERITY 1D/3D+1

KNOWLEDGE 2D/4D+1

MECHANICAL 1D+1/4D

PERCEPTION 1D+2/4D+1

STRENGTH 1D+2/4D

TECHNICAL 2D/4D+2

Special Abilities:

Unique Physiology: Standard oxygen atmospheres are poisonous to Skakoans, burning their lungs for 2D damage per round of exposure. Skakoans also require a high-pressure atmosphere and take 2D damage each round they are exposed to the “standard” air pressure preferred by most other species. A Skakoan exposed to both conditions simultaneously takes 4D damage per round. They rely on special pressure suits to negate the harmful effects of a hostile environment.

Gearhead: Skakoan characters get +2 pips to spend on one *Technical* skill during character creation.

Move: 10/12

Size: 1.4-2.1 meters tall

InterGalactic Banking Clan

The InterGalactic Banking Clan or IGBC was a union of Muunilinst’s ruling Council of Banking Clans and several other banking powers. Its name likely refers to its extragalactic influence; it is known that the Banking Clan controlled assets as far as halfway between the Galaxy and its nearest satellite galaxy. This financial juggernaut was represented by San Hill, a Muun from the planet Muunilinst. Despite a façade of consumer-friendliness, the IGBC maintained a sizable droid military in its euphemistically named “Collections and Securities Division.” Its hoop-wheeled Hailfire droids could make loan negotiations proceed in a chillingly expedient pace. The economic turbulence that accompanied the Separatist movement prior to the Clone Wars actually benefited the IGBC, as it became the most prominent lending institution that many new independent worlds turned to for economic assistance.

San Hill

San Hill was the Chairman of the InterGalactic Banking Clan. He was from the planet Muunilinst and of the Muun species. In the economic turbulence that accompanied the Separatist movement, InterGalactic Banking Clan executives profited handsomely from numerous worlds minting their own independent currencies. He also was one of the key leaders of the Confederacy of Independent Systems and was present at the meeting on Geonosis, where he supplied Hailfire droid tanks to the droid armies of the Confederacy.



■ San Hill

Type: Muun Banking Clan Chairman

DEXTERITY 2D+2

Dodge 3D+2

KNOWLEDGE 3D+2

Bureaucracy 9D+2, business 9D, languages 5D, planetary systems: Muunilinst 5D, scholar: galactic politics 8D, value 9D, willpower 7D

MECHANICAL 3D

PERCEPTION 3D

Bargain 4D+2, persuasion 6D

STRENGTH 1D+1

Muun

Home Planet: Muunilinst

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 2D/4D+2

MECHANICAL 2D/4D+2

PERCEPTION 2D/4D+1

STRENGTH 1D+1/3D+2

TECHNICAL 2D+2/5D+1

Special Abilities:

Businessmen: At character creation only, Muun characters get 1D for every pip added to *value*, *bureaucracy* or *business*. Additionally, they get a +1D bonus to *bargain* rolls.

Move: 10/12

Size: 1.9 meters tall on average

Brawling 3D
TECHNICAL 4D+1
 Computer programming/repair 6D
Force Points: 3
Dark Side Points: 3
Move: 10

Corporate Alliance

The Corporate Alliance was the negotiating body for several of the Galaxy's largest commercial firms. Because of its members' large financial and economic influence, the Corporate Alliance was very wealthy and held considerable influence in the Galactic Senate. The Corporate Alliance was represented in the Senate by its Magistrate, Passel Argente, a member of the Koorivar species. The company was headquartered on the planet Murkhana. Like its contemporaries, the Trade Federation and InterGalactic Banking Clan, the Corporate Alliance had its own security forces to defend its interests. It was also ruled by a directorate, like the Trade Federation. Over time, the Corporate Alliance grew frustrated with the Senate's limitations on its actions. It supported the Trade Federation's blockade of Naboo, and it eventually aligned itself with Count Dooku's emerging Separatist movement with the promise of unlimited profit under a new government. The Corporate Alliance would remain a silent supporter and regulated the distribution of retail products in favor of the Separatists.

Passel Argente

Passel Argente was the leader of the Corporate Alliance and a member of the Confederacy of Independent Systems. He was a Koorivar, and his homeworld was the planet Kooriva, though he later made his home on Murkhana. As Magistrate of the Corporate Alliance, Passel Argente was also a key member of Count Dooku's Separatist movement. He was present at the Separatist meeting shortly before the Battle of Geonosis. After serving as a Republic Senator during the term of Supreme Chancellor Valorum and during much of Supreme Chancellor Palpatine's reign, he abandoned the Republic and joined the Separatist movement with the promise



of more wealth, and pledged the Corporate Alliance's forces to support the Separatist cause. Passel Argente funded and marketed both anti-Jedi and anti-Republic propaganda which helped keep the public in Confederate territory pro-war.

■ Passel Argente

Type: Koorivar Senator
DEXTERITY 2D
 Blaster 3D+1, dodge 3D
KNOWLEDGE 3D+1
 Bureaucracy 8D+1, business 9D, languages 4D+1, planetary systems: Kooriva 4D+2, value 7D+1, willpower 4D+1
MECHANICAL 3D+1
PERCEPTION 3D+1
 Bargain 5D+1, con 5D, investigation 5D+1, persuasion 6D
STRENGTH 2D+1
 Brawling 3D+2
TECHNICAL 3D+2
Special Abilities:
Observers: Koorivar are keen observers of behavior and body language. They gain a +2 bonus to *Perception* against *con* and *bargain* rolls.
Dark Side Points: 8
Move: 10

Koorivar

Home Planet: Kooriva
Attribute Dice: 12D
DEXTERITY 1D+1/4D
KNOWLEDGE 2D/4D+1
MECHANICAL 1D+2/4D+1
PERCEPTION 2D/4D+1
STRENGTH 1D/3D+2
TECHNICAL 2D/4D+2
Special Abilities:
Strong-Willed: Koorivar have focused minds, giving them a +1 bonus to *willpower*.
Observers: Koorivar are keen observers of behavior and body language. They gain a +2 bonus to *Perception* against *con* and *bargain* rolls.
Story Factors:
Wealthy: Koorivar characters should start with double the normal amount of credits.
Move: 10/12
Size: 1.9 meters tall on average

Commerce Guild

The Commerce Guild was a trade group made up of major corporations such as the SoroSuub Corporation. It was known to force smaller companies to join the Guild. Companies that resisted were placed under tremendous pressure by the Guild. Like the Trade Federation and the InterGalactic Banking Clan, the Commerce Guild had its own security forces, which ensured cooperation from smaller companies. The Guild

was also powerful and had several corrupt planetary officials, senators, and industrial spies in its fold. The Commerce Guild also had the power to buy entire planets. One such planet was Castell, the homeworld of the Gossam Shu Mai. The Commerce Guild enslaved the entire population of Castell. At the time, Shu Mai was the Commerce Guild's Chief of Property Resources. She initially used her position to liberate her people, but then followed this by raising the required tribute from her fellow Gossam. The Commerce Guild was so pleased with Shu Mai that they gave her the office of President of the Commerce Guild. In the years leading to the Clone Wars, Shu Mai greatly increased the military and commercial clout of the Guild. She also instigated strife on Ansion, and aligned the guild with Count Dooku's Separatist movement.

Shu Mai

President Shu Mai was a Gossam from the planet Castell. She was the Chief of Property Resources for the Commerce Guild when she used an economic depression on her own homeworld Castell to further her position in the Commerce Guild. She saved the Gossam by rescuing them from the Commerce Guild's servitude. Instead, she repurchased Castell only to raise the rent and demand more tribute from her own people. Impressed, the Commerce Guild promoted her to the office of President.

Later, Shu Mai stirred up secession on Ansion in the hopes that the resulting separation would further the Commerce Guild's profit. However the Jedi were able to stop the secession and keep Ansion loyal to the Republic. Shu Mai remained undetected thanks to her position. She was present during a secret Separatist conference on Geonosis, where she pledged her droid

and security forces to the Confederacy. During the Battle of Geonosis, her homing spider droids and dwarf spider droids were mobilized as part of the Confederacy's defense. Shu Mai escaped Geonosis and prepared her armies for war.

■ Shu Mai

Type: Gossam Commerce Guild President

DEXTERITY 2D+2

Blaster 4D+2, dodge 4D+1

KNOWLEDGE 3D+2

Bureaucracy 9D+1, business 8D+2, intimidation 5D+2, languages 5D, planetary systems: Castel 5D, scholar: galactic politics 7D+1, value 7D, willpower 6D+2

MECHANICAL 3D

PERCEPTION 3D+1

Bargain 6D+1, con 7D+1, persuasion 5D+1

STRENGTH 2D

Brawling 4D

TECHNICAL 3D+1

Dark Side Points: 13

Move: 6



Gossam

Home Planet: Castell

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 2D/4D+1

MECHANICAL 1D+2/4D+1

PERCEPTION 2D/4D+1

STRENGTH 1D/3D+1

TECHNICAL 1D+1/4D

Special Abilities:

Hagglers: +1D to bargain.

Move: 6/8

Size: 1.25 meters tall on average

Chapter Four

PLANETS



Coruscant

Throughout the thousands of generations of galactic history, the entire surface of Coruscant was covered over by sprawling skyscrapers and cities. The planet's oceans were all drained and kept in vast underground caverns for future reuse. The only body of water visible was the Western Sea, a body of water left alone by the workers to be preserved for tourists and natives alike. The Western Sea had many artificially created islands floating on it, used by tourists on holidays. The only other piece of Coruscant's landmass that was left untouched were the Manarai Mountains. Many floating restaurants revolved around the Mountains, giving patrons a unique view of the natural wonders.

Galactic Standard Time was developed on Coruscant and revolved around the hours Coruscant had in a single day, which was 24 hours, with 368 local days a year.

Since there were no bodies of water available to feed and water its trillion inhabitants, Coruscant's architects along with many others from around the galaxy worked together to build a self-contained eco-system in the massive buildings set all over the planet. Engineers also developed a complex series of huge pipes through which polar ice is pumped through to the cities of Coruscant. Almost everything on the planet, from clothes to packaging and machinery was recyclable. Another problem for a world like Coruscant was the unimaginable amounts of carbon dioxide that its trillion being population generated each day, so atmospheric dampeners were put into place in orbit to remove it.



Coruscant

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban
Length of Day: 24 standard hours
Length of Year: 368 local days
Sapient Species: Humans (N), various aliens
Starport: Imperial class
Population: 1 trillion
Planet Function: Government, administrative
Government: Republic
Tech Level: Space
Major Exports: None
Major Imports: Foodstuff, medicinal goods
System: Coruscant
Star: Coruscant

Orbital Bodies:		
Name	Planet Type	Moons
Revisse	Molten rock	0
Platoril	Barren rock	0
Vandor-1	Barren rock	0
Vandor-2	Barren rock	0
Vandor-3	Terrestrial	0
Coruscant	Terrestrial	4
Muscave	Gas giant	21
Stentat	Gas giant	23
Improcco	Ice ball	1
The Covey	Asteroid field	-
Nabatu	Barren rock	0
Ulabos	Frozen rock	0
Obo Rin	Comet cluster	-

Transport Systems

Seen from above the cloudline, Coruscant appeared still and serene, with just the tops of the tallest building visible. Beneath the clouds, however, one found a heavily populated and very busy multi layered metropolis. Its skylanes were constantly busy with traffic, from small personal speeders to air buses and larger freighters. Most skylanes on Coruscant were autonavigated, with each vehicle traveling along a preprogrammed route to minimize the risk of collisions. The fastest traffic made use of the highest skylanes as it traveled long distances across Galactic City. Below the elevated skylanes, traffic moved in a more disorderly way, vying for space with garbage scows, unmarked speedervans, and small private conveyances. Vehicles could change skylanes at giant spiral interchanges, where they moved up or down, or switched directions.

The massive flux of cargo to and from Coruscant was managed by the many freighter spaceports littered across Galactic City. The huge craft that docked there were cargo carriers, transporting luxury goods from Coruscant to every corner of the galaxy, and returning with raw materials not available on the urbanized capital planet. These craft were not passenger ships, although many impoverished emigrants obtained steerage on them. As well as migrants, the spaceport was busy with loading droids and overseers ensuring that each ship received its correct load of cargo.



AA-9 Starfreighter

The AA-9 Coruscant freighter was a massive freighter-model used to transport large groups of people to and from Coruscant. One such ship, the Jendirian Valley, transported Anakin

Skywalker and Padmé Amidala to Naboo after a failed assassination attempt on Amidala's life. AA-9 freighters were built at the Botajef shipyards. They employed Type Dyne-2577 sublight drives. A number of such freighters, as a result of the dislocation of populations by the Separatist crisis, resulted in the RRM converting numerous AA-9 freighters into makeshift passenger transports, the middle deck modified to carry 30,000 people. These passenger areas were made and furnished with makeshift components, with unreliable air and life-support.

■ AA-9 Starfreighter

Craft: Botajef AA-9 Freightliner
Type: Refitted passenger vessel
Scale: Capital
Length: 330 meters
Skill: Capital ship piloting: starfreighter
Crew: 70
Passengers: 30,000
Cargo Capacity: 90 metric tons
Consumables: 2 years
Cost: 740, 000 (new), 407,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Atmosphere: 225; 650 kmh
Hull: 3D
Shields: 1D
Sensors:
Passive: 40/0D
Scan: 60/1D
Search: 90/2D
Focus: 4/3D

COO-2180 Cook Droid

COO-2180 was the droid stationed on the Jendirian Valley starfreighter. It was a cooking droid that served modest meals to the passengers onboard. The COO-2180 was manufactured by Publictechnic. It had powerful legs with magnetic clamps that let it stand firmly on the ground



even in the event of gravity fluctuations or ship instability. It had six arms, each one fitted with basic cooking utensils.

■ **COO-2180 Cook Droid**

Type: Cook Droid

DEXTERITY 1D

KNOWLEDGE 1D

Cooking 4D+2

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 1D

Equipped With:

-6 arms tipped with exchangeable cooking utensils

-Two legs

-One photoreceptor

Move: 7

Size: 1.7 meters

City Districts

Coruscant was divided into several thousand quadrants, with each quadrant subdivided into numbered sectors. Some of these numbered sectors received colloquial names. For example, H-46 was also called Sah'c Town, named for the family that owned much of it. Some areas were specifically designated senatorial, governmental, financial (including banking zones), commercial, and residential. Larger areas of the planet were designated for industrial or manufacturing use only.



The largest of these areas was known colloquially as “The Works”. The Works had manufactured spacecraft parts, droids, and building materials at an astonishing rate for hundreds of years, but as construction in space became more efficient, The Works fell in disrepair. It gained the reputation as a hub of high criminal activity and many locals stayed away from it. The Works was the Sith meeting place of Darth Sidious and Darth Tyranus, Sidious’s second apprentice and Confederate head of state and government, Count Dooku.



The Uscru Entertainment District was located near the Senate District. This popular area was alive at night, with holograms that lit up the streets. It was considered the outer layer between the jewel city and the Coruscant Underworld. The upper region of the district attracted a more refined clientele, with establishments such as the Galaxies Opera House, while the seedier lower levels were famous for such venues as the Outlander Club and the Snapping Septoid cantina.

The Outlander Club, a facility owned by the Baath brothers, was a hangout for gamblers and glitterati of many species on Vos Gesal Street. It had once been a place of high class, but degenerated over the years. It featured games of sabacc and betting on such sports as pod racing, nuna-ball and Odupiendo racing visible by telescreen. The criminal underworld also had a presence in the club, and the intersection of Daring Way and Vos Gesal Street in Uscru was considered one of the highest crime-rate areas on Coruscant.

Another colorful area of Coruscant was Coco Town (short for “collective commerce”), a commercial district located in the upper levels. Many diverse species lived there and worked in manufacturing. Here one found exclusive stores



and restaurants that catered to the wealthy highest level citizens, as well as small canteens that served the maintenance crews and support staff working in those lofty heights. Notable locations in CoCo Town included Dex's Diner, the CoCo Penitentiary, Pom Plaza, Pets' "N" Pieces, and an archive building of the Galactic Museum. Many of CoCo Town's seedier canteens (including Dex's), which operated without trading licenses, were fitted with repulsorlifts for quick getaways from the CoCo District Constabulary.

Magaloo

Magaloo, a Leffingite from the planet Almak, was a small-time crook wanting to become a bigger player in the Coruscant underground. His criminal career began when he stole an airspeeder on Coruscant, giving him a position in the gang of Hat Lo, a local crime boss. Magaloo



was hoping to eventually work for higher profile crime syndicates such as the Baath brothers and Black Sun.

Magaloo soon joined forces with Achk Med-Beq, and Med-Beq became a mentor

of sorts. Together they orchestrated a number of successful raids. Med-Beq once convinced Magaloo to rob a Coco Town jewelry store, however it was a con - Danni Faytonni arrived on the scene disguised as a security officer and confiscated Magaloo's loot. Magaloo was later arrested by the real authorities for the robbery.

■ Magaloo

Type: Leffingite Thief
DEXTERITY 2D+2
 Blaster 3D, dodge 3D+1
KNOWLEDGE 2D
 Streetwise 2D+2
MECHANICAL 3D+1
 Repulsorlift operation 4D
PERCEPTION 3D+1
 Con 3D+2, forgery 4D, sneak 4D
STRENGTH 3D
 Brawling 3D+2
TECHNICAL 3D+2
 Computer programming/repair 4D+1, repulsorlift repair 4D, security 5D
Character Points: 3
Move: 9

Acros-Krik

Acros-Krik was the corrupt Ongree mayor of Coruscant's Uscru Entertainment District. Mayor Acros-Krik came to power through an election rigged by Black Sun operatives. In return, he used his newly elected position to gain valuable information for the crime syndicate. Because of Uscru's location close to the Senate Building, Acros-Krik had considerable access to highly placed Republic officials. Acros-Krik would offer up a trio of attractive females as guides to targets he wanted monitored. The Nalle triplets reported any useful information their guests may have foolishly divulged.



During Acros-Krik's many years in office, the lower levels of the Uscru District festered with illegal activity. Mayor Acros-Krik himself had ties with the Baath brothers and other criminals. Unlike many other criminals operating in the shadows, Acros-Krik was a boisterous, gregarious man who liked to be viewed by the denizens of his district as a father figure who made all things possible.

■ Acros-Krik

Type: Ongree Mayor
DEXTERITY 2D+1
 Blaster 3D, brawling parry 3D+1, dodge 4D
KNOWLEDGE 3D+2
 Bureaucracy 4D, business 4D+2, intimidation 4D, scholar: politics 5D, streetwise: Coruscant 5D+1, value 5D
MECHANICAL 3D
 Repulsorlift operation 3D+1
PERCEPTION 3D
 Bargain 4D, con 5D+1, gambling 4D, investigation 3D+1, persuasion 4D, sneak 3D+2
STRENGTH 2D+2
 Brawling 3D
TECHNICAL 3D
 Computer programming/repair 4D, security 3D+1
Dark Side Points: 4
Move: 10

Nyrat Agira

Nyrat Agira was a Coruscant clubgoer, she was a remarkably beautiful woman with eyes surgically altered to appear turquoise. She wore her hair in an impractically tall solloop hairstyle, and her soluble zoosha fabric clothing revealed a tattoo marking her as a Zealot of Psusan.

On the night of the Jedi's apprehension of Zam Wesell, Nyrat was socializing with fellow Outlander patrons Immi Danoo and Rosha Vess, and was on the prowl for potential converts to the Zealots. She was approached by a different bounty hunter by the name of Kalyn Farnmir. Farnmir's partner, Cian Shee, had sold Farnmir out to the corrupt High Priest of the Zealots of Psusan, Scri Oscuro. Upon seeing Agira's tattoo, Farnmir intimidated and interrogated the young woman, who confirmed that Oscuro was on Coruscant and had met with Shee.



■ Nyrat Agira

Type: Clubber
DEXTERITY 2D
 Dodge 3D
KNOWLEDGE 2D
 Cultures: Zealots of Psusan 3D+2, streetwise: Coruscant 3D
MECHANICAL 2D
PERCEPTION 2D
 Con 3D+1, persuasion 4D
STRENGTH 2D
TECHNICAL 2D
Move: 10

Dannl Faytonni

Dannl Faytonni dreamed of a career as an officer in service to the Republic. His two main strengths led him astray: a nimble mind attuned to the variables of sabacc, and a suavely mature way with women that inspired awe and admiration. It was the latter attribute that caused him to fall for the wrong woman, a shifty changeling who conned him into fronting a spice-mining scheme. While he narrowly escaped arrest, he found himself with both CorSec and alien enemies on his tail.

Enlisting the help of his ambitious and inventive friend, Achk Med-Beq, Dannl escaped Corellia. His hopes for serving in uniform dashed, Dannl realized that there was profit and excitement to be had in the art of confidence and grafting. A series of misadventures later, the two ended up on Coruscant. A short stint in the Moderate Security Ward of the Coco District Penitentiary



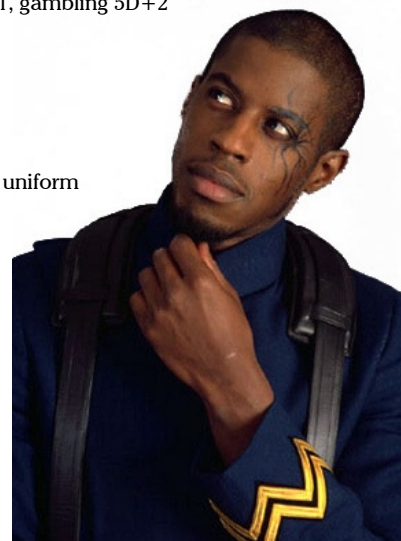
ended when they conned their ways aboard a laundry speeder. A profitable evening's worth of gambling later, the two con men ended up with Republic uniforms. Now a "Lieutenant" (or so his rank piping indicated), Faytonni and Med-Beq hit the Outlander Club, looking for marks and entertainment.

■ Dannl Faytonni

Type: Con Artist
DEXTERITY 3D
 Blaster 4D, dodge 4D+2, pick pocket 5D
KNOWLEDGE 3D+1
 Intimidation 4D, languages 4D+1, law enforcement 4D, streetwise 4D+2, value 3D+2
MECHANICAL 3D+1
 Repulsorlift operation 4D+1, space transports 3D+2
PERCEPTION 3D+2
 Bargain 4D, con 5D, forgery 4D+1, gambling 5D+2
STRENGTH 2D
TECHNICAL 2D+2
 Security 3D
Character Points: 7
Dark Side Points: 1
Move: 10
Equipment: Republic lieutenant uniform

Achk Med-Beq

Achk Med-Beq and Lt. Dannl Faytonni were partners in crime, though Med-Beq was probably the more inventive and ambitious of the two. Faytonni and Med-Beq took the plunge into the underworld when a



botched spice mine front nearly landed Faytonni in jail. With Med-Beq's help, Dannl fled Corellia, and eventually ended up on Coruscant. They did a very brief stint at the Moderate Security Ward of the Coco District Penitentiary, before escaping in a laundry speeder. Dannl's gambling skills won them a pair of Republic official uniforms, which they wore to the Outlander Club that night.

■ **Achk Med-Beq**

Type: Con Artist
DEXTERITY 3D+1
 Blaster 3D+2, brawling parry 4D, dodge 5D, pick pocket 6D
KNOWLEDGE 2D+2
 Intimidation 4D, streetwise 5D+1
MECHANICAL 2D+1
PERCEPTION 4D
 Con 6D, forgery 4D+2
STRENGTH 3D+1
 Brawling 4D
TECHNICAL 2D+1
Character Points: 10
Dark Side Points: 3
Move: 10
Equipment: Republic uniform

Ayy Vida



Ayy Vida was a Twi'lek exotic dancer in the Outlander Club. Ayy Vida's life had been tainted by the criminal underworld. She had long been a consort of Hat Lo, a local crime boss with delusions of grandeur. She would have fled from him, were it not for her fear of Tas Kee, Hat Lo's Weequay enforcer. One night, at the Outlander Club, she locked eyes with a rather dapper Republic Guard. She may have entertained thoughts of a hero coming to rescue her from the

rough life, but this guard was nothing more than a con-artist in an official's uniform.

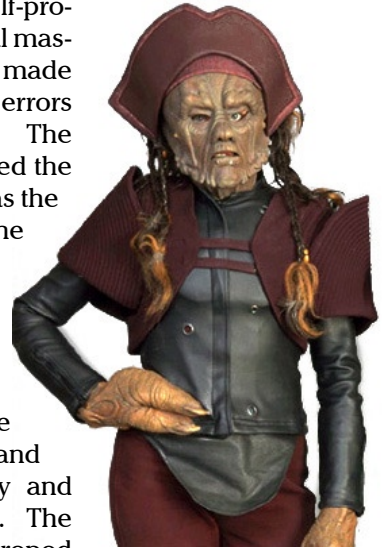
■ **Ayy Vida**

Type: Twi'lek Clubber
DEXTERITY 2D
 Dodge 3D
KNOWLEDGE 2D
 Streetwise: Coruscant 3D+2

MECHANICAL 2D
PERCEPTION 2D
 Con 3D, gambling 2D+2, persuasion 3D
STRENGTH 2D
TECHNICAL 2D
Move: 10

Tas Kee

For a self-proclaimed criminal mastermind, Hat Lo made several crucial errors in judgment. The crook encouraged the belief that he was the biggest fish in the underworld waters of the Coruscant crime scene, but in truth, he was little more than an errand boy for wealthy and powerful Hutts. The grotesque gastropod



gangsters grew annoyed with Lo, but he kept a screen of protectors nearby whenever possible. One such hired thug is Tas Kee, a female Weequay from Sriluur. She routinely carried several concealed weapons, crafted to evade what few detectors can be found in the shadowed undercity.

■ **Tas Kee**

Type: Weequay Thug
DEXTERITY 4D
 Blaster 5D, brawling parry 5D+2, dodge 4D+1, melee combat 4D+2, thrown weapons 4D+2
KNOWLEDGE 2D
 Intimidation 3D+2, streetwise 4D+1
MECHANICAL 2D+2
PERCEPTION 4D
 Hide: weapons 5D+2, search 4D+2, sneak 4D+2
STRENGTH 3D+2
 Brawling 5D+2, stamina 4D
TECHNICAL 1D+2
Special Abilities:
Short-Range Communication: Weequays of the same clan are capable of communicating with one another through complex pheromones. Aside from Jedi sensing abilities, no other species are known to be able to sense this form of communication. This form is as complex and clear to them as speech is to other species.
Character Points: 6
Dark Side Points: 4
Move: 10
Equipment: Blaster pistol (4D+1), hold-out blaster (3D+2), vibroknuckler (STR+1D+1), throwing knife (STR+1D)

Elan Sleazebaggano

Elan Sleazebaggano was on the path to a promising life as a medical student studying on Coruscant when he fell in with the wrong crowd. He did nothing to dispel the stereotype that Balosars are shifty cheats and scoundrels, and ended up stealing the university's medical supplies and selling them to local mobster, Hat Lo.

Sleazebaggano parlayed his aborted post-secondary education into a career as a slythmonger, a hustler of pharmaceutical contraband in the entertainment districts of Coruscant. His best-seller? Death sticks - treated Ixetal cilona extract that offers euphoria in exchange for a shortened life. His Balosar physiology gives him a heightened resistance to the more damaging side effects of the drug, but he too is an addict. It is only the quality of his product that gains him any popularity in the seedy Coruscant scene. In truth, the clubbers view him as little more than an oily, awkward, embarrassing parasite.



■ Elan Sleazebaggano

Type: Balosar Drug Dealer

DEXTERITY 3D

Blaster 3D+1, dodge 3D+2

KNOWLEDGE 3D+1

Alien species 4D+2, languages 4D+1, scholar: biology 4D+1, scholar: organized crime 4D+2, streetwise 4D+2, value 4D+2, willpower 4D+2

MECHANICAL 3D

PERCEPTION 3D

Bargain 4D, con 4D+2, investigation 4D+1, persuasion 3D+2

STRENGTH 2D

Brawling 2D+1

TECHNICAL 3D+2

Bartending 4D+1, computer programming/repair 5D, first aid 5D, security 4D

Special Abilities:

Antennapalps: A Balosar's antennapalps are sensitive to sound and provide a +1D bonus to *search* by sound.

Poison Resistance: +1D to *stamina* to resist poisons.

Dark Side Points: 8

Equipment: Death sticks

Kalyn Farnmir

Kalyn Farnmir was a member of the Kuati Security Forces, until she was set up by corrupt KDY officers to take the fall for their un-

Death Sticks

Death sticks were a widespread problem in Coruscant. The potent drug, developed in Coco Town's illegal pharmaceutical labs, resulted in thousands of deaths and millions of addicts in communities throughout Galactic City. Users experienced a temporary explosion of bliss when they administered a death stick dosage, neither noticing nor caring that the drug was killing them at the same time.

Death sticks came in two forms, both derived from treated Ixetal cilona extract and sold in clear tubes, both offering the same effects to the user. Liquid sticks were imbibed (usually mixed with drinks) or injected, while hard sticks, which contained dried granules of the drug, were crushed, then smoked or inhaled.

Slythmongers, the street term for death stick dealers, spread the drug from the decadent nobles in the entertainment district, to the desperate indigents in the Southern Underground. Death sticks were highly addictive, each dosage only increasing the user's craving, which made slythmonging a very profitable venture.

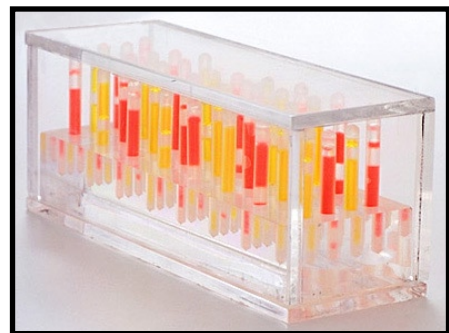
■ Death Stick

Model: Ixetal Cilona Extract Drug (fluid or solid)

Type: Narcotic

Availability: 3, X

Game Notes: Users experience a temporary explosion of bliss. Anyone who samples a death stick must make a Difficult *willpower* skill check. If failed, the character suffers a -1D penalty to both his *Dexterity* and *Knowledge* attributes. After 1-2 hours, the effects wear off, and the character must attempt a Very Difficult *Strength* check. Failure indicates addiction and the loss of -1 pips of *Strength* (which is permanent, unless treated). Anyone wishing to break their addiction can seek treatment, but this is costly. At the GM's option, lost points of *Strength* can be recovered by using the (A) *medicine* skill (difficulty equal to 20, +1 per lost point of *Strength*), or the Accelerate Healing or Accelerate Another's Healing Force powers.



Balasar

Home Planet: Balasar

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+2/4D+1

PERCEPTION 1D+1/4D

STRENGTH 1D/3D+2

TECHNICAL 1D+1/4D

Special Abilities:

Antennapalps: A Balasar's antennapalps are sensitive to sound and provide a +1D bonus to *search* by sound.

Poison Resistance: +1D to *stamina* to resist poisons.

Story Factors:

Moral Ambiguity: *Con* and *bargain* rolls made against a Balasar gain a +1D+1 bonus, if promising profit or power.

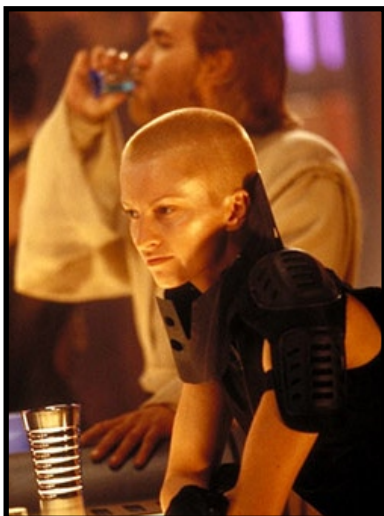
Move: 10/12

Size: 1.6 meters tall on average

derhanded dealings fencing corporate secrets to Neimoidian agents. After being unceremoniously discharged, she put her skills to use as a bounty hunter and continued to bring the lawless to justice. She took on a partner, the skilled slicer Cian Shee, and the two enjoyed some level of success ferreting out small-time criminals and corporate thieves.

One night on Coruscant, an informant told Farnmir that sinister elements of the Zealots of Psusan cult were planning revenge for her bringing down of their corrupt High Priest, Scri Oscuro. Oscuro had been using the church as a front for illicit activities. This informant also told her that Cian was in on the plot and was about to sell Farnmir out. Shee was to receive a hefty payout for her role in their final betrayal. Shaken, Kalyn had to know the truth for herself. Knowing

that Zealots of Psusan were enjoying a flash of popularity in the trendy districts of Coruscant, she invited Cian to meet at the Outlander Club to discuss work. Farnmir arrived first. Scoping out the flesh on display at the club, she spotted several distinctive Psusan designs. She easily intimidated and interrogated Nyrat Agira, who was able to confirm that the High Priest was on Coruscant, and that he had had meetings with Cian Shee. Kalyn knew what had



to be done. When Cian arrived, Kalyn pretended nothing was wrong, and acted friendly to allay suspicion. Seeing a Jedi mete out his own brand of justice in the club that night steered her resolve. As the two left the club, Farnmir tried to pin Shee before she could spring her attack, but Shee's reflexes enabled her to avoid capture. She fled into the night.

■ Kalyn Farnmir

Type: Bounty Hunter (Ex- Kuati Security Forces Agent)

DEXTERITY 3D

Blaster 5D, brawling parry 4D, dodge 6D, grenade 3D+2, melee Combat 4D+2, melee parry 4D, thrown weapons 4D+1

KNOWLEDGE 3D+1

Alien species 5D, cultures 5D+1, intimidation 4D+1, languages 3D+2, planetary systems 5D, streetwise 4D, survival 5D+2, value 3D+2, willpower 5D

MECHANICAL 2D+2

Astrogation 3D+2, repulsorlift operation 4D, space transports 5D, starship gunnery 4D+2, starship shields 4D

PERCEPTION 3D

Bargain 3D+2, command 3D+1, con 4D, hide 3D, investigation 6D+1, persuasion 5D, search 9D, sneak 5D

STRENGTH 2D+2

Brawling 4D+2, climbing/jumping 3D+2, stamina 7D

TECHNICAL 3D+1

Computer programming/repair 4D+1, demolition 3D+2, security 6D+2, space transports repair 4D

Force Points: 3

Dark Side Points: 1

Move: 10

Equipment: Blaster Carbine (5D), blaster pistol (3D+1)

Dexter Jettster

Many in the Coco Town district knew that Dex was not only the source of quick and hearty meals, but also unerring information on an astonishing array of topics. Dexter's past included work with expeditionary oil-harvesting crews, manning rigs, running guns, tending bar, and brawling for a living. With his latest endeavor, Dex's Diner, he hoped to make a fresh and stable start, and enjoyed the more sedate and quiet life of a cook.

Dex first met Obi-Wan Kenobi when he was running a rough-and-tumble bar on Ord Sigatt, an Outer Rim mining world. Though Dex was on the wrong side of the law (his bar was a front for a gun-running racket), he took a liking to the young Jedi. Dex next opened a weapon shop on the Outland Transit Station, supplying mercenaries and bounty hunters alike. Narrowly escaping an attack on the station, Dex gave up the shadier life and sold the last of his wares, eventually settling on Coruscant.

Besalisk

Home Planet: Ojom

Attribute Dice: 12D

DEXTERITY 1D/3D+1

KNOWLEDGE 1D+2/4D

MECHANICAL 1D/3D+2

PERCEPTION 1D+1/4D

STRENGTH 2D/4D+1

TECHNICAL 2D/4D

Special Abilities:

Extra Limbs: Male Besalisks have four arms, and female Besalisks can have as many as eight arms. The extra limbs give them a bonus to *climbing* and *brawling* of +1 per arm (+1D+1 for a four-armed Besalisk).

Food Stores: A Besalisk can go without food for 8 days and without water for 3 days.

Arctic Dwellers: +1D bonus to *survival: arctic environments*.

Good Swimmers: +2 bonus to *swimming*.

Move: 10/12

Size: 1.8 meters tall on average



■ Dexter Jettster

Type: Besalisk Cook

DEXTERITY 2D

Blaster 3D+1, dodge 3D+1

KNOWLEDGE 3D+1

Business 6D, intimidation 4D+2, languages 4D, planetary systems 6D, survival: arctic environments 4D+1, streetwise 6D, value 6D, willpower 4D+2

MECHANICAL 2D+2

Repulsorlift operation 5D

PERCEPTION 3D

Bargain 4D+1, con 4D+2, investigation 6D, persuasion 4D, search 4D+1

STRENGTH 3D+2

Brawling 5D, swimming 4D+1

TECHNICAL 3D+1

Computer programming/repair 4D+1, cooking 4D+1, droid repair 4D, repulsorlift repair 4D+1

Special Abilities:

Extra Limbs: Male Besalisks have four arms, the extra limbs give them a +1D+1 bonus to *climbing* and *brawling*.

Food Stores: A Besalisk can go without food for 8 days and without water for 3 days.

Force Points: 3

Dark Side Points: 2

Move: 10

pulsor stabilizers helped her maintain balance as she rolled about on her unipod wheel. WA-7 disliked low tippers, and was often seen shamelessly flirting with the dishwasher unit.

■ WA-7 Server Droid

Type: WA-7 Wheeled Server Droid

DEXTERITY 1D

KNOWLEDGE 2D

Planetary systems: Coruscant 3D+2, value 3D+1, willpower 3D+2

MECHANICAL 1D

PERCEPTION 3D

Con 5D, investigation 4D+2, persuasion 4D, search 4D

STRENGTH 1D

TECHNICAL 1D

Computer programming/repair 2D

Equipped With:

-Order transmitter (transmits orders automatically to the kitchen)

-Repulsor stabilizer (keeps the droid upright, +2D to any rolls involving the droid's balance)

-Vocabulator (the droid can replicate organic speech)

Move: 10

Size: Medium

Cost: 2,500

WA-7 Server Droid

A spirited antique droid waitress, WA-7 served the patrons of Dexter's Diner with officious precision and the programmed equivalent of sass. A streamlined mechanical in a shape that suggests a humanoid female, WA-7 had a sleek build complete with a decorative metallic skirt and an agile unipod wheel. WA-7 featured a built-in order transmitter that kept her in touch with the kitchen at all times. A paired set of re-

Hermione Bagwa

Hermione Bagwa was a young waitress who worked at Dexter's Diner. A favorite of the working-class patrons, she was an attractive woman, with blonde curls and a freckled face. Hermione grew up in the Coruscant underlevels and felt very grateful to Dexter for a chance to work closer to the surface. Though she enjoyed her work, every day was a duel of superiority against the efficient WA-7, as each vied for mastery of the dining room.

■ **Hermione Bagwa**

Type: Waitress
DEXTERITY 2D
 Dodge 3D+2
KNOWLEDGE 2D
 Streetwise: Coruscant 4D
MECHANICAL 2D
PERCEPTION 2D
 Con 3D, persuasion 3D+2
STRENGTH 2D
 Climbing/jumping 2D+2
TECHNICAL 2D
 Computer programming/repair 3D
Move: 10
Equipment: Kitchen-linked datapad

Zam Wesell

Zam Wesell was a shapeshifting Clawdite bounty hunter from the planet Zolan. In her true form, Wesell was a green-skinned reptilian, although she often appeared as a beautiful woman with short reddish-blonde hair, a tight-fitting purple bodysuit and a veil over her face. Zam honed her skills among the Mabari, an ancient order of Zolan warrior knights. She achieved third level mastery in Mabari martial arts before fleeing Zolan for the megalopolitan world of Denon. Amidst the immense cities of that center of commerce, Zam made a name for herself as a corporate security sergeant and later, an executive bodyguard.

Zam preferred the solitude that came with that vocation. She would occasionally team up with Jango Fett, a bounty hunter she met on Oovo IV while tracking down smuggler Bendix Fust. Once, after inadvertently delivering a deadly weapon into the hands of a known terrorist, Wesell and Fett joined forces to prevent a planet-wide cataclysm. While not exactly close, the two hunters shared a mutual respect for one another. They continued to collaborate after Fust was turned in to Sebolto. Jango had been working a larger job, tracking Komari Vosa,



a former Jedi who had become the leader of the death-obsessed Bando Gora cult. After Sebolto's clues led Jango and Wesell to Tatooine, Wesell was forced to betray Jango to save herself from Gardulla the Hutt. Nevertheless, Jango escaped certain death and found what he needed from Gardulla, killing her as a favor to Jabba the Hutt. For her treason, Jango left Wesell in Gardulla's dungeon. Somehow, she managed to escape and track Jango to one of the moons of Bogden, headquarters of the Bando Gora. Jango was captured by Komari Vosa and only Wesell's timely interference saved him, though her blasts were deflected by

Vosa's twin lightsabers. Before Vosa could finish her, Zam blasted the bonds holding Jango, allowing him to rush for his weapons. Startled, Vosa fled, but not before Jango reached her and after a long battle, defeated her.

As Jango carried the wounded Wesell back to the Slave I, he explained that he had been hired by Darth Tyranus, otherwise known as former Jedi Count Dooku, to become the template for an army of clones on Kamino, and stranger still, he had asked Tyranus to give him one unaltered clone to raise as his son. Though Wesell thought the idea rather silly, she eventually had an almost maternal relationship with Jango's son, Boba Fett. Though she and Jango considered each other romantic interests, their relationship never went beyond partner, as their careers came first. Though both Wesell and Jango preferred working alone, they would team up from time to time.

Around ten years after they first met, Jango was hired by Count Dooku and Nute Gunray to assassinate Senator Padmé Amidala. In order to keep the plot a secret, Jango sub-contracted the hit to Wesell. At first, she planted explosives on the senator's landing platform, but killed her decoy instead. Jango then provided her with deadly kouhuns, which she loaded into her assassin droid ASN-121 to slip them into the senator's bedroom. Anakin Skywalker and Obi-Wan Kenobi foiled the assassination attempt, and used the droid to track Zam down and as she escaped in her personal speeder. They chased her through the skies of Coruscant, until Wesell



All In a Day's Work

Hanging on the underside of a floating private landing platform, kilometers above Coruscant's surface, would be enough to wreck anybody's nerves. For bounty hunter Zam Wesell it was just another day's work.

Tightening her adhesion discs and prepping the explosives, Zam considered what easy credits this mission was proving to be; later she'd really have to thank Jango for subcontracting this hit. She was on a remarkable lucky streak. Her careful, intricate plans for getting to the platform had proven completely unnecessary, when, at the last minute, a heavy fog descended on this sector of Galactic City. Acting on instinct is what makes a great bounty hunter, and Zam didn't stall. Grabbing an ascension gun and setting her Koro-2 airspeeder on auto-pilot, she had approached the underside of the landing platform in an unsuspecting vector and fired her cable. Hitting a landing platform was easier than shooting gungans in a barrel, even in this heavy fog, from a moving vehicle, and at maximum range. This was a very easy job, the security on the platform had never noticed anything as she reeled herself upwards.

Zam opened a maintenance hatch and looked in. Planting the explosives inside would ensure that the blast went upwards to the senator's ship, instead of downwards. She removed a detonite cube from her backpack and affixed it to the platform. Medium Nubian Transport, shields probably activated... ten kilograms should do. Better make it twelve, just to be on the safe side. There could be no mistakes. Jango was counting on her and she didn't like to let him down. This was a job for Lord Tyranus, the same man who hired Jango for the Kamino operation. Thinking of Kamino reminded her of Boba. Blast, she really missed the kid. She'd known him since his birth (if that could be called birth), she'd taught him how to read, how to pilot an airspeeder, and how to fire a slugthrower rifle. She was the closest thing he had to a mother. Well, besides that kaminoan psychologist, Taun We... Shrugging against the cold wind, Zam prepped another detonite charge.

Of course, this was the fun part of the job. Everything up to this point had been terribly dull. Acquiring the target senator's landing schedule had not been difficult. Apparently Lord Tyranus had some incredibly well-placed friend in the Republic, which facilitated matters. The really dull part of the job had been

fulfilling the "catch" (and every job has a "catch"): the assassination had to look like it was the work of disgruntled miners from Naboo's moon. People often dismiss the threat posed by a clawdite shapeshifter on account of their inability to mimic a specific person. However what they fail to acknowledge is that you don't need to transform into an existing person, if you can create an identity for whatever person you manage to transform into. Scratching her beard, Zam recalled the month spent on Rori, the swampy moon of Naboo, establishing her miner persona's identity. What a dreadful time she'd had there, posing as a human male spice miner, getting involved with the Miner's Union and associating herself with a group particularly discontented with Naboo's policies. Now she just had to make sure she was identified acting suspiciously around the target platform, and the trail would lead them to the Naboo miners.

Zam would deal with that later, now she had to install the detonator. An antigrav trigger, activated by the ship's landing repulsorlifts, should do the trick. Set the delay for twenty seconds, to account for any landing difficulties... With this weather, better make it thirty seconds. There can be no mistakes. Closing the maintenance hatch, Zam considered whether or not she should also rig the secondary platforms. No sense in doing that, the Nubian transport couldn't possibly fit on one of those, and those senator types wouldn't be caught dead flying a snubfighter. Besides, if the fighter escorts landed first, detonating the explosives, it would all be lost. No, there could be no mistakes. Now Zam only had to figure out a way to get out of there. Since she'd scrapped her original plan, instead taking advantage of the fog's cover, she didn't really have a means of escaping the platform. Well, she would just have to improvise, then. Acting on instinct is what makes a great bounty hunter, and Zam didn't stall.



Tools of the Trade

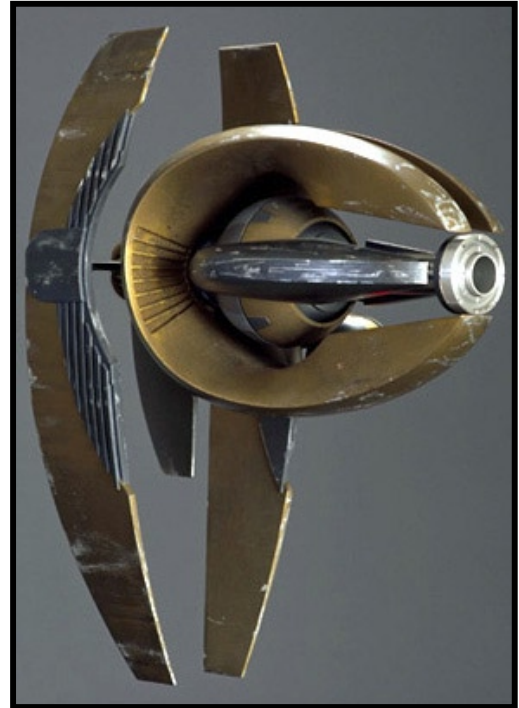
■ Kisteer 1284 Sniper Rifle

Model: Inconnu Kisteer 1284 Sniper Rifle
Type: Slugthrower rifle
Scale: Character
Skill: Firearms: rifle
Ammo: 10
Cost: 450
Availability: 2, F
Fire Rate: 1
Range: 5-50/180/420
Damage: 4D+1
Game Notes: This weapon has an advanced targeting scope with night vision sensors (+2D to *search* in low-light conditions) and target finder (+1D+2 to Long Range shots, +1D to Medium Range shots, if user spends one round aiming).



■ ASN-121 Assassin Droid

Type: Arakyd Industries ASN-121 Assassin Droid
DEXTERITY 3D+2
 Blaster 5D
KNOWLEDGE 1D
 Tactics 4D
MECHANICAL 1D
PERCEPTION 2D
 Search 5D, sneak 5D+1
STRENGTH 2D
TECHNICAL 1D
 Computer programming/repair 2D+2
Equipped With:
 -Low-light and UV sensors (ignores low-lighting penalties)
 -Two interchangeable tool/weapon mounts
 -Claw appendage
 -Internal storage (2 Kg)
 -Sniper Blaster (5D)
 -Quadanium shell (+1D to resist damage)
 -Security scrambler (can emit energy beam that renders it immune to electronic observation of any kind)
Move: 24
Size: 0.3 meters
Cost: 5,730



ASN Courier Droid

A sleek droid outfitted for the blood trade of assassination, ASN-121 was the property of Zam Wesell. The Clawdite bounty hunter dispatched the flying automaton on a mission to kill Senator Padmé Amidala. To that end, its small cargo hopper was loaded with a pair of squirming kouhuns, deadly centipede-like creatures with a poisonous sting. Bracketed by a powerful repulsorlift array, the ASN-121's frontal tool chuck can be equipped with a variety of attachments depending on its mission profile. Its interface port can handle such diverse tools as a harpoon gun, a sniper blaster, a gas dispenser, spy sensors, a flamethrower and various drills and cutters.

Kouhun



Kouhun worms were vermiform arthropods with poisonous stingers and teeth. While the stinger poison was only painful for most creatures, the bite poison was lethal for human-sized or smaller beings. They were native to Indoumodo, but could also be found on many planets of the Outer Rim. Two kouhun worms were used by the bounty hunter Zam Wesell in an attempted assassination of Senator Amidala.

■ Kouhun

Type: Poisonous vermin
Planet of Origin: Indoumodo
DEXTERITY 5D+1
Sting 6D
PERCEPTION 1D
Hide 3D, search 3D, sneak 3D
STRENGTH 0D+1
Special Abilities:
Poisonous Sting: While a successful attack does no damage, the sting of a kouhun is very poisonous. Anyone stung by a kouhun takes 10D of poison damage. Note that the sting of a kouhun will not penetrate armor, and must strike an exposed portion of the target.
Stealthy: Kouhun gain a +2D bonus to both *hide* and *sneak* skill checks.
Move: 6
Size: Up to 30 centimeters long

Koro-2 Airspeeder

Zam Wesell typically used stolen and disposable speeders on her routine assignments, but when a job called for raw speed and performance, she brought in her own personal model.

Her Koro-2 exodrive airspeeder was a lean get-away vessel, with no offensive armaments.

The Desler Gizh Outworld Mobility Corporation built the craft to survive in hostile environments, and as such it had a contained and pressurized cabin with a two-week air supply. While the Koro-2 employed standard repulsorlifts for altitude, it featured an uncommon external electromagnetic-propulsion system. The forward mandibles intensely irradiated the air around them, inducing ionization and making it conductive. Paired electrodes then electrified the airstream, and it was magnetically propelled toward the rear of the craft, resulting in the air literally dragging the vessel through the skies at speeds approaching 800 kilometers per hour. The speeder wasn't designated to fly in crowded urban zones such as those on Coruscant, and the radiation spill and noxious wake of the craft were several of the deleterious side effects to which Zam was indifferent.

■ Koro-2 Airspeeder

Craft: Desler Gizh Outworld Mobility Corp Koro-2 all-environment Exodrive airspeeder
Type: Airspeeder
Scale: Speeder
Length: 6.61 meters
Skill: Repulsorlift operation: Koro-2
Crew: 1
Crew Skill: Varies
Passengers: 1
Cargo Capacity: 80 kilograms
Cover: Full
Altitude Range: Up to 25 kilometers
Cost: 24,800 (new), 16,400 (used)
Maneuverability: 3D
Move: 280; 800 kmh
Body Strength: 2D+1



crash-landed near the seedy Outlander Club. She hid for a few moments and attempted to sneak up on Kenobi, but his Jedi reflexes allowed him to dismember her. When Skywalker pressed Wesell to reveal who had hired her, Jango was forced to silence her with a Kamino saberdart. Jango then returned to Kamino, and his return marked the only occasion his son had ever seen him emotionally disturbed.

■ **Zam Wesell**

Type: Clawdite Bounty Hunter

DEXTERITY 3D+1

Blaster 6D+1, dodge 6D+2, melee combat 5D+1, melee parry 4D+1, slugthrower 7D+2, vehicle blasters 6D+1

KNOWLEDGE 3D

Alien species 4D+2, languages 3D+1, streetwise 5D+1, survival 5D, willpower 4D+1

MECHANICAL 3D+1

Repulsorlift operation 7D

PERCEPTION 3D

Acting 3D+2, con 4D+1, con: disguise 6D+1, hide 5D, investigation 5D+2, search 5D+2, sneak 5D+2, shapeshift (A) 2D+1

STRENGTH 2D+1

Brawling 5D+1, climbing/jumping 3D+2

TECHNICAL 3D

Droid programming 4D+1, droid repair 3D+1

Special Skills:

Perception: Shapeshift (A): Some Clawdites have developed their skin-changing talents to a greater degree, allowing them to change the length, color, shape, and texture of their hair, as well as the coloration of their eyes. This fine control can even be used to alter specific portions of the Clawdite's body. This skill counts as an Advanced skill, with a prerequisite of the *Con: Disguise* skill specialization at 5D or greater. The *Shapeshift* skill adds its dice to any *Con: Disguise* die rolls made to imitate a member of a different humanoid species.

Special Abilities:

Skin-Changer: Clawdites are able



Clawdite

Home Planet: Zolan

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/4D

MECHANICAL 1D/4D

PERCEPTION 2D/4D+1

STRENGTH 1D/3D+2

TECHNICAL 1D/4D

Special Skills:

Perception: Shapeshift (A): Some Clawdites have developed their skin-changing talents to a greater degree, allowing them to change the length, color, shape, and texture of their hair, as well as the coloration of their eyes. This fine control can even be used to alter specific portions of the Clawdite's body. This skill counts as an Advanced skill, with a prerequisite of the *Con: Disguise* skill specialization at 5D or greater. The *Shapeshift* skill adds its dice to any *Con: Disguise* die rolls made to imitate a member of a different humanoid species.

Special Abilities:

Skin-Changer: Clawdites are able to change the color, texture, and shape of their skins, allowing a Clawdite to mimic that of another humanoid species of the same general physical shape. This does not allow Clawdites to generate extra limbs or other appendages, but they are able to imitate the texture and patterns of skin-tight clothing. The transformation is quite painful, and the skin-changer will revert to its normal form if stunned, unconscious, dying, or dead.

Move: 10/12

Size: 1.5 to 1.9 meters tall

to change the color, texture, and shape of their skins, allowing a Clawdite to mimic that of another humanoid species of the same general physical shape. This does not allow Clawdites to generate extra limbs or other appendages, but they are able to imitate the texture and patterns of skin-tight clothing. The transformation is quite painful, and the skin-changer will revert to its normal form if stunned, unconscious, dying, or dead.

Force Points: 3

Dark Side Points: 4

Move: 10

Equipment: KYD-21 sporting blaster (3D+2), Kisteer 1284 projectile rifle (4D+1), Koro-2 airspeeder

■ **Ansion**

Nestled between The Malarian Alliance and the Keitumite Mutual Military Treaty was the not so insignificant planet of Ansion. Located in the Mid Rim, Ansion was the linch pin to several treaty's and alliances that held several sectors of the Mid Rim together. Ansion was a wind blown planet with vast prairies and grasslands. There were several different species that inhabited the planet of Ansion, but the native Ansionians made up most of the population, even though there were few Humans, Armalats and even a Hutt or two.

The capital city of Ansion was Cuipernam, located on the Sorr-ul-Paan Plateau. Cuipernam was the center of commerce, designed to accommodate the native Alwari and their trading carts. As the city grew, more offworld businessbeings established their companies in Cuipernam, and thus credits flowed freely through the city. Ansion's only major spaceport was located near Cuipernam. The other three major cities were Doigon, Flerauw and Dashbalar.

The vast of Ansion was open prairies and grasslands, home to a spiky tumbleweed that impaled its prey called the Chawix. The skies could become as dark as night when a flock of insects called Kyren, 100 million strong, flied overhead. Another species native to Ansion were the Suubatar, furry six-legged omnivores, often used as swift and sure transportation.

■ **Ansion**

Type: Terrestrial
Temperature: Temperate



Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Grasy hills, plains
Length of Day: 36 standard hours
Length of Year: 285 local days
Sapient Species: Ansionians, Armalats
Starport: Stellar class
Population: 1.5 billion
Planet Function: Homeworld, cultural center
Government: Ruling council
Tech Level: Space
Major Exports: Food stuffs, fabrics
Major Imports: Technology
System: Ansion
Star: Ansion
Orbital Bodies: 2 moons

Suubatar

The omnivorous suubatar has evolved into one of the most successful predators on the planet of Ansion. The furry six-legged beasts are three times a tall as a human and stand on wide-splayed toes that end in long claws. Its smooth,



tapered skull hints that it is a creature of impressive speed. Suubatar pump their six muscular legs when in full gait, gripping the grasslands with their claws, and launching themselves across the prairies in a speedy, yet smooth, run. The creatures are covered in green stripes unique to each individual and sandy brown underbellies that act as camouflage in their natural prairie habitat. Though their diets can be as widely varied as that of a Human, their protruding canines, flattened skulls, and snakelike, unhinged jaw give their faces the look of savage attack animal.

■ **Suubatar**

Type: Plains Predator
Planet of Origin: Ansion
DEXTERITY 2D+1
Running 6D+2
PERCEPTION 2D+2
Hide 3D, search 4D, sneak 6D
STRENGTH 6D+2
Climbing/jumping 8D
Special Abilities:
Bite: Does STR+2 damage.
Camouflage: The Suubatar has evolved for stalking prey in the grasslands of Ansion. While in it's native habitat, the suubatar adds a +2D to *sneak* checks not already reflected in this stat block (this bonus does not apply to domesticated suubarats, which wear saddles and carry packs)
Claws: Do STR+1 damage.
Move: 14
Size: 6 meters tall
Orneriness: 1D

Ansionians

The Ansionians were slender humanoids with pale-yellow skin. Shorter than the average human, they were hairless, save for a single brush of dense fur about fifteen centimeters wide that ran from their foreheads to the tip of a short tail. Although the color varied naturally across the whole spectrum, many Ansionians dyed their manes in a variety of colors and patterns.

The Ansionians were divided among two distinct groups: the city dwellers, who lived in one of Ansion's four major cities, and the Alwari Nomads, who lived on the windswept prairies. The Alwari were traditionalists at heart, and had adapted modern technology to their own uses. Even glowlamps were modified to flicker, like the natural flames used by their ancestors. When Ansion started thinking about seceding from the Republic, the Alwari were certain that the Republic - especially the Jedi Knights sent to



Ansion to settle the dispute - sided with the city dwellers. The Alwari were led by the overclans of the Borokii and the Januul. The Situng Borokii were one of the two most powerful overclans of the Alwari Ansionians, during the past decade they had been challenged in size and power only by the Hovsgol Januul overclan. Like the Januul, the Borokii overclan was made up from several smaller clans, forming a large unit.

The Borokii and Januul had been enemies for many generations, until Obi-Wan Kenobi and Luminara Unduli, along with their Padawans Anakin Skywalker and Barriss Ofee, met to discuss a treaty between not only the Borokii and Januul, but between the Alwari and the city-dwelling Ansionians of Cuipernam. The Jedi hoped to avoid the secession of Ansion from the Republic. After Obi-Wan and Luminara were able to establish peace between the Borokii and Januul, both overclans agreed to the treaty with the city dwellers.

Ansionian

Home Planet: Ansion
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 3D/4D+2
STRENGTH 1D+1/3D+1
TECHNICAL 2D/3D+2
Special Abilities:
Teeth: The ansionian's sharp, pointed teeth do STR+1 damage.
Darkvision: Ansionian characters can see up to 20 meters in total darkness.
Move: 10/12
Size: 1.5-1.6 meters

Subterrel

Subterrel was located in the outer rim near wild space in the Subterrel Sector. Subterrel was know all over the galaxy for its vast mining operations. These mines were operated by everything from Kaminoan clones to Polis Massans. There were no major cities, just underground mining colonies. The biggest of these mining colonies was owned and operated by the Kaminoans. The Kaminoans used their cloning technology to engineer clones designed specifically to work in this type of underground terrain. The name “Subterrel” most likely stemmed from the root word “subterranean”, giving a clue to how the planet was inhabited. Subterrel had no moons and the closest planet to it was Polis Massa. The inhabitants of both planets had regular dealings.

■ Subterrel

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Caves
Length of Day: 36 standard hours
Length of Year: 305 local days
Sapient Species: Humans, Polis Massans, Kaminoans, Besalisks, Various other aliens
Starport: Standard class
Population: 50,000
Planet Function: Mining
Government: Independent communities
Tech Level: Space
Major Exports: Mined goods
Major Imports: Technology
System: Subterrel
Star: Subterrel



■ Naboo

The third of five planets orbiting a yellow star in the Chommell sector, Naboo was first settled by human colonists from the planet Grizmallt thousands of years ago. Naboo was inhabited by peaceful humans known as the Naboo, and an indigenous species of intelligent amphibians called the Gungans. Naboo's river cities were resplendent with classical architecture and greenery, while the underwater Gungan settlements were a beautiful display of exotic hydrostatic bubble technology. Naboo had long been an enigma to astrophysicists. Its porous, plasma-rich interior and lack of a molten core was a phenomenon not found on any known planet in the galaxy. The surface of Naboo was covered by dense swamps, rolling grass plains, and verdant hills. The largest mountain chain, the Gallo Mountains, bisected the largest continent and divided the great grass plains of the north from the Lianorm Swamp in the south. South of the Lianorm Swamp was Paonga Sea, where at the bottom lied the Gungan city of Otoh Gunga. Underneath the planet's surface was a tremendous maze of passages and caves, home to immense aquatic animals and creatures that were never seen on the surface. Gungans dominated these 'underwaterways', using them as a highway of sorts between their surface Holy Places and their underwater cities.

■ Naboo

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Mountains, plains, swamps
Length of Day: 26 standard hours
Length of Year: 312 local days
Sapient Species: Humans, Gungans (N)
Starport: Stellar class
Population: 1.2 billion Humans, unknown Gungans
Planet Function: Homeworld, cultural center
Government: Democracy
Tech Level: Space

Major Exports: Grains, works of art
Major Imports: Technology, processed foods

System: Naboo

Star: Naboo

Orbital Bodies:

Name	Planet Type	Moons
Moth	Searing rock	0
Erep	Searing rock	1
Naboo	Terrestrial3	
Widow	Barren rock	1
Storm	Gas giant	32
TFP-9	Space station	-

Naboo Politics

After Queen Amidala stepped down from her position as Naboo's elected monarch, Queen Jamillia took up the crown. Like her predecessor, she was regal and dignified, though not as young as Padmé had been during her reign. During the Separatist crisis, millions of loyal citizens were displaced as worlds seceded from the Republic. When Coruscant began restricting immigration to better deal with port crowding and security concerns, the worlds of the Mid Rim opened up their borders. Jamillia, a compassionate ruler, loosened Naboo's immigration policies to accept the influx of refugees. Naboo was not entirely free from trouble, however. Migrant workers staged protests about their work conditions, only to be forcibly removed by Theed police. Naboo's leaders were largely sheltered from these events by their security advisors in order to preserve – for the time being at least – the utopian outlook of which the planet was so proud.

Queen Jamillia

Jamillia was the successor of Queen Amidala, formally styled as Her Royal Highness, Queen Jamillia of Naboo. Jamillia, like her predecessor, was a young woman when elected (though not as young as Padmé Amidala was during her first term), with a regal and dignified bearing. Jamillia wore many of the same symbols of office as Amidala did. Her white face paint was also



decorated with the symmetrical beauty marks and the lip-dividing “scar of remembrance.” Her regal accent of enunciated consonants pointed to her roots in Naboo’s southeastern regions.

Jamillia’s predecessor, after serving two successful four-year terms as Queen, was popular enough that many of the Naboo wanted to amend their constitution to allow Amidala to serve a third term. However, Padmé Amidala graciously declined the honor, and Jamillia became Naboo’s next elected monarch. The new Queen asked her still-popular predecessor to continue her career in public service by becoming Naboo’s Senator, even though Amidala had reached the normal age for the Naboo to retire from politics and was well within her rights to do so. Padmé agreed and became Naboo’s representative in the Galactic Senate.

After surviving a Separatist-backed assassination attempt, Padmé left Coruscant for the safety of Naboo. Jamillia was responsible for finding a safe-house in the Lake District of Naboo where the senator could secretly find refuge. During the Separatist crisis, Jamillia was one of many planetary rulers who opened up their worlds to aide many refugees loyal to the Galactic Republic who were fleeing the worlds seceding from the Republic.

■ **Queen Jamillia**

Type: Naboo Monarch
DEXTERITY 2D+1
 Blaster 3D+1, dodge 3D
KNOWLEDGE 3D+2
 Bureaucracy 6D, cultures 5D+1, languages 5D+2, planetary systems: Naboo 6D+1, willpower 4D+2
MECHANICAL 3D

Beast riding 3D+2
PERCEPTION 3D+1
 Command 4D, con 4D, con: disguise 5D, hide 4D, persuasion 5D+1, search 5D, sneak 4D
STRENGTH 2D+2
 Brawling 4D
TECHNICAL 3D
 Computer programming/repair 5D+1, first aid 5D
Force Points: 1
Character Points: 5
Move: 10
Equipment: Naboo royal pistol (4D), comlink, extensive wardrobe

Sio Bibble

Sio Bibble was a learned man, a philosopher and outspoken pacifist who refused to carry weapons. In addition to his position as governor, Sio Bibble was the chair of the Naboo Royal Advisory Council. He met with Naboo’s various regional representatives, overseeing duties that do not require the Queen’s direct involvement. He also was an outspoken critic of the Republic’s bureaucratic judicial system.

■ **Sio Bibble**

Type: Naboo Governor
DEXTERITY 2D+1
 Brawling parry 3D+2, dodge 4D+2
KNOWLEDGE 4D
 Scholar: Naboo philosophical thought 9D, scholar: teaching methods 8D, value 7D, willpower 7D+2
MECHANICAL 3D
 Beast riding 3D+2
PERCEPTION 3D+2
 Investigation 6D+2, persuasion 8D, search 6D+1
STRENGTH 2D+1
 Brawling 3D
TECHNICAL 2D+2
 Computer programming/repair 5D, sculpting 6D+1
Move: 10





Theed

One of the major cities on Naboo was the city of Theed. Points of interest in Theed included the Hall of Perri-Teeka, a breathtaking monument to a revered statesman; Broadbery Meadow, a secluded garden reachable only by boat; the banqueting rotunda built by the Earl of Vis, a cousin of the old king; Guido's Tower, one of the oldest structures in the city; the Parnelli Museum of Art; Virdugo Plunge, the largest waterfall in Theed, fed by the Solleu River; and the new Palace Courtyard, built over a part of the city that had been severely bombed by the Trade Federation during their occupation of Naboo. This new enclosure was designed to foster and encourage principles of enlightened thought and practice. Theed's inhabitants would wander through the courtyard's graceful walkways and sit in the shade of the circular colonnade, within which a holographic frieze depicted great philosophers and artists from the planet's history.

Dominating the land below the great cliffs, Theed Spaceport was an unprecedented development in the Naboo's tradition-bound culture. Its unadorned, functional, construction was tes-

tament to the speed and urgency with which it had been built. The only nod to the Naboo design aesthetics was its elegantly curved docking platform, which mimicked the natural sweep of the cliffs. Built with reparation money from the Republic after the Trade Federation invasion, the spaceport accommodated the increased space traffic resulting from Senator Amidala's high-profile tenure. The spaceport also received immigrants seeking mining work on Naboo's spice-rich moons.

Lake Country

The Lake Country was a remote area of the planet Naboo that was dominated by beautiful lakes, surrounded by mountains and valleys. Wide meadows of grass and wildflowers, communally owned by the Pastoral Collective, sat among the waterfalls and lakes, and much of the planet's native shaak population made their homes there. In springtime, the festival of Glad Arrival was held there, when, for several days, the meadows were transformed by colorful pageants and music-making. The Lake Country was sealed off from Naboo's underground water-



ways and caverns, making the lakes safe from sea monsters. The sparse population was made up mostly of farmers and hermit-craftworkers famed for their almost mystically bewitching glassworks. On the lake's most distant island stood the large Varykino villa, owned by the Naberrie family. The house had been occupied centuries earlier by the tragic Naboo poet Omar Berenko, who had lived in an unconventional community of Naboo – and even Gungan – outsiders.

Shaak

Shaaks were plump quadrupedal herd animals, often raised for their meat. They were native to the grasslands of Naboo, where they grazed on flowers and grass. Shaaks had multiple wombs, allowing for a remarkable reproduction rate. They were good swimmers, but often tumbled over waterfalls. The calm and friendly shaak was harmless creature. Moving in herds, shaaks roamed the plains of Naboo in order to find sustenance: flowers and young shoots of tall grass. Shaaks did not confine themselves to one region, and could be found in most dry areas on Naboo. Not fond of damp surroundings, shaaks avoided the numerous swamps of their home planet. The rather weak four-legged beast was rarely used as a pack animal and never as a mount, but it constituted an excellent source of food for the peoples of Naboo. Shaak meat could be easily stored and required little preparation before consumption.

■ **Shaak**

- Type:** Herd animal
- Planet of Origin:** Naboo
- DEXTERITY 2D+1**
- PERCEPTION 1D**
- Search 3D*
- STRENGTH 3D+2**
- Special Abilities:**
- Kick:* Does STR+2 damage.
- Move:** 20
- Size:** 1.8 meters high



Forbidden Union

Anakin Skywalker stands with his arms crossed, overlooking the sparkling blue lake, he can't help but think about the many events that have taken place over the past two weeks. He's been through so much to just be standing there, the loss of his mother, the Jedi lost at Geonosis and, of course, the loss of his arm by Count Dooku. He continues to struggle daily with what happened on Tatooine, not just the death of his mother, but the slaughter of an entire village of Tusken. But here he stands, here on Naboo under a rose covered arbor.

Anakin and Padmé stand hand in hand. Anakin in his formal Jedi robes, Padmé in a beautiful white gown with flowered trim. Anakin's new mechanical arm hangs at his side, the fingers clenching and opening in a reflexive movement. Before them stands a Naboo holy man, his hands raised above their heads as he recites the ancient texts of marriage. And when the proclamation is made, R2-D2 and C-3P0, bearing witness to the union, whistle and clap. And Anakin Skywalker and Padmé Amidala share their first kiss as husband and wife.



Kamino

Kamino was the watery world where the Clone Army for the Republic was created. It was inhabited by a race of tall, elegant creatures, called Kaminoans, who kept to themselves and were known for their cloning technology. Kamino was located just south of the Rishi Maze, inside a dwarf satellite galaxy in a decaying orbit around the main galaxy, beyond the Outer Rim. Kamino had never recovered from the global warming that melted huge shelves of inland continental ice. Its oceans swelled, covering the landmasses, forcing the native Kaminoans to adapt. Their stilt cities echoed their former land colonies, but were built to withstand the ceaseless storms that buffeted the world.

The amphibious Kaminoans often traveled between their stilt-cities on cloned aiwhas, animals that could both fly and swim. For much of the year, sever electrical storms raged across the planet. At these times, Kaminoan aiwha-riders tended to travel underwater to escape the lashing tempests, surfacing as they neared their destination. Another, more unusual imperative drove the Kaminoans under the waves – pilgrimages to the sunken cities on the seabed, relics of the ancient land-based Kaminoan civilization that existed before the entire planet was flooded. These sacred journeys were made purely to honor their ancestors, rather than for scientific or

archeological research, and seemed highly inconsistent with the Kaminoans' more characteristic scientific rationalism.

Though the Kaminoans turned to genetic sciences to counteract the hardships of the planet's environmental chaos, they were not self-sufficient. They traded their advanced cloning knowledge in exchange for vital

raw materials. Though few were privy to such knowledge, the Kaminoans were reputed to be the best cloners in the galaxy.

In addition to creating clones, the Kaminoans produced a range of specialized, high-tech weapons and missiles for a number of clients, for example, interrogation devices and an array of saberdarts, mainly for use by professional bounty hunters and security specialists. The cloners subcontracted the manufacturing of larger weapons and vehicles for their clone armies to off-world suppliers such as Rothana Heavy Engineering.

■ Kamino

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (breathable)

Hydrosphere: Saturated

Gravity: Standard

Terrain: Aquatic

Length of Day: 27 standard hours

Length of Year: 463 local days

Sapient Species: Kaminoans (N)

Starport: Stellar class

Population: 1 billion

Planet Function: Homeworld, clone production, military

Government: Ruling council

Tech Level: Space

Major Exports: Clones, covert technology, military weapons and hardware

Major Imports: Foodstuff

System: Kamino

Star: Kamino

Orbital Bodies:

Name	Planet Type	Moons
Kas	Molten rock	0
Yuka	Searing rock	0
Jomon	Searing rock	0
Faa	Terrestrial	2
Kamino	Terrestrial	3
Mira	Barren rock	0
Miyuu	Barren rock	5
Donoa	Barren rock	17
Casna Aure	Gas giant	28
Casna Besh	Gas giant	43
Imoco	Frozen rock	8
Talita	Frozen rock	6
Yuka	Ice ball	1





Aiwha

Aiwhas and similar creatures could be found on several worlds, including Naboo and Kamino. One Naboo, they lived in medium-size “pods,” feeding on surface-dwelling krill and the fishes found in the huge Naboo lakes. Like other cetaceans, aiwhas filtered food through the sieve-plates in their baleen. The Gungans of Naboo had domesticated aiwhas to accept mounts and provide airborne transportation. Aiwhas employed a water-vascular system that allowed them to control their relative density. When they needed to swim underwater, their spongy tissues absorbed water. When flight was required, they expelled this water and shed it to lighten themselves.

■ Aiwha

Type: Colossal cloned aquatic herd animal

Planet of Origin: Kamino

DEXTERITY 1D+1

PERCEPTION 2D+1

STRENGTH 6D

Swimming 8D

Special Abilities:

Slamming: Aiwhas can slam against an opponent, doing STR+2D damage.

Move: 20 (swimming or flying)

Size: 20-30 meters wingspan

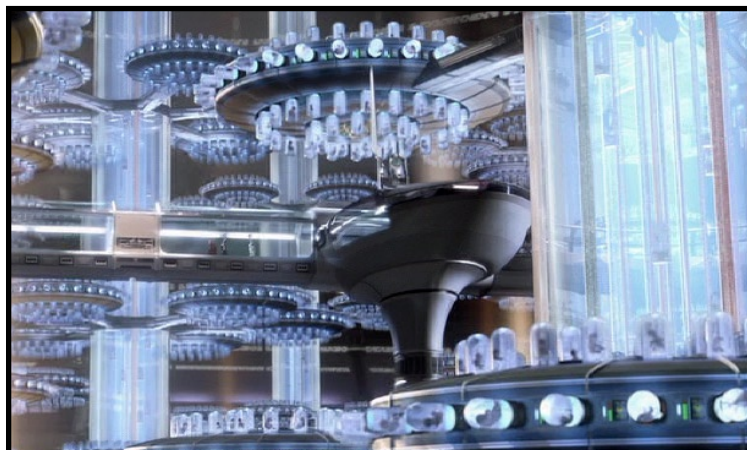
Orneriness: 1D

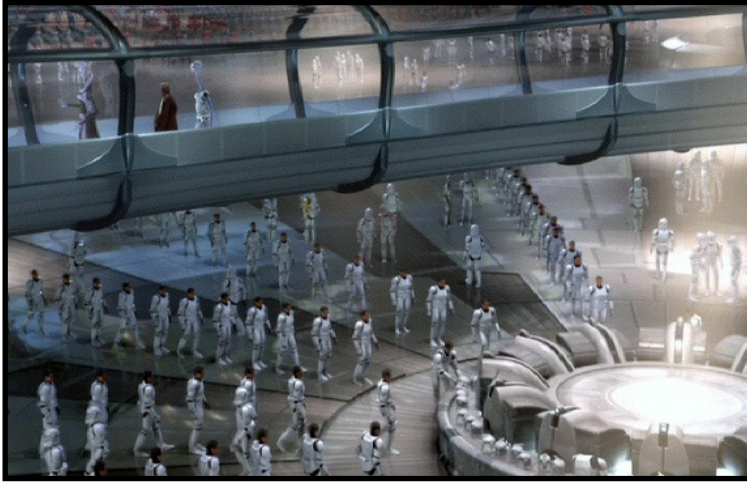
Tipoca City

The capital city of Kamino and home to a major cloning facility was Tipoca City. The city consisted of a network of stilt structures that spanned 150,000 kilometers along Kamino’s western equator and was considered by many to be the heart of Kaminoan society. The millions of Kaminoans who occupied Tipoca worked

either with the cloning program or with the bureaucracy, activities that were closely interlinked in Kaminoan society. The only living spaces in the city were the quarters of the prime minister and the military staff, and a group of apartments for cloning scientists. The scientists resided in Tipoca in alternating shifts of three months each before returning to their homes and families. There were no public spaces within the capital city, and all other Kaminoans who worked there lived in numerous satellite cities situated around the capital. Constant traffic ran to and from Tipoca, as workers, bureaucrats, and many others traveled to and from their homes.

The center at Tipoca extended throughout the domes, and included cloning hatcheries, growth pods, learning and training facilities, as well as dormitories and dining halls for the products. The Clone Military Education Complex was the biggest training center on Kamino, being fully committed to fulfilling the Republic contract. The first Republic batch consisted of





■ Obi-Wan is given a tour of the cloning facilities.

200,000 clone troops, while facilities across the planet were equipped to produce millions more. Clones received extensive military experience, from hand-to-hand combat on upper training floors to battle training in a variety of simulated landscapes on kilometer-wide rooms located in the base of the domes. These environments could consist of anything from desert terrain to snow-blasted mountains, thanks to atmospheric systems that created climate and weather conditions, and repulsor-lifted floor plates which could shift to produce a variety of geological features.

Aside from the governmental and clone manufacturing functions, Tipoca City also served as the seat of both the Kamino Space Control and the Kamino Planetary Defense Forces. Most of the Space Control's data came from the huge communication towers that dominated much of the city's skyline. Largely due to the cloning facilities' importance to Kamino, the Planetary



■ Lama Su, Obi-Wan and Taun We discuss the new clone army.

Defense Forces were coordinated from Tipoca. The city relied on passive measures (in form of energy shielding) and more “pro-active” turbolaser emplacements. Because the defensive shields provided little protection against troop invasions, the KPD also retained thousands of Kaminoan soldiers in the barracks.

Tipoca City's architecture was influenced by two primary architectural styles originating from Alderaan and Kashyyyk. The concept for the city being built on stilts was derived from the Alderaanian Oversea style. Middle-period Krorral was adopted in the form of the sweeping and centralized dome structures. An additional appeal of the Krorral element was that the rain-sloughing nature of the architecture bore numerous similarities to the first Kaminoan land colonies. Despite the severity of weather conditions on Kamino, landing platforms on the planet were generally uncovered. A shield generator array on the underside, however, could be activated to protect the ship from power overloads during electrical storms.

Lama Su

Lama Su was a male Kaminoan who served as Prime Minister of Kamino at the beginning of the Clone Wars. He lived in the planet's capital, Tipoca City. As head of the ruling council of Kamino colony governors, Lama Su was one of the select Kaminoans to deal directly with offworlders. Despite this, he was still rather ignorant of Human customs and behavior. He recognized how vital cloning was to Kamino's economy, and took it upon himself to personally give visiting Jedi Obi-Wan Kenobi a tour of the facility. He eagerly explained the cloning process, as well as the behavioral conditioning and combat training of the Clone troopers. In his eagerness, Lama Su ignored the Jedi's apparent ignorance of the entire Clone Army project.



Kaminoan

Home Planet: Kamino
Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 2D+1/4D+2
MECHANICAL 1D/4D
PERCEPTION 1D/3D+1
STRENGTH 1D+2/4D
TECHNICAL 2D/4D+1

Special Abilities:

Physiologists: Expert cloners with remarkable medical knowledge. At character creation they get 2D for every 1D placed in *first aid*, *medicine* and related skills.

Resistant: Genetic improvements make them resistant to poisons, disease, radiation and other hazards that target their physiology. They gain a +1D bonus to *stamina* to resist such threats.

Move: 10/12

Size: 2.1-2.7 meters

■ Lama Su

Type: Kaminoan Prime Minister

DEXTERITY 3D

Blaster 3D+2, brawling parry 4D+1, dodge 5D+1

KNOWLEDGE 3D+2

Bureaucracy 8D, Business: cloning industry 7D+2, languages 5D, planetary systems: Kamino 10D, survival 5D, value: clones 8D+1

MECHANICAL 2D+1

Beast riding: aiwha 6D

PERCEPTION 3D+1

Command 5D+1, persuasion 9D, search 5D

STRENGTH 3D

Brawling 4D+2, swimming 6D+2

TECHNICAL 2D+2

Computer programming/repair 4D+2

Force Points: 2

Character Points: 10

Move: 10

Equipment: Datapad, clonetroller

Taun We

Taun We was a female Kaminoan with a gentle nature, who glided easily through life. She was the administrative aide to the Prime Minister of Kamino, Lama Su, and served as Project Coordinator for the Republic clone army. Of all Kaminoans, she was perhaps the most versed in human emotional psychology. This knowledge helped develop the clones into mentally stable individuals.

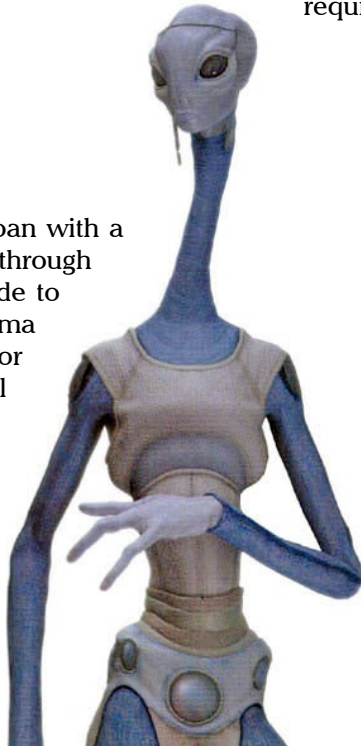
■ Taun We

Type: Kaminoan Ministerial Assistant

DEXTERITY 3D+1

Blaster 4D+2, dodge 5D, melee combat 4D, melee parry 3D+2

KNOWLEDGE 3D+2



Business: cloning industry 7D, languages 6D+1, planetary systems: Kamino 8D+2, scholar: psychology 8D+1, survival 7D, value: clones 7D+2

MECHANICAL 2D+2

Beast riding: aiwha 5D+1

PERCEPTION 3D

Persuasion 8D+1, search 6D+1

STRENGTH 2D+1

Swimming 5D+1

TECHNICAL 3D

Computer programming/repair 5D+1

Force Points: 1

Character Points: 4

Move: 10

Equipment: Blaster pistol (4D), datapad, clonetroller

KE-8 Enforcer Ship

The KE-8 Enforcer was the primary starfighter of the Kaminoans. The KE-8 was used to protect the floating cities of Kamino, the Clone Military Education Complex, and the vital cloning facilities contained therein. It was also used for isolating clones straying from the process and for finding new and better ways to deal with them.

The KE-8 was a single-being craft, measuring thirteen meters in height and four meters across. While capable for space flight, the KE-8 primarily relied on its advanced bay of repulsors. To keep clones in line and detect abberants, the KE-8 was armed with a sophisticated sensor suite and an electroshock stun device. It also had a pair of manipulator arms that could be used to move materials, although those generally required a co-pilot to operate.



■ **KE-8 Enforcer Ship**

Craft: KE-8 Enforcer Ship
Type: Kaminoan repulsorlift transport
Scale: Speeder
Length: 13 meters tall, 4 meters long
Skill: Repulsorlift operation
Crew: 1
Passengers: 1 co-pilot
Cargo Capacity: 2 tons
Cover: Full
Altitude Range: Ground level-300 meters
Cost: 80,000 (new)
Maneuverability: 2D
Move: 140; 400 kmh
Body Strength: 5D+1
Weapons:
Electroshock Stun Device
Fire Arc: Turret
Scale: Character
Skill: Powersuit operation
Range: 4 meters
Damage: 7D stun
Manipulator Arms
Fire Arc: Turret
Crew: Co-pilot
Skill: Powersuit operation
Fire Control: 1D
Range: 4 meters
Damage: 3D

Jango Fett



Jango Fett was already renowned as the finest bounty hunter in the galaxy when he was approached by the mysterious Lord Tyranus about a bounty. Jango was hired to track down and neutralize Dooku's former Jedi Padawan Komari Vosa, now a deranged leader of a crime syndicate known as the Bonda Gora. Jango eventually tracked Vosa to her hideout on Kohlma, a burial moon of Bogden, where he fought and defeated the dark Jedi. The bounty had been a test of Jango's skills against a Jedi, and Lord Tyranus was impressed with the results. He made Fett an offer he couldn't refuse and, before long the bounty hunter had agreed to relocate to Tipoca City on Kamino.

Jango allowed himself to be cloned by the Kaminoans, who used his genetic model to create an army of genetically modified troopers apparently commissioned by Jedi Master Sifo-Dyas on behalf of the republic. Jango was handsomely paid, and lived in comfort on Tipoca, free to come and go as he pleased, on the condition he helped train the clone army. In addition, Jango made one further demand of the Kaminoans - an unaltered clone of himself whom he named Boba.

Jango emerged from Kamino only when the price was right, occasionally collaborating with Zam Wesell on especially demanding missions. Boba had given Jango a good reason to stay alive, and he was now content for Zam to risk her neck on his behalf.

Obi-Wan Kenobi first encountered Jango Fett when the rocket man swooped into the smog-filled sky of Coruscant after killing Zam Wesell with a toxic saberdart. Jango had a reputation for ruthlessness towards victims that extended to expendable colleagues such as Zam. He subsequently proved himself powerful in close combat with Obi-Wan, who struggled to overcome the well-equipped warrior after tracing him back to Kamino.

Jango's armor bristled with weaponry and gadgets, including retractable wrist-blades, a snare, and a rocket-firing jetpack. Jango and Boba escaped in the Slave I, but Kenobi tracked them to Geonosis, where he learned that Jango and Count Dooku were in league with the Confederacy of Independent Systems. Kenobi was captured and sentenced to death in the arena for espionage, as were Anakin Skywalker and Padmé Amidala, who had come to rescue him. Count Dooku, Nute Gunray, Gilramos Libkath, Jango, and his son Boba were special guests

of the Geonosian Archduke Poggle the Lesser and watched the execution from a private box. However, the execution ceremony was disrupted by the arrival of Mace Windu and a large number of other Jedi, and a massive battle broke out between the Jedi and the CIS's battle droids. Jango joined the melee in defense of Dooku, killing Jedi Council member Coleman Trebor, but he was ultimately beheaded by Windu in combat due to jetpack damage.

■ Jango Fett

Type: Bounty Hunter

DEXTERITY 4D

Armor weapons 6D+2, blaster 10D, brawling parry 5D, dodge 7D+2, grenade 6D+2, melee combat 6D+2, melee parry 6D+2, missile weapons 7D+1, thrown weapons 6D, vehicle blasters 6D

KNOWLEDGE 2D+2

Alien species 5D, cultures 5D+1, intimidation 7D+1, languages 5D, planetary systems 6D, streetwise 9D, survival 8D+2, value 5D+2, willpower 6D

MECHANICAL 2D+2

Astrogation 5D+2, jet pack operation 5D, repulsorlift operation 4D, space transports 6D, starship gunnery 7D, starship shields 5D

PERCEPTION 3D

Bargain 5D+1, command 5D, con 7D+2, hide 3D, investigation 9D+1, persuasion 6D, search 9D, sneak 5D

STRENGTH 3D+2

Brawling 5D+2, climbing/jumping 4D+2, lifting 5D, stamina 7D, swimming 5D+2

TECHNICAL 2D

Armor repair 6D, computer programming/repair 3D+1, demolition 5D, droid programming 3D+1, security 5D+2, space transports repair 6D

Force Points: 3

Dark Side Points: 4

Character Points: 15

Move: 10

Equipment: Blaster Carbine (5D), 2 Westar-34 Blaster Pistols (4D), Mandalorian Battle Armor, Slave I

■ Jango Fett's Battle Armor

Model: Modified Mandalorian battle armor

Type: Modified personal battle armor

Cost: Not for sale

Availability: Unique

Game Effect:

Basic Suit: Provides +4D to *Strength* for physical attacks, +3D+1 for energy attacks. Covers head, torso and arms. -1 penalty to *Dexterity* and related skills.

Saberdart Launcher: Uses Kamino Saber darts with Kouhun venom: Victim must make a Moderate *stamina* roll or die. Succeeding the roll mean victim only suffers a -2D *Strength* penalty. Uses *missile weapons* skill, ranges are 3-10/30/120. Carries 4 darts.

Wrist Rocket Launcher: 3D damage over a 2 meters blast radius. Uses *missile weapons* skill, ranges are 1-3-10/30/120.

Missile Launcher: 6D damage over a five meter blast radius. Uses *missile weapons* skill, ranges are 1-250/350/500.

Rocket Dart launcher: 6D damage, uses *missile weapons* skill, ranges: 3-5/25/50, poison tipped (causes 5D damage

for five rounds). Can use alternative poisons and stun serums.

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

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

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

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

Sensor Pod: +2D to search.

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

Macrobinooculars: Add +3D to *Perception* or *search* for objects 100-500 meters away. Scomp-linked into blaster rifle: reduces range two levels (for example, long range becomes short range).

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

Internal Comlink: Can be linked into *Slave I*'s control system (with beckon call), adjusted to other standard frequencies. Also has external speaker.

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

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

Slave I

Originally, *Slave I* was a police vehicle from the asteroid prison Oovo IV. When Jango Fett was collecting a bounty on the asteroid prison, he was unable to return to his former ship *Jaster's Legacy* due to Zam Wesell's interference. He escaped with one of the new Firesprays docked in the hangar and destroyed all of the others, making the *Slave I* ship model a rather rare one.



Designed to carry live prisoners to Oovo IV, the ship featured numerous holding cells and devices made for the most exotic of creatures. While idle, *Slave I* sat flat on its bottom surface, although during flight the ship rotated 90 degrees to maneuver vertically. *Slave I* was a well-armed starship, and to keep it from becoming obsolete, it was endlessly modified. It was stolen during the Vosa Bounty, near the creation of the Grand Army of the Republic and the end of Jango's life. While under Jango Fett's ownership, its weaponry included twin blaster cannons, as well as two rapid firing laser cannons. Rounding out the ship's armament were two projectile launchers, each holding a magazine of three proton torpedoes or various other payloads, and a naval minelayer equipped with seismic charges.

■ Slave I

Craft: Modified Kuat Systems Engineering *Firespray*-class

Type: Modified sublight patrol and attack craft

Scale: Starfighter

Length: 21.5 meters

Skill: Space transport: Firespray

Crew: 1

Passengers: 6 (prisoners)

Cargo Capacity: 70 metric tons

Consumables: 1 month

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 4D+2

Shields: 2D+2

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 80/2D

Focus: 3/2D

Sensor Mask: Adds +2D to *sensor* difficulties to detect *Slave I* greater than 50 units away.

Weapons:

2 Blaster Cannons (fire-linked)

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D+2

Space Range: 1-7/20/30

Atmosphere Range: 100-700/2/3 km

Damage: 5D

2 Laser Cannons

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-5/10/15

Atmosphere Range: 100-500/1/1.5 km

Damage: 4D

2 Proton Torpedo Launchers (3 torpedoes each)

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/5/7

Atmosphere Range: 100-300/500/700

Damage: 9D

Concussion Mine Layer (16 mines)

Fire Arc: Rear

Skill: Starship gunnery

Fire Control: 1D+2

Range: 1

Blast Radius: 1/2/4/6; 100/200/400/600

Damage: 10D/8D/6D/4D

Boba Fett

Boba was created by Kaminoans as an unaltered clone, at the request of his "father," Jango Fett, before the start of the Clone Wars. He was intended to be both Jango's heir and "Jaster Mereel's Legacy".

As a young boy, Fett grew up on the planet Kamino. Jango raised and cared for him with the assistance of the Kaminoan, Taun We, who ultimately took on the role of being a foster mother to him. Along with the Clawdite Zam Wesell, she was the sole female influence in young Fett's life. Boba was very fond of books, which he commonly checked out and read from the library of Tipoca City.

Boba Fett was ten years old when Jedi Knight Obi-Wan Kenobi came to Kamino to investigate the mysterious creation of a clone army for the



Republic. Fett's father, Jango, realized that he and his son would have to leave Kamino before the Jedi unraveled the mystery behind the attacks on Senator Padmé Amidala. After narrowly escaping, the two blasted off the planet in their ship, Slave I. En route to Geonosis, they realized that Kenobi had tracked them. Boba encouraged and intently watched his father outsmart and outmaneuver the Jedi. He eventually watched what they thought was the death of Kenobi. As the Battle of Geonosis started, Boba stood with Jango on the platform in the arena with several Separatist leaders, including Count Dooku, Nute Gunray, and Wat Tambor. When Jedi Master Mace Windu arrived, Jango kept Boba from harm as the Jedi task force attempted to rescue the captive Obi-Wan, Anakin Skywalker, and Padmé Amidala. During the battle, Boba watched his father get trampled by a Reek, and eventually decapitated by Mace Windu's lightsaber when Jango attempted to challenge him. While the Grand Army of the Republic and the Droid Army clashed for the very first time, Boba emerged from his hiding place to pick up his father's helmet.

■ Boba Fett

Type: Young Bounty Hunter

DEXTERITY 4D

Armor weapons 4D+2, blaster 5D, brawling parry 4D+1, dodge 5D, grenade 4D+1, thrown weapons 4D+1, vehicle blasters 5D

KNOWLEDGE 2D+2

Alien species 3D, cultures 3D+1, intimidation 4D, languages 3D+2, planetary systems 4D, survival 5D, willpower 4D+2

MECHANICAL 2D+2

Astrogation 3D, jet pack operation 3D, repulsorlift operation 3D+1, space transports 3D, starship gunnery 4D, starship shields 3D+1

PERCEPTION 3D

Con 4D, investigation 4D+2, search 4D, sneak 5D

STRENGTH 2D+1

Brawling 3D, climbing/jumping 3D, swimming 4D+2

TECHNICAL 2D

Armor repair 3D, computer programming/repair 2D+2, demolition 3D, security 2D+1, space transports repair 3D

Force Points: 1

Character Points: 7

Dark Side Points: 1

Move: 8

Equipment: Blaster pistol (4D)

■ Bogden

Bogden was located in the Inner Rim, near the Hydian Way, between Arkania and Ploo. It was orbited by at least 19 moons, the most famous of those being Bogg 4 or Kohlma. Following a catastrophic war on Bogden, Kohlma was set up as a memorial tomb for those who had fallen. It would later be the hideout for Komari Vosa and her cult, the Bando Gora. It would also be where Jango Fett was recruited by Darth Tyrannus to become the template of the clone army. Boba Fett visited the moon ten years later. The moon suffered severe gravitational tides, resulting in a constantly shifting landscape. The planet of Bogden suffered from the same fate, the surface was literally being pulled apart. The few that called Bogden home were forced to adapt to the shifting seismic terrain. This made for the perfect home for outlaws on the run, smugglers and bounty hunters.

■ Bogden

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Swamps
Length of Day: 32 standard hours
Length of Year: 256 local days
Sapient Species: Humans, Various aliens (smugglers, bounty hunters)
Starport: Standard class
Population: 125,000
Planet Function: Subsistence, trading
Government: Independent communities
Tech Level: Space
Major Exports: N/A
Major Imports: N/A
System: Bogden
Star: Bogden
Orbital Bodies: 19 moons



■ Slave I approaches the Kohlma moon.



■ Jango Fett receives a job offer from Lord Tyrannus.

Tatooine



Tatooine was a desert planet in a binary star system (the two suns were named Tatoo I & Tatoo II), inhabited by poor locals who mostly farmed moisture for a living. The planet had been the site of repeated and failed attempts at colonization. Before the Clone Wars, it was ruled for a long period by the Hutts, being beyond the reach of the Galactic Republic.

Due to not being a member of the Republic, Republic Credits were rarely used by merchants on the planet, who preferred to use Peggats, Truguts or Wupiupi. Notable geological features included the Dune Sea, an enormous desert, and the Jundland Wastes, a rocky region. Despite the planet's extreme aridity, some forms of life did thrive on Tatooine, including the rodent-like womp rat, elephant-like bantha, and the enormous, fearsome krayt dragon. Tatooine was also home to two apparently native sentient bipedal species: Jawas, pygmy-like mechanical scavengers, and Tusken Raiders, also known as Sand People, who were mysterious, reclusive, and extremely hostile to outsiders. Both races wore fully-concealing robes that kept their true forms hidden from outsiders.

■ Tatooine

Type: Terrestrial
Temperature: Hot
Atmosphere: Type I (breathable)

Hydrosphere: Dry
Gravity: Standard
Terrain: Desert
Length of Day: 23 standard hours
Length of Year: 304 local days
Sapient Species: Humans, Jawas (N), Tusken Raiders (N)
Starport: Standard class
Population: 80,000 (estimated)
Planet Function: Smuggling, trade, subsistence
Government: Hutt Crimelords
Tech Level: Space
Major Exports: Various smuggled cargoes (munitions, security devices, spice) minerals (salt, sand products)
Major Imports: Mid-technology, high-technology, metals, foodstuffs, chemicals
System: Tatooine
Star: Tatoo I and Tatoo II
Orbital Bodies:

Name	Planet Type	Moons
Tatooine	Terrestrial	2
Ohann	Gas giant	3
Adrianna	Gas giant	4

Settlements

Tatooine had several sizable settlements, the largest of which was the spaceport Mos Eisley, widely known for its rough-and-tumble nature and vast criminal underworld. Other settlements included Bestine, Anchorhead, Tosche Station, Mos Entha, Wayfar and Mos Espa, home of a sector-famous podracing track.

The city of Mos Espa had been the home of Anakin and Shmi Skywalker and also held the famous Mos Espa Grand Arena, at which the annual Boonta Eve Classic podrace was held. Mos Espa consisted of the dome-roofed, adobe buildings found in cities across Tatooine, and was said to appear as a great, twisting snake, hunkered down to escape the heat. Most residents were either involved in crime business with the Hutts or poor shop keepers and moisture farmers trying to eke out a living in the inhospitable desert. The biggest retail business in Mos Espa seemed to be junk-dealing, and even small dealers like Watto the Toydarian managed to rake in a substantial amount of money. Mos Espa was



dotted with dozens of small to mid-size docking bays, equipped for refueling and general repairs. Many bays were rented by spacers running missions ranging from simple cargo and passenger delivery to smuggling of contraband. Arrivals were usually greeted with a flood of mechanics-for-hire, droid taxis, con-artists, beggars, and courtesans.

Mos Eisley spaceport town was located roughly 50 miles north from Anchorhead. It contained 362 docking bays and housed a population of around 40 to 60 thousand people, varying seasonally. Anchorhead was one of the oldest settlements located on the planet, having stood for over 4,000 years. Originally a mining outpost, Anchorhead had been abandoned and resettled many times, as each mining company came to discover the poor quality of the ore located there. The companies would abandon their equipment each time, due to the prohibitive costs of transporting them off-world, and the indigenous Jawas would take them as their own. This gave rise to the use of Sandcrawlers, mobile smelting machines, as mobile homes for the Jawas.

Watto

Watto was a Toydarian merchant who lived on Tatooine. He owned a junkyard in Mos Espa from which he sold a variety of used mechanical parts, ranging from spaceship parts to droid components. He was also a keen gambler, often betting on the local podraces, and occasionally even entering his own pod and pilot in the races. Watto also treated his slaves more humanely than most others.

The former owner of Anakin Skywalker and Shmi Skywalker, he lost young Anakin in a wa-

ger to Qui-Gon Jinn concerning the outcome of the Boonta Eve Classic. Losing this bet marked the beginning of a period in Watto's life during which he lost many of his assets. This included Shmi Skywalker, who he was forced to sell to a moisture farmer named Cliegg Lars. Despite purchasing parts of the adjoining buildings in order to enlarge his junk shop, Watto's business future seemed uncertain thanks to numerous betting losses. His locales were also severely understaffed, with Watto doing most of the work himself. He was visited by Anakin and Padmé, when Anakin returned to Tatooine to find his mother.

■ Watto

Type: Toydarian Junk Dealer

DEXTERITY 2D

Blaster 3D+1, brawling parry 2D+2

KNOWLEDGE 4D

Business 7D, languages 5D+2, value 7D, value: podracers



8D, willpower 5D+2

MECHANICAL 3D+1

Repulsorlift operation 4D

PERCEPTION 3D+2

Bargain 7D, con 6D, gambling 5D, search 5D, sneak 4D+2

STRENGTH 2D

Stamina 3D+1

TECHNICAL 2D+2

Computer programming/repair 3D+2, podracer repair 4D

Special Abilities:

Force Resistance: Toydarians are resistant to Force powers that utilize the Sense skill, and receive a +3D bonus to any Perception or Control rolls made to resist these powers. Any Sense powers used against a Toydarian that do not grant a resistance roll have their Sense difficulty increased by +10.

Move: 5 (walking), 16 (flying)

Character Points: 4

Equipment: Datapad, comlink, slave implant controls

RIC-920 Droid

A utilitarian droid built for general-purpose applications, RIC-920 ended up functioning as a rickshaw droid in the busy streets of Mos Espa. Other RIC-units have found employ in professional sports, playing in widely broadcast games of nuna-ball. RIC-920 is a reliable, unsophisticated unipod droid of a model that has gone largely unchanged for centuries. The stoutly built droids have simplistic processors housed in their curved heads.

■ RIC-920 General Purpose Droid

Type: Serv-O-Droid RIC-920 General Purpose Droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 2D

STRENGTH 2D

Lifting 4D+1

TECHNICAL 2D

Equipped With:

-Unipod wheel locomotion system

-Two arms

-Visual and auditory receptors

Move: 12

Size: 1.5 meters tall



Tatooine Wilderness

The Dune Sea was a sand desert that stretched across Tatooine's wastes. In the Tatooine navigation system, it was located in the planet's first quadrant. This large area was once a large inland sea. Extreme temperatures and lack of water made the area inhospitable to most life-form. Forming the eastern border of the Western Dune Sea was the Jundland Wastes, a dry, hot, and rocky region that consisted of a canyon and mesa. It was dotted with unusual rock forms, many of which had significance to the Tusken tribes who had inhabited that area for thousands of years. One such feature was the 90-meter high B'Thazoshe Bridge (which translates into basic as "bantha horn turned to stone"). Formed by ancient drainage channels, it was the largest natural bridge on Tatooine. The bridge marked the boundary of the Tusken's ancient hunting territory. Sand People had a tradition of firing into the air before passing through – failure to do so was said to bring bad luck to the tribe.



Tusken settlements were scattered across Tatooine's deserts. Because the Tusken were a nomadic species, they kept few possessions beyond weapons and food stores, although they set great stores on the spoils of raids on Jawas or human settlers. These raids were not entirely mercenary, but were intrinsic to Tusken culture, which demanded that males prove their prowess or skill to maintain their standing in the tribe. Prisoners taken in a raid were subjected to harsh rituals; sometimes they were used to improve the breeding of the tribe.



Massiff

Massiffs were burly quadruped carnivores, standing about a meter tall at the shoulder. They had coarse skin, large jaws, toothy mouths, big dark eyes, and a line of hard spines along their backs. They were found on both Tatooine and Geonosis. The close proximity of Geonosis and Tatooine undoubtedly led to the migration of the creature from one world to another, most likely the result of careless traders introducing the animal into a new ecosphere. On Geonosis, massiffs were emblems of the Geonosian aristocracy, and domesticated massiffs were used to rid the hives of vermin. On occasion, massiffs were used in arena fighting. On Tatooine, they were similarly domesticated as camp guard animals.

■ **Massiff**

- Type:** Carnivore
- Planet of Origin:** Tatooine/ Geonosis
- DEXTERITY 3D**
- Running 3D+2*
- PERCEPTION 2D+2**
- Hide 3D+2, search 3D+1, search: tracking 4D, sneak 3D+2*
- STRENGTH 3D+1**
- Climbing/jumping 5D+1*
- Special Abilities:**
- Bite:* Does STR+2 damage.
- Resistant to Radiation:* Massiff gain a +1D bonus to *Strength* when resisting the effects of harmful radiation.
- Track by Scent:* Massiff can track by scent, and gain a +1D bonus to their *search: tracking* skill when doing so.
- Move:** 10
- Size:** 2 meters long

See-Threepio

C-3PO was a protocol droid - a droid specifically designed to interact with organics. Threepio's TranLang III Communicator module

combined with his AA-1 VerboBrain allowed him to be "fluent in over six million forms of communication." He was also equipped with "over thirty secondary functions". His main function as a protocol droid was to assist with etiquette, customs, and translation so that meetings of different cultures ran smoothly; a function he rarely performed during his first decade of existence on backwater Tatooine, being usually relegated to communicating with machinery.

After Anakin Skywalker and Padmé Amidala's visit to Tatooine, C-3PO left with his old master. He also became an unwilling combatant in the Battle of Geonosis when he went to find Anakin Skywalker and Padmé Amidala. He found himself in a droid construction facility and, after being pushed onto one of the platforms by his 'friend' Artoo his head was taken off and temporarily attached to the torso of a B-1 battle droid, while the head of the droid was placed onto Threepio's torso. Threepio's troubled experience in the arena battlefield was cut short by Jedi Kit Fisto. After being rescued by Artoo and reunited with his body, C-3PO left Geonosis, and later became one of the only witnesses to Padmé and Anakin's marriage on Naboo.

■ **See-Threepio**

- Type:** Cybot Galactica C-3PO Human-Cyborg Relations Droid
- DEXTERITY 2D**
- Dodge 3D*
- KNOWLEDGE 5D+2**
- Bureaucracy 6D, cultures 7D, languages 10D+1*
- MECHANICAL 3D**
- Repulsorlift operation 3D+1*
- PERCEPTION 3D+1**
- Bargain 4D+2*
- STRENGTH 2D**
- TECHNICAL 3D**



Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors (human range)
- AA-1 VerboBrain
- TransLang III Communications module with over seven million languages
- Vocabulator speech/sound system

Character Points: 4

Move: 8

Size: 1.67 meters tall

Cliegg Lars

Cliegg's father was a very kind moisture farmer on Tatooine, but the young Cliegg rebelled against the elder Lars and left Tatooine for the Core World of Ator. He married a young woman named Aika, and they had a son, Owen. Aika died when Owen was young, and a devastated Cliegg returned to Tatooine with his son, made amends with his father, and took over the family farm.

During his routine trips to Mos Espa to acquire parts, Cliegg fell in love with Watto's slave, Shmi Skywalker. He eventually managed to purchase Shmi from Watto and subsequently freed and married her. Shmi often told her new family how much she missed her son Anakin who had been freed by a Jedi to join the Jedi order years before.

Years later, Cliegg was visited on Tatooine by Anakin and Padmé Amidala, who learned that Shmi had been abducted by Tusken Raiders a month before. Cliegg and a few other settlers had attempted to rescue her, but most of the settlers were killed and Cliegg lost his right leg from the knee-down. Anakin set off to rescue her, and eventually brought Shmi's body back to the Lars Homestead, where she was buried alongside Cliegg's first wife and parents.

■ **Cliegg Lars**

Type: Moisture Farmer

DEXTERITY 2D

Blaster 3D

KNOWLEDGE 2D

Survival 4D+1

MECHANICAL 2D

Repulsorlift operation 2D+1

PERCEPTION 2D

Command 4D

STRENGTH 2D

TECHNICAL 2D

Droid programming 2D+2,

droid repair 3D, farm

equipment repair 4D+2



Move: 3

Equipment: Blaster carbine (5D), hydrospanner and other farm tools, hovering mechno-chair (Move 9)

Owen Lars

Owen lived with his father Cliegg on their moisture farm on Tatooine. He helped his father buy Shmi Skywalker from Watto. Shortly after freeing her and her son Anakin's protocol droid, C-3PO, Shmi and Cliegg married, making her



Owen's stepmother. Shmi often told her new family how much she missed her son Anakin who had been freed by a Jedi to join the Jedi order years before.

Over the next few years, Owen met a beautiful girl named Beru Whitesun, and the two fell in love. Beru moved in with Owen and his family and they lived contentedly together. However tragedy would soon strike, when Shmi was kidnapped by Tusken Raiders, about a month before the start of the Clone Wars. Organizing a group of thirty other local settlers, Owen and Cliegg set out to find Shmi, however it was a doomed mission, resulting in the loss of one of Cliegg's legs and the deaths of all but four of the settlers. Owen built a hover chair for his father to

They Came Just Before Dawn

From the notes of Jocasta Nu, Jedi Archivist.

Upon interviewing young Anakin Skywalker, I realized that more happened on Tatooine than he had let on. So I traveled back to the Lars homestead on Tatooine to ascertain what actually happened, because whatever it was had truly left a lasting effect on young Skywalker.

The journey through Tatooine's desert wasteland, although uncomfortable, was event less. Upon reaching the Lars homestead, I was greeted by the younger Lars, Owen. Cliegg, Owen's father was fixing some damage to a moisture vaporator caused by sandstorm the night before. When I asked what he knew about young Skywalker and his purpose on Tatooine a month prior, needless to say I was shocked by his answer. Owen said with a deep sigh and hesitation:

"It was to visit his mother."

"And how did that go?" I asked.

"Not very well... One month prior, Mom, I mean Shmi, had been kidnapped by Tusken Raiders, while collecting mushrooms early that morning."

Realizing that I was beginning to see why young Skywalker was so reluctant to comment, I continued:

"What happened after the kidnapping?"

"Dad organized the local farmers into a search party...." Young Owen seemed reluctant to go on.

"What happened next?" I pressed on.

"We were ambushed." The voice was stern and came from the front door. As I turned, I saw Cliegg Lars come through the door on his hoverchair. "They knew we would come, so they sat and waited." he said with great despair. "I had just warned her the day before not to go alone, but Shmi never listened, she went every morning."

With a grim expression on his face, Cliegg settled his hoverchair by my side. Owen's girlfriend, Beru Whitesun, served us each a glass of blue milk. After a moment, Cliegg resumed his story:

"When I realized Shmi had been taken by the Sand People, I immediately organized a search party. Moisture farmers live solitary lives, but we stick for each other, soon I had a group of thirty men, armed with whatever they had. We headed out on speeder bikes, and not long afterwards we spotted the dust clouds coming from their Banthas. When

we got within a few meters, I saw the trap, a wire cleverly strung across the field about head height to a man riding a speeder. I saw ten of my friends die instantly as they plowed headlong into the wire. I managed to leap from my speeder over the wire just in time, or so I thought. As I landed I felt a stab of pain come through my leg into my thigh. As I lay there in pain I saw the very familiar leather wrappings of a Tusken, and with all the rage and hate I could muster I reached out and tripped him. When he fell I crawled on top of him and strangled the savage until he didn't move. I then heard Owen yelling and as I started to rise. I fell hard, my balance inexplicably gone. Confused I looked down expecting that another Tusken had tripped me. Then I realized that it was my body that had failed me, my right leg was gone, evidently severed by the wire. The fighting continued for a while longer. Tusken leaped out of the shadows, hacking at my friends with their gaffi sticks, while others fired their slugthrowers from the top of the rocks. We defended ourselves the best we could, until all of a sudden the Sand People turned away and headed into the deep desert. Out of the thirty farmers that went, only four came back, and all I could think of was how I had failed Shmi. I had come to the conclusion that my love was dead and I would never see her again, and then Anakin showed up. He was convinced that she still lived, I don't know if it was that Jedi stuff or just hope, but he set out after her on Owen's swoop bike. Next day around dinner he showed up with something wrapped in burlap on the back of the swoop. Even though I had already convinced myself that she was dead seeing her like that brought it all back to me and I broke down. Later that same day we buried her."

Cliegg took a deep, heartfelt breath, turned his hoverchair and headed out the door. Owen and I followed him for about several hundred feet, until we stopped at a wooden grave marker with flowers laid at its base. We stood in silence for several minutes, until Cliegg broke the silence:

"The one thing I did not get to do was thank him, for at least bringing us a little peace."

With that everything became clear, young Skywalker was just saddened by the loss of his mother.

maneuver, following the loss of his leg. A number of weeks after Shmi's kidnapping, her Jedi son (now Owen's stepbrother), Anakin, came to the Lars' moisture farm looking for Shmi. Owen introduced himself and Beru to the guests and Cliegg explained of the Tusken Raider's taking of Shmi. That night Anakin set out to look for Shmi on his own, and the next morning, he brought back Shmi's body. A small funeral was organized and soon, Anakin and Padmé left, and were allowed to take C-3PO with them.

■ **Owen Lars**

Type: Moisture Farmer
DEXTERITY 2D
KNOWLEDGE 2D
 Survival 3D
MECHANICAL 2D
 Repulsorlift operation 2D+1
PERCEPTION 2D
 Command 3D
STRENGTH 2D
 Lifting 2D+1
TECHNICAL 2D
 Droid repair 2D+1, farm equipment repair 3D+1
Move: 10
Equipment: Macrobinoculars and other farm tools, Zephyr-G swoop

Zephyr-G Swoop

The Zephyr-G swoop was a swoop bike produced by Mobquet around thirty years before the Battle of Naboo. The Mobquet Zephyr-G was a utilitarian repulsorlift swoop, able to seat a single rider, though a passenger could perch somewhat uncomfortably on the drive section. The power generator was located at the rear of the bike, flanked by two cargo panniers capable of holding up to 100 kilograms of supplies. Owen Lars purchased his swoop bike from a Revvien trader in Mos Nytram. Already twenty years old at the time of purchase, Owen converted the battered Zephyr-G from a sports bike to work as a farm vehicle.

■ **Zephyr-G Swoop**

Craft: Mobquet Swoops and Speeders Zephyr-G Swoop
Type: Swoop
Scale: Speeder



Length: 3.68 meters
Skill: Swoop operation: Zephyr-G
Crew: 1
Passengers: 1
Cargo Capacity: 100 kg with add-on cargo panniers
Cover: 1/4
Altitude Range: Ground level-6 meters
Cost: 5,750 (new), 1,500 (used)
Maneuverability: 2D
Move: 125; 350 kmh
Body Strength: 2D+2

Beru Whitesun

Beru Whitesun was the girlfriend of Owen Lars. Of the local farming families, the Whitesuns were recognized as the most well adapted to the harsh desert climes of Tatooine, having pulled moisture from the parched skies for three generations.

Beru grew up near Mos Eisley, but met Owen during a trip to Anchorhead. She fit in perfectly with the Lars family. As a young, shy girl, Beru Whitesun's aspirations did not venture beyond the horizon of Tatooine. She was content to marry Owen Lars and lead the tough life of a moisture farmer. Along with her husband, Beru proudly toiled under harsh conditions.



■ **Beru Whitesun**

Type: Moisture Farmer
DEXTERITY 2D
KNOWLEDGE 2D
 Survival 3D
MECHANICAL 2D
 Repulsorlift operation 2D+2
PERCEPTION 2D
 Bargain 3D+2
STRENGTH 2D
TECHNICAL 2D
 First aid 3D+1, moisture farm technology 3D
Move: 10
Equipment: Various pieces of farm equipment and household appliances.



■ Padmé, Anakin, Beru, Owen and Cliegg mourn the loss of Shmi.

Shmi Skywalker Lars

Shmi Skywalker Lars was the mother of Anakin Skywalker, Shmi was sold to a very kind moisture farmer named Cliegg Lars. Lars freed and married Shmi, making her stepmother to Owen Lars. Shmi often told her new family



how much she missed her son Anakin who had been freed by a Jedi to join the Jedi order years before. During those years she kept a journal where she recorded events almost every day. This journal would eventually come into the possession of her granddaughter Leia Organa Solo many years later.

About ten years after he left to join the Jedi, Anakin sensed through the Force that his mother was in pain. Anakin travelled to Tatooine to find her, and upon arriving learned that she had been abducted by a tribe of violent Tusken Raiders. Young Skywalker used his Jedi powers to find her inside

one of their encampments just in time for her to die in his arms. Enraged, Anakin slaughtered every single Tusken Raider in the camp, including all the women and children. This was one of the first incidents where Anakin's potential to slide into the Dark Side of the Force was apparent. Anakin later took her body, completely wrapped up, back to the Lars Homestead where she is buried. Anakin voiced his regret in front of her grave that he could not save her.

■ Shmi Skywalker Lars

Type: Moisture farmer

DEXTERITY 2D

KNOWLEDGE 2D

Languages 2D+1, scholar: Mos Espa 3D+1, survival 3D+1

MECHANICAL 2D

Repulsorlift operation 2D+1

PERCEPTION 2D

STRENGTH 1D+2

TECHNICAL 2D+1

Computer programming/repair 3D, droid programming 3D, droid repair 4D, moisture farm technology 3D, repulsorlift repair 3D+2

Move: 10

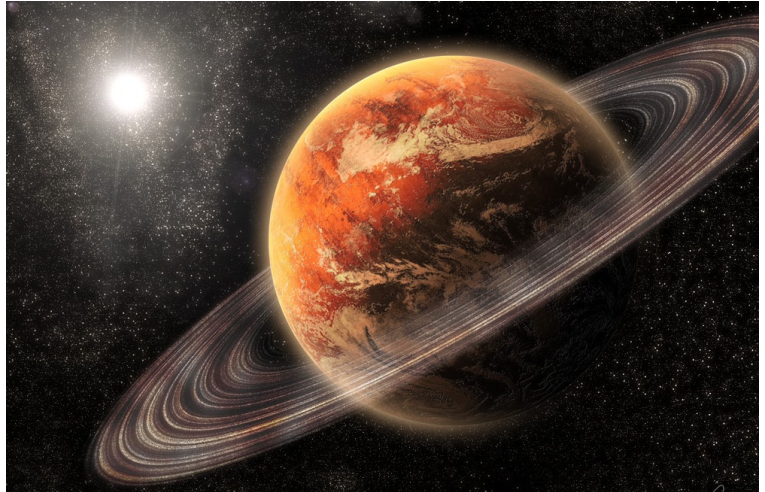
Geonosis

Geonosis was a ringed planet beyond the borders of the Galactic Republic. Its uninviting surface was marked by mesas and buttes, and barren stretches of parched desert hardpan. The rocks and sky were tinted in red, and the creatures that evolved on Geonosis were well equipped to survive in the harsh ecology. Radiation storms occasionally blasted the surface, driving life-form underground for protection. Dense high-altitude fog produced gloomy, night-like conditions that could last for weeks. Life on Geonosis had adapted for such circumstances, and many creatures were bioluminescent.

The rings that orbited Geonosis were a mixed blessing. Geonosians harvested their rich metallic content for raw materials used in their secretive manufacturing processes; however the asteroids themselves formed a security liability. Corporate spies could hide within the ring, and asteroids falling through the atmosphere were so common that cunning pilots could exploit the laziness of Geonosian scanner operators by flying down to the surface with only the most basic of sensor stealth.

A casual glance of the planet's desert plains would suggest the world is uninhabited, so carefully crafted was the Geonosian architecture. Immense, organic spires were actual hives built by the Geonosians, and upon closer inspection, escaping steam and exhaust vents betrayed its artificial nature. Geonosians cultivated a parasitic creature called a phidna that excreted raw material that Geonosian artisans mixed with stone powders to form a rock paste substance.

The most advanced life-form on the planet were the Geonosians, sentient insectoids that inhabited towering spire-hives. The Geonosians maintained large factories for the production of droids and weapons. Save for attending to clients that venture to the planet to place orders,



the Geonosians typically kept to themselves. The droid foundries and the planet's remote location made it an ideal base of operations for the Separatist movement that spread through the galaxy in the later years of the Republic.

Geonosis

Type: Terrestrial		
Temperature: Temperate		
Atmosphere: Type I (breathable)		
Hydrosphere: Dry		
Gravity: Standard		
Terrain: Barren, desert		
Length of Day: 30 standard hours		
Length of Year: 256 local days		
Sapient Species: Geonosians (N)		
Starport: Standard class		
Population: 100 billion		
Planet Function: Homeworld, manufacturing		
Government: Ruling archduke, hive councils		
Tech Level: Space		
Major Exports: Droids, high tech		
Major Imports: Raw materials		
System: Geonosis		
Star: Ea		
Orbital Bodies:		
Name	Planet Type	Moons
Geriss	Airless rock	1
Geonosis	Rocky terrestrial	4
Conus	Volcanic rock	4
Mabonte	Toxic ball	2
Abyssissa	Frozen rock	1



Sun Fac

Sun Fac was a Geonosian of the upper caste living in the Stalgasin hive on Geonosis. Sun Fac served as Archduke Poggle the Lesser's chief lieutenant. His position was evident in his insect-like wings. Like most other Geonosian aristocrats, he was ruthless in his management of the wingless lower-caste workers, forcing them to work in harsh conditions regardless of any dangers.

As with most Geonosians, Sun Fac was strong, despite his slender build. His tough exoskeleton protected him from physical assaults and the bouts of radiation that occasionally showered Geonosis. Over time, Sun Fac, who ensured that his master's will was executed throughout Geonosis, proved to the Archduke that he was both unusually intelligent and very creative for a Geonosian. In the events leading to the Clone Wars, he also proved that he was as adaptable as intelligent. He was adept at playing any role required of him. Sun Fac could do it all - from supporting the Archduke to becoming a ruthless executioner.

Prior to the Battle of Geonosis, Sun Fac convicted Anakin Skywalker and Padmé Amidala of espionage, sentencing them to death in the Geonosian execution arena. He was responsible for delivering the verdict of the Geonosian court to the two Humans who had come to Geonosis in an attempt to rescue Obi-Wan Kenobi. The news was delivered to a courtroom filled with Separatist Senators, Trade Federation officials, Commerce Guild dignitaries, InterGalactic Banking Clan mem-

bers, Corporate Alliance representatives, and Techno Union leaders who looked on while the duo protested their innocence. When the Grand Army of the Republic invaded Geonosis, Sun Fac attempted to flee, but his starfighter was shot down and Sun Fac was killed in the explosion.

■ Sun Fac

Type: Geonosian Lieutenant

DEXTERITY 2D

Blaster 3D, brawling parry 3D, dodge 3D+2

KNOWLEDGE 3D

Bureaucracy 4D+1, intimidation 3D+1, languages 4D, planetary systems: Karthakk system (Geonosis) 5D, scholar: Geonosian society 5D+2, tactics 3D

MECHANICAL 2D+2

PERCEPTION 3D

Command 4D, investigation 3D+2, persuasion 5D+2

STRENGTH 3D

Brawling 3D

TECHNICAL 3D+2

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

Special Abilities:

Flight: Geonosian aristocrats have wings, and can fly.

Natural Armor: Due to their thick chitinous shells, Geonosian aristocrats gain a +2 pip bonus to *Strength* rolls made to resist any form of damage.

Radiation resistance: Geonosians gain a +2 pip bonus to *Strength* rolls made to resist the effects of harmful radiation.

Dark Side Points: 9

Move: 10/12 (walk), 16 (fly)

Geonosian Warriors

Along with the droid army, the separatist forces were aided by the Geonosians, although they did not have a standing military. So they had to rely on their winged warrior caste. The Warrior Caste grew to adulthood rapidly, and was ready for combat at the age of six. They also formed the aristocracy of Geonosian society. While they possessed enough intelligence to defend their hives from natural predators, they proved easily conquerable by more sharp-witted foes. Like their society at large the warrior caste was divided between the elite and the regulars. The elite warriors were genetically superior to the regulars, having greater abilities in the art of war. While the regulars were only equipped with weak force pikes, the elite were given beam weapons capable of cutting through the enemies' personal shielding and armor. These beam weapons, like



Geonosian

Worker

Home Planet: Geonosis
Attribute Dice: 11D
DEXTERITY 1D+1/4D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/3D+2
PERCEPTION 1D/3D+2
STRENGTH 2D/4D+1
TECHNICAL 1D/4D
Move: 10/12, 16 (flight)
Size: 1.6 meters tall

Aristocrat

Home Planet: Geonosis
Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D/4D
MECHANICAL 1D/3D+2
PERCEPTION 1D+2/4D+1
STRENGTH 1D/3D+1
TECHNICAL 1D+1/4D

Special Abilities:

Flight: Geonosian aristocrats and some geonosian workers have wings, and are able to fly.

Natural Armor: Due to their thick chitinous shells, Geonosians gain a +2 pip bonus to *Strength* rolls made to resist any form of damage.

Radiation Resistance: Geonosians gain a +2 pip bonus to *Strength* rolls made to resist the effects of harmful radiation.

Story Factors:

Caste-Driven Society: Geonosians are born into a caste-dominated society. Any Geonosian worker who wishes to leave the toils of his caste may do so by participating in gladiatorial combat, but at the very real risk of death. Geonosian aristocrats hold the power within their society, while the workers are considered more or less expendable.

Move: 10/12 (walk), 16 (flight)

Size: 1.7 meters tall

their pilots and ships, were intricately connected to create the Geonosians brand of a perfect warrior, unified and highly dangerous.

Typical Geonosian Warrior. *Dexterity* 2D, *blaster artillery: sonic turret* 4D, *brawling parry* 3D+1, *dodge* 3D+1, *sonic weapons* 4D, *Knowledge* 1D+1, *Mechanical* 1D+2, *Perception* 2D, *Strength* 3D, *brawling* 3D+1, *climbing/jumping* 3D+1, *Technical* 1D. +2 to resist damage. +2 to resist radiation. Move: 10 (walk), 16 (fly). Sonic blaster (3D+2) or sonic carbine (4D+2).

Geonosian Starfighter

The Nantex-class Territorial Defense starfighter, also known as the Geonosian Starfighter, was a starfighter used by the Geonosians to guard their territories against intruders. It was a lean, needle-

nosed fighter craft with great speed and superior agility. The Nantex was specifically designed for use by Geonosian pilots. The ship's complex multi-axis control yokes required a Geonosian's dexterity, while vital performance feedback was given to the pilot via a scent-stimulator mask that took advantage of the Geonosians' acute sense of smell. A single Geonosian pilot sat within a small cockpit with his head poking up to see out of a transparent bubble canopy allowing 360 degree field of vision. The fighter's main weapon was a turret-mounted laser cannon cradled underneath its forward needles. In addition to the cannon, the fighter was also lined with dozens of small, independent-aiming tractor beam and repulsorlift generators. They could be used to give the Nantex increased maneuverability in an atmosphere, as well as to limit the mobility of enemy craft.

■ Geonosian Starfighter

Craft: Huppla Pasa Tisc Shipwrights Collective's *Nantex*-class Territorial Defense Fighter

Type: Light interceptor starfighter

Scale: Starfighter

Length: 9.8 meters

Skill: Starfighter piloting: Nantex-class starfighter

Crew: 1

Crew Skill: starfighter piloting 3D+1, starship gunnery 3D+2, starship shields 3D

Cargo Capacity: 50 kilograms

Consumables: 2 days

Cost: Not available for sale (estimated value 72,000)

Maneuverability: 3D

Space: 10

Atmosphere: 435, 1,250 kmh

Hull: 3D+1

Sensors:

Passive: 20/0D

Scan: 45/1D+1

Search: 85/2D+2

Focus: 4/4D

Weapons

Laser Cannon

Fire Arc: Front

Skill: Starship gunnery

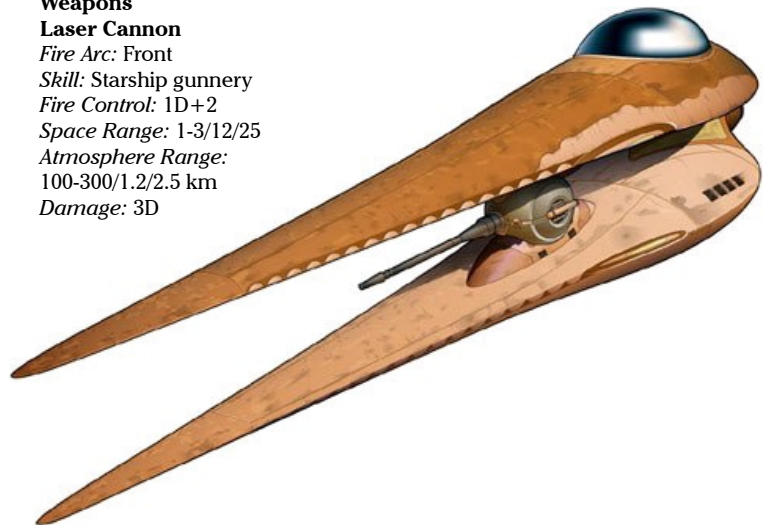
Fire Control: 1D+2

Space Range: 1-3/12/25

Atmosphere Range:

100-300/1.2/2.5 km

Damage: 3D





■ **Sonic Turret**

Model: Geonosian Sonic Turret
Type: Sonic artillery
Scale: Speeder
Skill: Blaster artillery: sonic turret
Crew: 2, skeleton: 1/+5
Ammo: Unlimited
Cost: Not available for sale
Availability: 4, R
Body: 2D
Fire Rate: 1
Fire Control: +2
Range: 20-400/1/3 km
Damage: 4D

Droid Factory

The two major sites on the planet surface were the Droid Foundries and the Geonosian execution arena. The Geonosian droid foundries were massive subterranean droid factories. The foundries were built by Baktoid Armor Workshop, a member of the Techno Union, in response to increasing legislation by the Republic against the legality of their industry. Hoping to circumvent these new laws, BAW began investing in production facilities outside the Republic's sphere of influence: more specifically, in the Outer Rim. Geonosis was ideal as a base for droid foundries in many regards: it was home to a techno-

logically advanced but independent species, the Geonosians, who could monitor and aid in droid production; its rugged, forbidding terrain more or less isolated it from outsiders, and its large underground caverns provided excellent camouflage against prying eyes. Another prime benefit of locating the foundries on Geonosis was the planet's mineral-rich ring-system, used to provide the factories with ample raw metal and alloys. Like most other BAW production facilities, the foundries on Geonosis were highly automated, requiring some sentient oversight and a steady flow of raw materials but little else. Each facility boasted hundreds of conveyor belts and robot assembly arms, capable of creating thousands of droids per day from scratch. Some of the main droid models produced by foundries on Geonosis included the B-1 battle droids, B-2 battle droids, and the powerful Droidekas. Droids produced at these foundries likely saw first action at the Battle of Geonosis, where they were defeated by Republic forces.

Execution Arena

The Petranaki Arena, commonly known as the Geonosian execution arena, was brought about by both a need for entertainment in the rigid Geonosian society, and an efficient way of disposing of otherwise resource-draining prisoners. The most popular attractions used deadly beasts in combat, resulting in the extinction of some of the more crowd pleasing creatures on Geonosis. Those looking to trade with Geonosis would often provided exotic predators for the arena entertainment as payment. Such creatures included acklays, nexu, reeks, and mongworsts. The arena itself was a natural formation carved out by millennia of weathering. Its floor consisted of sand and silt upon which events took place. The lower walls of the arena base included ancient low-relief carvings depicting famous battles and events. The arena could also be flooded if needed so for aquatic events. A large tunnel connected the arena to an underground Geonosian droid factory.

Typical Geonosian Picador. *Dexterity 2D, brawling parry 2D+2, dodge 4D, melee combat 3D+2, Knowledge 1D+1, intimidation 2D, Mechanical 2D, beast riding 3D, Perception 2D, Strength 2D+2, brawling 3D, climbing/jumping 3D+2, Technical 1D. +2 to resist damage. +2 to resist radiation. Move: 10. Picador's spear (STR+1D+2 and 3D stun).*



A Day at the Arena

From the notes of Jocasta Nu, Jedi Archivist

During my stay on Geonosis, I was invited to witness an event that had not taken place there since the Republic liberation, an arena spectacle. The Republic interim governor of Geonosis, a charming young human by the name of Kren Blista-Vanee, explained, as he escorted me on his personal shuttle, that in order to show the Republic's goodwill towards the geonosians, he'd decided to allow the return of the ancient geonosian gladiatorial tradition. As barbaric as he found it, he said it should please the masses, and maybe put a stop to the constant nuisance of pocket insurrections.

Arriving at the Petranki Arena was a spectacle in itself. A swarm of flying geonosians filled the sky, funneling into the huge natural formation of the arena, its rocky spires darting ominously into the cinnamon morning sky. We landed in a private hangar and were taken through the solemn galleried entrance chamber, which much reminded me of the Jedi Temple's Sacred Spire's interior. Clone troopers escorted me and some Republic dignitaries straight to the governor's box (previously the archducal box). The arena uncurtained before me, the vast enclosed space teeming with anticipation, the grand stands seemingly alive with thousands of geonosians perched on it all the way to the top, and their constant buzzing and clicking creating an ever present humming noise. However, the scars of the recent battle were still all around to be seen. A whole section of the stands was destroyed, although some geonosians still managed to perch on it somehow, the stone was scorched by blaster fire and even the private box I stood in was charred, as if someone had used a flamethrower on it.

A sudden rise in the constant noise made me aware that four wingless geonosians had made their way into the center of the arena floor, armed with crude melee weapons. Governor Blista-Vanee assured me that we were not about to witness a public execution, he would never allow such a thing. These four workers had volunteered to fight.

If they survived it, they would achieve as much status as is possible for a geonosian from the low caste. That meant some fame and fortune, and the right to be recognized by the geonosian aristocrats, though not as equals. It was the only hope for an aspiring drone.

A much greater rise in the noise indicated that the guest of honor had entered the silt and sand floor, a gundark. I had never actually seen one before, though Obi-Wan Kenobi had told me some nasty tales about them. The picadors didn't even get down to the floor, they simply opened the gate and the four-armed beast charged in. Blista-Vanee explained that the gundark had been a gift from a visiting bothan representative. When I confronted him about the fact that it was illegal to hunt or capture gundarks, he answered that it had been already there when he arrived, and he had no better way to deal with the irregular creature than to put it to good use in the arena. Instead of carrying on with the argument, I decided to just focus on the arena floor below. As soon as the gundark sensed the four geonosians, it charged at them madly. The drones tried to form a defensive formation with their spears, but the hulk simply shrugged them aside, grappling and crushing the first one with its four clawed paws. Two of the drones dove behind a fallen stone pillar, while the other stabbed the gundark's side with a spear. The beast howled and lashed out at the geonosian with such force that it nearly tore him in half. Then it went hunting around the pillar for the remaining two. While one stood his ground, the other circled around and climbed the fallen pillar, preparing to pounce on the gundark from behind. He nearly succeeded, but while in mid-air, the creature sensed him and lashed out with its claws. His spear was shattered and the disarmed worker landed on the gundark's head. The beast grabbed him with its top arms, pulling him down as the helpless drone feebly pulled at his large ears. Grappling now with its four arms, the gundark lowered the geonosian and swiftly bit his head off.

I never saw what happened to the last geonosian, as I left the box in disgust and took a shuttle straight to the spaceport. Somehow I don't think he ever attained fame and fortune.



Orray

Hardy pack animals used by the Geonosians, orrays are leathery skinned quadrupeds with great strength and a quick gait. They are used to haul heavy loads, and as mounts for the picadors found in the Geonosis execution arena. Before their domestication by the geonosians, orrays would use their long snouts to root into the sensitive egg chambers of a new geonosian hive, devouring thousands of larvae in a single meal.

■ Orray

Type: Herd Pack Animal

Planet of Origin: Geonosis

DEXTERITY 2D+1

PERCEPTION 2D+1

Search 3D

STRENGTH 5D

Climbing/jumping 4D

Special Abilities:

Bite: Does STR+1D damage.

Claws: Do STR+1 damage.

Tail: Orrays have tail stingers for defense, but domesticated



orrays have these weapons amputated, which makes them more docile. If the orray makes a difficult dexterity roll, the target has been stung and suffers the effects of the orrays poison. The affected character must make a difficult *stamina* or *Strength* roll or be rendered immobile. The poison is effective for 1D minutes.

Move: 10

Size: 3 meters long

Orneriness: 1D

Acklay

The acklay originally hailed from the lushly fertile planet of Vendaxa, a world with a dense ecosystem that produced predators of nightmarish proportions. Acklay were diurnal creatures that hunted for drowsy nocturnal lemnai and speared them with their immense claws.

When offworld interests began coming to Geonosis for droid and technology contracts, they would occasionally pay the Archduke with exotic beasts to fill the Geonosian execution arena. The acklay was a prized specimen delivered decades ago, and the Geonosians took to breeding them for arena entertainment. Escaped acklays resulted in the deaths of entire hives, and the spiny creatures quickly carved themselves a niche in the brutal Geonosian ecology. They infested the shallow filmy brine of the Ebon Sea, becoming the dominant predator of the area.

The acklay was well equipped for survival in the harshest of environs. Its long postcranial frill not only served as a display of aggression, but also protected the sensitive neck area from attacks. While the acklay itself lacked armor, its limbs were long enough that it could swipe from a safe distance. The acklay's forward slashing claws were actually hypertrophied fingertips sheathed in hardened skin incapable of feeling pain.

■ Acklay

Type: Predator

Planet of Origin: Vendaxa

DEXTERITY 1D+1

PERCEPTION 2D+1

Search 6D

STRENGTH 7D

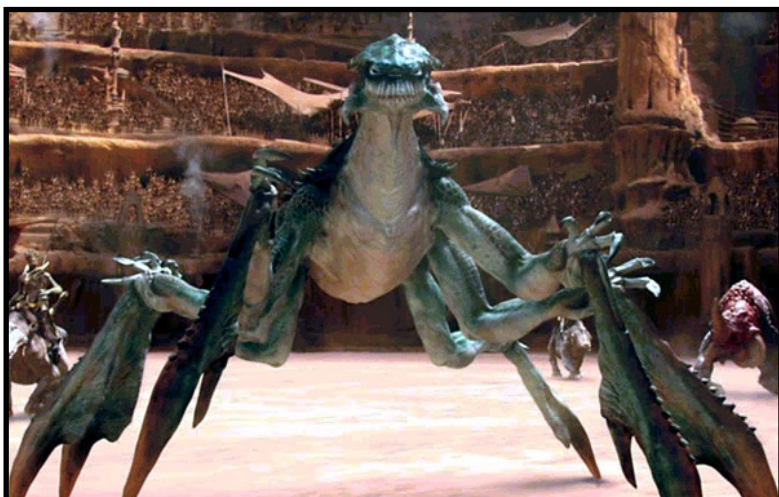
Climbing/jumping 8D

Special Abilities:

Armor: The natural armor of the acklay grants it a +2D bonus to *Strength* when resisting physical damage.

Bite: Does STR+2 damage.

Claws: Do STR+1D damage.



Exceptional Reflexes: Acklays gain a +1D bonus to all *Perception* rolls made to determine initiative.

Resistant to Radiation: Acklays gain a +1D bonus to *Strength* when resisting the effects of harmful radiation.

Move: 12

Size: 6 meters long

Nexu

Nexu were feline creatures native to the forest of Indona, on the planet of Cholganna. Forest nexu had a set of eyes able to view in infrared wavelength, aiding in their hunting. They were often exported and trained as security beasts, as used for patrolling on Malastare, or used in arena combat, as seen on Geonosis. They appeared to be cat-like in nature, with claws which could slice a man in half. They had spikes along their back, and a long tail. They also had extremely sharp instincts and reflexes, however, they easily tired out, using their fast movements to finish an enemy quickly.



■ Nexu

Type: Feline Predator

Planet of Origin: Indona and Cholganna

DEXTERITY 4D+2

PERCEPTION 3D

Search 5D, *sneak* 6D

STRENGTH 4D+1

Brawling 5D

Special Abilities:

Bite: Does STR+2 damage.

Claws: Do STR+1 damage.

Exceptional Reflexes: Nexu gain a +1D bonus to all *Perception* rolls made to determine initiative.

Ambush: If a Nexu manages to make a surprise attack on a target, he deals an extra +2D damage.

Low-Light Vision: Can see in dim light at no penalty.

Move: 15

Size: 2 meters long

Reek

The reek was a large thick-skinned, horned quadruped, native of Ylesia, and also found in ranches on the Codian Moon and Tatooine. They were herbivores by nature, however starvation by the Geonosians made them carnivorous for the Execution Arena. They were not very intelligent creatures since they needed to be constantly shocked by a Geonosian to attack.

■ Reek

Type: Horned Quadruped

Planet of Origin: Ylesia

DEXTERITY 1D+1

PERCEPTION 1D+1

Search 2D

STRENGTH 6D+2

Stamina 8D

Special Abilities:

Rage: If a reek is Wounded, it flies into a terrible rage. While enraged, the reek temporarily gains a +2 bonus on attack and damage rolls. The fit of rage lasts for 3D rounds, or it can be stopped with a Very Difficult *beast riding* roll.

Gore Attack: A reek can gore with its horn for STR+1D+1 damage.

Move: 10

Size: 6 meters long



Chapter Five

THE BATTLE

OF GEONOSIS



“Begun, the Clone War has.”

Jedi Master Yoda

The first battle of the Clone Wars came about after Separatist forces captured Jedi Knight Obi-Wan Kenobi on Geonosis and charged him with spying for the Republic. His Padawan Anakin Skywalker and Senator Padmé Amidala attempted to rescue Kenobi, but were also captured and sentenced to death. The Galactic Senate granted Supreme Chancellor Palpatine “emergency powers” to deal with the crisis. A group of about 212 Jedi, led by Jedi Masters Mace Windu, Luminara Unduli, Shaak Ti, and Kit Fisto were sent to Geonosis by the Jedi Council to rescue Obi-Wan and investigate reports that Separatists were constructing an army on Geonosis. After deploying into the arena in which Kenobi, Skywalker and Amidala were to be executed, in the hope of scaring the Geonosians into surrender, the Jedi were ambushed by a massive droid army. It had been a trap, and a great number of Jedi died due to their lack of military organization. The few Jedi who remained were forced into a circle, prepared to make their last stand, but at the last minute they were rescued by the timely arrival of Jedi Master Yoda leading the Republic clone army grown in secret on Kamino.

After the rescue of the Jedi, the droid and clone armies engaged one another in a complex series of engagements on a number of different fronts, across Geonosis’ wastelands. The Republic’s army landed in twelve Acclamator-class assault ships, off-loading infantry, armored vehicles, artillery and air support. The Separatist army consisted of droid infantry of varying strength and larger droid-controlled vehicles. Crucially, the Republic conducted an aerial bombardment of the Separatists’ fighter craft, allowing the Republic’s gunships to maintain air supe-



■ The clones cover the Jedi’s retreat from the Arena.

riority throughout much of the battle. Although the clone troopers were vastly outnumbered by droids, the droids were heavily exposed to attacks from the air by Republic gunships. The Republic’s armored AT-TEs were strong against the lightly armored spider droids employed by the Separatists, but were vulnerable to the rockets on the hailfire droids. The Republic gunships, again, were instrumental in clearing away the hailfire droids and allowing the AT-TEs to estab-





■ Jedi lead clone squads into battle.

lish superiority on the battlefield.

Having beaten the droid army into retreat, Yoda took note of the fact that much of the Separatist starfleet was still grounded receiving shipments of droids when the Republic attacked. Lightly armored and vulnerable Techno Union starships attempted to withdraw immediately, but many were destroyed in the first wave of attacks from the Republic gunships. The Jedi Master now ordered the army's heavy artillery to attempt to take down as many of the Trade Federation Core Ships as possible, as they each held hundreds of thousands of deadly battle droids. The Republic was successful in this but it would seem evident that despite taking control of the surface of the planet, they were unable to capture the Separatist leadership and stop the war before it began.

In the midst of the battle, the Separatist leader Count Dooku tried to escape to a hangar where his starship was located. A gunship carrying Obi-Wan Kenobi, Anakin Skywalker and Padmé Amidala gave chase. Upon arriving at Dooku's



■ Master Yoda faces off against Count Dooku.

hangar, Kenobi and Skywalker engaged Dooku in a lightsaber battle where Dooku revealed himself to be using the arcane powers of the Sith. Dooku defeated the two Jedi but their execution was prevented by the arrival of Master Yoda at the hangar. Yoda and Dooku engaged in a ferocious battle that ended when Dooku escaped in his solar sailer moments before Amidala arrived with further reinforcements.

The Grand Army of the Republic

Republic Forces

Clone Troopers: 192,000 deployed in battle
 Republic Gunship LAAT: 1600 deployed
 AT-TE Carrier LAAT/c : 400 deployed
 AT-TE: 2160 deployed
 SPHA-T: 100 deployed
 Assault Ships: 12 deployed

Clone Troopers

Clone troopers were soldiers bred and trained to serve as the Republic's first ever military force during the conflict that came to be known as the Clone Wars. Born and raised in the stilt-cities of Kamino, the clone troops, trained and drilled since birth, came to be regarded as one of the best military forces ever to have existed in the Galaxy's history. This was not only due to their unrivaled training, but also to their unwavering loyalty to the Galactic Republic and its leader, Supreme Chancellor Palpatine.

The first series of clone trooper armor (designated Phase I armor) consisted of 20 form-fitting plastoid-alloy composite plates sealed to a temperature-control body glove via magnatonic gription panels. Jango Fett's Mandalorian heritage influenced the design of the armor, as seen in the t-shaped visor plate. The Kaminoans aesthetic influence was also visible, in its stark coloration and detailing. As the Kaminoans were not fully versed in human ergonomics, the armor was uncomfortable to sit in, though future generations of the suit corrected this flaw. The clone trooper helmet included a comlink and enhanced breath filter for combat in hostile environments. The unique clone trooper identification number was embedded in each clone's DNA. The clones themselves had no physical markings indicating their unique identities. A special scanner incorporated into the clone trooper helmet identified the trooper and this info was displayed on a tiny

LED viewscreen incorporated in the back of the helmet. The information displayed on the helmet could also be transmitted to a central location so that combat commanders could “track” a battle. In the first units, color-coded flashes on the armor denoted rank, with green troopers being sergeants, blue being lieutenants, red being captains, and yellow being commanders. The clones designated for command duty were specifically trained in that capacity in advanced academies on Kamino. A variant in armor and training also created Clone Pilots, assigned to operate the army’s diverse machines of war.

■ **Clone Trooper**

Type: Clone Trooper
DEXTERITY 2D+2
 Blaster 5D, brawling parry 4D+2, dodge 4D+1
KNOWLEDGE 1D+2
MECHANICAL 2D
PERCEPTION 1D+2
STRENGTH 2D
 Brawling 3D
TECHNICAL 2D
Character Points: 2
Move: 10
Equipment: DC-15s blaster pistol (3D), DC-15 blaster rifle (5D+1), clone trooper armor (see below)

■ **Clone Trooper Armor**

Model: Republic Clone Trooper Armor, Mark I
Type: Military armor
Scale: Character
Cost: Not available for sale
Availability: 3, X
Game Notes:
Armor Protection: +2D physical, +1D energy, -1D Dexterity and related skills.
Comlink: Tongue-activated helmet comlink.
Body Glove: Climate controlled body glove allows operation in uncomfortably cold or warm climates.
MFTAS: Multi-Frequency Targeting Acquisition System; adds +1 to Perception checks in low-visibility situations, +1 to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.
Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.

Typical Clone Sergeant. *Dexterity 2D+2, blaster 5D, blaster artillery 3D+2, brawling parry 4D+2, dodge 4D+1, grenade 3D+2, missile weapons 3D, Knowledge 1D+2, intimidation 3D, tactics 2D, Mechanical 2D, ground vehicle operation 3D+2, repulsorlift operation 3D+2, walker operation 3D, Perception 1D+2, command 2D+1, Strength 2D, brawling 3D+1, Technical 2D.* Move: 10. DC-15s blaster pistol (3D), DC-15 blaster rifle (5D+1), clone trooper armor (see above)



Typical Clone Lieutenant. *Dexterity 2D+2, blaster 5D+1, blaster artillery 5D, brawling parry 5D, dodge 4D+2, grenade 4D, missile weapons 3D+1, Knowledge 1D+2, intimidation 4D+2, tactics 3D, Mechanical 2D, ground vehicle operation 4D, repulsorlift operation 4D+1, walker operation 4D, Perception 1D+2, command 3D, Strength 2D, brawling 3D+2, Technical 2D.* Move: 10. DC-15s blaster pistol (3D), DC-15 blaster rifle (5D+1), clone trooper armor (see above)

Typical Clone Captain. *Dexterity 2D+2, blaster 5D+2, blaster artillery 5D, brawling parry 5D+1,*



■ Clone Sergeant, Lieutenant, Captain and Commander.



dodge 5D, grenade 4D, missile weapons 3D+1, Knowledge 1D+2, intimidation 5D+1, tactics 4D, Mechanical 2D, ground vehicle operation 4D, repulsorlift operation 5D, walker operation 4D, Perception 1D+2, command 4D+1, Strength 2D, brawling 3D+2, Technical 2D. Move: 10. DC-15s blaster pistol (3D), DC-15 blaster rifle (5D+1), clone trooper armor (see above)

Typical Clone Commander. *Dexterity 2D+2, blaster 5D+2, blaster artillery 5D, brawling parry 5D+1, dodge 5D, grenade 4D, missile weapons 3D+1, Knowledge 1D+2, intimidation 5D+2, tactics 4D+2, Mechanical 2D, ground vehicle operation 4D, repulsorlift operation 5D, walker operation 4D, Perception 1D+2, command 5D+1, Strength 2D, brawling 3D+2, Technical 2D. Move: 10. DC-15s blaster pistol (3D), DC-15 blaster rifle (5D+1), clone trooper armor (see above)*

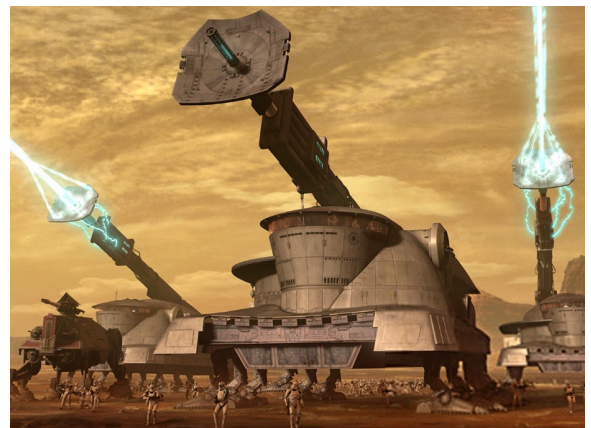


Typical Clone Pilot. *Dexterity 2D+2, blaster 4D+1, brawling parry 3D+2, dodge 4D, vehicle weapons 5D, Knowledge 1D+2, Mechanical 2D, repulsorlift operation 4D+2, sensors 4D, starfighter piloting 4D, starship gunnery 4D+1, walker operation 4D+2, Perception 1D+2, Strength 2D, brawling 2D+2, Technical 2D. Move: 10. DC-15s blaster pistol (3D), clone trooper armor (see above) with additional protection against vacuum for limited periods.*

SPHA-T

The Self-Propelled Heavy Artillery (SPHA) walker was a modular artillery unit used by the Grand Army of the Republic during the Battle of Geonosis. Developed by Rothana Heavy Engineering, a covert subsidiary of Kuat Drive Yards, the SPHA walker was designed to fulfill the role of mobile ground-based long-range artillery support. In development of the system, engineers on Rothana essentially had to build their prototype around the requirements of the primary weapon: a large, dorsally-mounted external weapon assembly, a powerful reactor core to fulfill the weapon's high energy requirements, and all of the necessary support equipment and crew stations. In order to save weight, designers rejected a complex turreting mechanism, instead relying on the entire walker to reposition in order to adjust for different firing coordinates.

Like other walkers, the use of articulated legs prevented the SPHA from being vulnerable to anti-repulsorlift weapons, at the cost of some mobility. The result of this development process was a walker that possessed a very capable capital-ship class weapon, but was hampered by its low mobility and lack of heavy armor. The powerful reactor core used to provide power to the main weapon was susceptible to meltdowns when under enemy fire, causing tremendous collateral damage. As such, SPHA units were used primarily in safe firebases, far behind friendly lines and guarded heavily.



■ **SPHA-T**

Craft: Rothana Engineering Self Propelled Heavy Artillery-Turbolaser

Type: Heavy artillery walker

Scale: Walker

Length: 34 meters

Skill: Walker operation: SPHA-T

Crew: 15, gunners: 10

Passengers: 30 (troops)

Cargo Capacity: 500 kilograms

Cover: Full

Cost: Not available for sale

Maneuverability: 0D

Move: 12; 35 kmh

Body Strength: 7D+1

Weapons:

Heavy Turbolaser Cannon

Fire Arc: Front

Crew: 10

Skill: Vehicle weapons

Fire Control: 2D

Range: 100-400/2/4 Km

Damage: 7D

12 Blaster Cannons (fire separately)

Fire Arc: 2 front, 2 rear, 5 right, 5 left

Scale: Character

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 10-50/250/500

Damage: 6D

AT-TE

The All Terrain Tactical Enforcer (AT-TE) was an all terrain assault walker and the first precursor of the AT-AT walker. The AT-TE was a multi-purpose assault vehicle capable of tasks that ranged from transporting platoons of clone troopers around a battlefield to full-scale attacks upon enemy installations. The AT-TE performed most admirably in support roles that involved providing cover fire for battalions of soldiers at once. They were very often deployed in large swarms so as to overwhelm the enemy with sheer volume of fire. The walker was also impervious to ion damage due to built in electromagnetic shielding.

The walker had a top speed of 60 kmh, more than fast enough to flank or outmaneuver a surprised foe. This plodding pace allowed it to penetrate energy shields, a feat that was impossible for repulsorlift craft. It contained enough fuel to stride at full speed for over 500 kilometers, and possessed enough scrubbed air and military rations to last its crew for three weeks out in the harsh conditions of the battlefield.

Seven specially trained crew members were needed for this monstrosity to achieve its full po-



tential. The pilot worked the six legs of the walker, while a spotter utilized several sensor stations to ascertain the locations of unfriendly units and primary objectives. The spotter then would relay this info to the four gunners nestled at gun stations within the heavily armored hull of the walker. A final crew member had to sit behind the controls of the rail gun atop the AT-TE, totally exposed to enemy fire. Twenty clone trooper passengers could also be held in an armored rear compartment of the walker. In addition, an IM-6 medical droid was located in the back of the AT-TE for emergency medical treatment.

Six smaller laser cannons were strategically placed along the vehicle. Four were located in a square pattern around the cockpit, while two were placed in the rear to cover the flanks and help secure drop-offs points for the platoons contained within. These troopers were essential for the survival of the AT-TE when the walker came under fire from enemy infantry units too small to be accurately targeted by the main cannons.

Special sockets for the AT-TE were created onboard the Acclamator transport ships. While any Republic spacecraft could ferry these walkers through space, a variant of the LAAT/i gunship, the LAAT/c, had to be used to ferry these vehicles down to the fields of battle.

■ AT-TE

Craft: Rothana Heavy Engineering All-Terrain Tactical Enforcer

Type: Walker

Scale: Walker

Length: 12.4 meters long

Skill: Walker operation: AT-TE

Crew: 1, gunners: 6

Crew Skill: All skills typically at 5D

Passengers: 38 (troops)

Cargo Capacity: 10 tons

Cover: Full

Cost: Not available for sale

Maneuverability: +1

Move: 21; 60 kmh

Body Strength: 5D+1

Weapons:

Heavy Projectile Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-300/1/3 Km

Damage: 5D

6 Light Blaster Cannons (fire separately)

Fire Arc: 4 front, 2 rear

Scale: Speeder

Crew: 1

Skill: Vehicle blasters

Fire Control: 3D

Range: 10-250/500/1 Km

Damage: 4D

Carrier Gunship

The Low Altitude Assault Transport/carrier was a carrier gunship employed by the Grand Army of the Republic during the Battle of Geonosis. These atmospheric transports were also referred to as LAAT/c Gunships or colloquially, AT-TE Carriers. The Rothana Heavy Engineering LAAT/carrier variant was designed primarily to airlift assault walkers and other heavy cargo into battle. Similar in design to the LAAT/i version, the carrier gunship removed the infantry model's troop hold, and featured heavy-lift agrav drives that held payloads in place under the main hull. A wide wingspan allowed for maximum distribution of repulsorlift vanes when carrying heavy weights.



■ Carrier Gunship

Craft: Rothana Heavy Engineering LAAT/c Cargo Gunship

Type: Airspeeder

Scale: Speeder

Length: 17.4 meters

Skill: Repulsorlift operation: LAAT/c Cargo Gunship

Crew: 2

Crew Skill: All skills typically at 5D

Passengers: None

Cargo Capacity: 40 tons (1 AT-TE, 4 AT-XTs, 1 Republic troop transport, 1 TX-130 Saber tank, or 1 forward command center)

Cover: Full

Altitude Range: Up to 1,000 meters

Cost: 58,000 (new), 42,000 (used)

Maneuverability: 1D (+1 when loaded)

Move: 216; 620 kmh

Body Strength: 4D+1

Weapons:

2 Composite Beam Pinpoint Laser Turrets (fire separately)

Fire Arc: Turret

Skill: Vehicle blasters

Fire Control: 2D+1

Range: 10-75/150/300

Damage: 4D



Attack Gunship

The Low Altitude Assault Transport (LAAT) was a specialized gunship used by the Grand Army of the Republic. The LAAT was affectionately known as the “larty” by the clone troopers. The LAATs first appeared at the Battle of Geonosis, where they rescued the surviving Jedi from the execution arena, disabled and destroyed many of the fleeing Separatist capital ships and destroyed many of the Hailfire droids on the battlefield. The gunships mounted numerous weapons emplacements, including three blasters, two single and two twin composite-beam lasers, eight anti-aircraft rockets, and two mass drivers for launching larger missile weapons. They were equipped with atmospheric containment shielding and could be deployed from space, but their optimal fighting range was still in the lower atmosphere.

■ Attack Gunship

Craft: Rothana Heavy Engin. LAAT/i Attack Gunship

Type: Airspeeder

Scale: Speeder

Length: 17.4 meters

Skill: Repulsorlift operation: LAAT/i Attack Gunship

Crew: 3, gunners: 3

Crew Skill: All skills typically at 6D

Passengers: 30 (troops)

Cargo Capacity: 2 tons

Cover: Full

Altitude Range: Up to 1,000 meters

Cost: 65,000 (new), 40,000 (used)

Maneuverability: 1D+1

Move: 216; 620 kmh

Body Strength: 4D+2

Weapons:

2 Mass Driver Missile Launchers (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-250/1/3 Km

Damage: 6D

3 Anti-Personnel Laser Cannons (fire separately)

Fire Arc: Partial Turret (1 front/right/left, 1 front/right/rear, 1 front/left/rear)

Crew: 1

Scale: Character

Skill: Vehicle blasters

Fire Control: 1D+2

Range: 3-50/200/400

Damage: 6D+2

4 Composite Beam Pinpoint Laser Turrets (fire separately)

Fire Arc: Turret

Skill: Vehicle blasters

Fire Control: 2D

Range: 10-75/150/300

Damage: 4D

2 Rocket Launchers (4 missiles each)

Fire Arc: Front

Skill: Missile weapons

Fire Control: 1D

Range: 30-200/700/2 Km

Damage: 5D

Acclamator Assault Ship

The Acclamator I-class assault ship, commonly known as the Republic Assault Ship, was a starship created for the Galactic Republic by Rothana Heavy Engineering. The 752 meter long Acclamator I-class assault transport carried thousands of Galactic Republic clone troopers into battle. These ships were armed with 4 heavy missile/torpedo launch tubes; 24 point-defense laser cannons, rated at 6 megatons per shot; and 12 quadruple turbolaser turrets, each rated at 200 gigatons per shot.

Acclamator I-class ships also carried support equipment and vehicles, such as AT-TE and SPHA-T walkers, used to provide clone troopers with heavy battlefield support. Eighty LAAT gunships were carried to insert personnel, vehicles, and cargo to battle zones in addition to providing close air support. Each Acclamator held 320 speeder bikes, used by clone troopers for fast battlefield reconnaissance and patrol duties.

The Acclamator favored a wedge or dagger shaped design. In their first engagement at the Battle of Geonosis, the Acclamator performed admirably, delivering legions of clone troopers to the battlefield while a large Republic fleet engaged the Separatist fleet in orbit.

■ Acclamator Assault Ship

Craft: Rothana Heavy Engineering *Acclamator*-class Military Transport
Type: Assault ship
Scale: Capital
Length: 752 meters

Skill: Capital ship piloting: *Acclamator*-class

Crew: 20,141

Crew Skill: All skills typically at 4D

Passengers: 16,000 (troops)

Cargo Capacity: 11,250 tons

Consumables: 2 years

Cost: 29 million (new), 19 million (used)

Hyperdrive Multiplier: x .75

Hyperdrive Backup: x10

Nav Computer: Yes

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 3D+1

Shields: 2D+1

Sensors:

Passive: 40/1D

Scan: 70/2D

Search: 150/3D

Focus: 4/3D+2

Weapons:

12 Turbo Quadlasers

Fire Arc: Partial Turret (6 front/left, 6 front/right)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

4 Proton Torpedo Launchers (25 missiles each)

Fire Arc: Front

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

24 Point Laser Cannons

Fire Arc: 2 batteries front, 2 batteries left, 2 batteries right

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+1

Carried Craft: 320 speeder bikes, 48 AT-TEs, 80 LAAT gunships, 36 SPHA-Ts



The Droid Army

Separatist Forces

Battle Droids 1,000,000 deployed

Super Battle Droids 1,000,000 deployed

Droideka: 3,000 deployed

Dwarf Spider Droid: 15,000 deployed

Sonic Cannon: 4 deployed (in arena)

Hailfire Droid: 4,100 deployed

Homing Spider Droid: 7,500 deployed

Techno Union Starship: 286 on battlefield (169 escaped)

Commerce Guild Starship: 41 in battle (36 escaped)

Trade Federation Core Ship: 60 on battlefield (46 escaped)

Super Battle Droid

The super battle droid design incorporated many existing components from the standard battle droid, but packaged them in a much sturdier shell. The droid's signal receptor and cognitive unit was built into its bulky upper chest. The droid's high center of gravity was balanced by programmed movement algorithms. Though the droid had a built-in weapon, it could use standard infantry rifles with its limited manipulators. The armored monogrip hands had built-in signal emitters that triggered the firing mechanism on specialized blaster rifles, allowing the droids to squeeze off shots even though they lacked fingers. A super battle droid's strap-on foot tips could be replaced with climbing claws or buoyant pods to better handle exotic terrains.



-Vocabulator (the droid can replicate organic speech)

Move: 10

Size: 1.8 meters tall

Cost: 3,300 credits

Dwarf Spider Droid

The dwarf spider droid, also known as the burrowing spider droid because it was first used to destroy opposition in narrow mine shafts, was a battle droid manufactured by the Commerce Guild to support the cause of the Separatists. It was similar in function to a typical combat vehicle. It was also used to punish customers who had declined to pay their taxes to the Commerce Guild. Its main weapon was a central laser cannon mounted on its face to look like a nose. The droid's small frame and four all-terrain legs made it suitable for warfare in dangerous mines. However, because of the fixed laser cannon, it could not turn around to track enemies, thus making it inferior to speedy targets.

■ Super Battle Droid

Type: Baktoid Combat Automata B2 Series Battle Droid
DEXTERITY 2D

Blaster 3D, blaster: blaster rifle 4D, dodge 3D, melee combat 3D, vehicle blasters 3D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 2D

Brawling 3D

TECHNICAL 1D

Equipped With:

-Mounted blaster rifle (5D damage, range: 3-30/100/300)

-Remote receiver (5,000 km range, with local back-up processor)

-Light armor (+1D to *Strength* to resist damage)

■ Dwarf Spider Droid

Type: Commerce Guild Dwarf Spider Droid

DEXTERITY 3D

Blaster artillery: blaster cannon 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 3D

STRENGTH 3D+1

Climbing 4D+1

TECHNICAL 1D

Equipped With:

-Blaster cannon (9D)

-Light armor (+2 to *Strength* to resist damage)

-Comlink

-Digging claws

-Locked access (the droid's shut-down switch is secured or internally located)

-Magnetic feet

-Restraining bolt

-Improved sensor package (+2 to all *search* skill rolls)

-Infrared vision (can see in the dark up to 30 meters)

-Self-destruct system

Move: 10, 4 (burrowing)

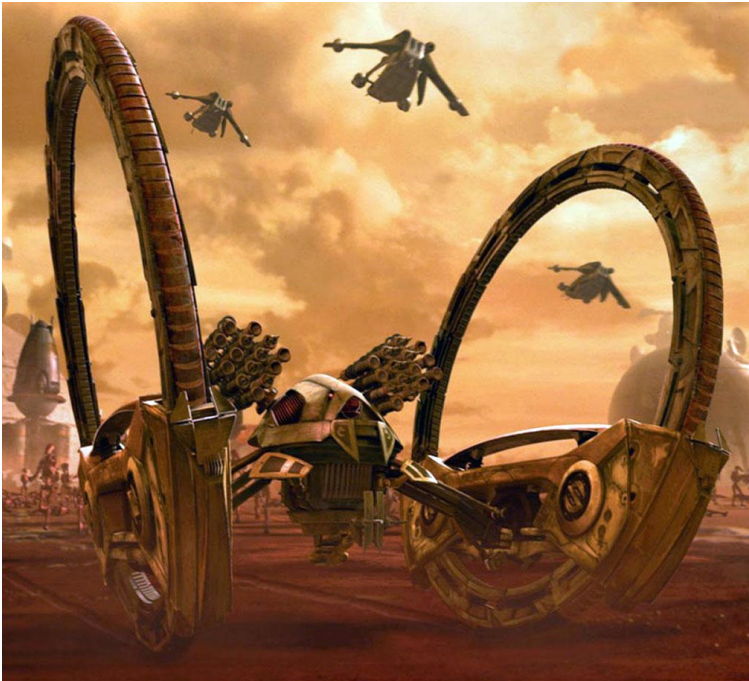
Size: 1.6 meters tall

Cost: 8,500



Hailfire Droid

The Hailfire-class droid tank was a self-aware mobile missile platform capable of destroying entire platoons of enemy soldiers. It was well equipped, with missile launchers fitted on



each side of its head; each missile rack carrying 30 guided rocket warheads powerful enough to cause terrible damage to enemy targets. A well-placed shot with one of these missiles was enough to destroy a Republic AT-TE walker. Each Hailfire droid also had a retractable double blaster for use against infantry and other “soft” targets. The Hailfire droid ran on large hoop-like wheels on either side of the main armored command module, which enable it to operate on almost any terrain.

Before the Clone Wars, the Hailfire droid was used by the Banking Clan to punish customers who had declined to pay their debts. Hailfire droids first appeared as part of the army of the Confederacy of Independent Systems during the Battle of Geonosis, where they disabled or destroyed numerous AT-TEs and injured or killed countless clone troopers before being destroyed by Republic gunships.

■ **Hailfire Droid**

- Craft:** InterGalactic Banking Clan *Hailfire*-series Droid
- Type:** Wheeled droid tank
- Scale:** Speeder
- Length:** 5.5 meters tall, 6 meters long
- Skill:** Ground vehicle operation
- Crew:** Droid brain
- Crew Skill:** All skills 4D
- Cargo Capacity:** None
- Cost:** 60,000 (new), 36,000 (used)
- Maneuverability:** 2D

- Move:** 40; 120 kmh
- Body Strength:** 3D
- Weapons:**
 - 2 Hailfire Missiles Launcher** (15 missiles each)
 - Fire Arc:* Front
 - Skill:* Missile weapons
 - Fire Control:* 4D
 - Range:* 50-250/1/3 Km
 - Damage:* 4D+2
 - Laser Cannon**
 - Fire Arc:* Front
 - Skill:* Vehicle blasters
 - Fire Control:* 1D
 - Range:* 50-500/1/2 Km
 - Damage:* 4D

Homing Spider Droid

The OG-9 Homing Spider Droid, sometimes referred to as the Spider Walker, was a droid walker manufactured for anti-vehicular combat by the Commerce Guild. Like the other combat automata deployed by the Commerce Guild, the homing spider droids were originally developed to enforce the Guild’s laws and to ensure that its customers paid their debts. The homing droid’s round, armored body contained a volatile reactor. If the core was breached, the reactor violently exploded. The homing spider could cover wide areas of the battlefield with its four all-terrain legs. Because of its great height and extendable hydraulics, the walker could position its homing laser above enemy targets or move to higher ground to blast at air vehicles. However, the legs were vulnerable to damage, and if just one hydraulic leg was disabled, the entire vehicle would crash to the ground.

Despite its weaknesses, the homing spider could walk along the bottom of seabeds, fully submerged in water, as well as scale steep cliffs. The spider walker’s chief weapon was a laser emplacement mounted above the droid’s round body. This circular dish fired a precision homing laser that could be maintained until the drone’s



internal power supply was finished. This sustained firepower allowed the homing spider to weaken shields, destroy armored vehicles and bombard troop formations. An antipersonnel cannon beneath the walker's round body could be used for close-quarters combat, while a retractable ion cannon could be added to disable starships or other powerful vehicles. There were also weapon mounts that allowed other armaments to be fixed to the droid. Sensor equipment fitted into the homing spider, enabled it to target and keep track of moving enemy targets.

■ Homing Spider Droid

Craft: Commerce Guild Homing Spider Droid

Type: Droid walker

DEXTERITY 1D

Vehicle blasters 4D

KNOWLEDGE 1D

MECHANICAL 1D

Walker operation 4D

PERCEPTION 1D

Search 4D

STRENGTH 1D

TECHNICAL 1D

Scale: Walker

Length: 7.6 meters wide, 6.2 meters tall

Skill: Walker operation: droid walker

Cargo Capacity: None

Cost: 70,000 (new), 42,000 (used)

Maneuverability: 1D

Move: 17; 48 kmh

Body Strength: 3D+1

Weapons:

Homing Laser Cannon

Fire Arc: Turret

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-400/900/2 Km

Damage: 5D

Light Blaster Cannon

Fire Arc: Turret

Skill: Vehicle blasters

Fire Control: 2D

Range: 5-300/600/1 Km

Damage: 3D

Techno Union Starship

The Hardcell-class interstellar transport was a capital ship used by both the Techno Union and the InterGalactic Banking Clan. These vessels were deployed to travel between star systems for striking business deals, scouting and collecting taxes from member companies. Nine Hardcells were used in the fleet Kinman Dorian was assigned to destroy Outbound Flight. It resembled a tall, towering rocket and was 220 meters long. The Hardcell also had six primary thruster units around its base that were capable of offering a fast take-off speed of 4,000 kmh. In space, the

thrusters could change modes, and could also push a Hardcell to sublight speeds of 400 MGLT. These starships were designed to work in space and in planetary atmospheres. These thrusters could generate retro-rocket thrust for vertical landings at speed of 800 kmh. Just before touchdown, the starship could deploy a huge set of tripod landing gears for stabilization on the ground. Some variants even featured landing claws for landing on low-gravity planetoids. All Hardcells had hyperdrive systems, defenses and powerful light support systems. The conical nose on the upper portion of the craft had quarters for the organic crew, command decks and medical decks.

■ Techno Union Starship

Craft: Techno Union *Hardcell*-class Starship

Type: Armed transport

Scale: Capital

Length: 220 meters

Skill: Capital ship piloting: Hardcell Starship

Crew: 166, gunners: 24

Crew Skill: Astrogation 3D, capital ship gunnery 3D+2,

capital ship piloting 3D, capital ship shields 3D, capital ship repair 3D, sensors 3D+1

Passengers: 1,017

Cargo Capacity: 12,400 metric tons

Consumables: 6 months

Cost: Not available for sale (estimated cost 2.63 million)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Space: 2

Atmosphere: 330; 950 kmh

Maneuverability: 1D

Hull: 2D+2

Shields: 2D

Sensors:

Passive: 20/1D

Scan: 60/2D

Search: 80/3D

Focus: 4/3D+2



Weapons:

8 Laser Cannons

Fire Arc: Sides

Crew: 3

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 2-10/20/40

Atmosphere Range: 0.2-1/2/4 km

Damage: 4D

Trade Federation Core Ship

After the Battle of Naboo, the Republic ordered the Trade Federation to disband its military forces. The Trade Federation pretended to comply with this command by apparently disassembling most of its battleships, only to transform their centrispheres into detachable Lucrehulk-class core ships capable of carrying supplies. These core ships were seen during the Battle of Geonosis, where they carried legions of battle droids. To allow these colossal freighters to land planetside and take on supplies, they were equipped with massive repulsorlift suspensor units installed on their ventral section. In addition to these repulsorlift units, a ventral ion-thruster allowed for an expeditious launch and ascent, and once in space allowed a core ship to travel outside the gravity well of the planet. The core ship was also equipped with numerous landing legs, though these were never demonstrated to support the full weight of the ship without repulsorlift assistance for more than an hour.

The hierarchical arrangement of living quarters on a core ship resembled that of Neimoidian hives. The command bridges, executive suites and treasuries were located in the core ship's upper pole and towers. Lower levels were for junior managers, publicists and droid storage. While engineering areas and conference rooms

were located on the lowest levels of the core ship, these decks tended to be shunned by high-ranking Trade Federation officials, as the officers preferred to send in droids.

■ Trade Federation Core Ship

Craft: H-K Drive, *Lucrehulk*-class modular control core

Type: Battleship cruiser

Scale: Capital

Length: 696 meters diameter

Skill: Capital ship piloting: Core Ship

Crew: 150

Crew Skill: All skills 4D+1

Passengers: 30,000 battle droids

Cargo Capacity: 75,000 kilograms

Consumables: 1 year

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Atmosphere: 175; 500 kmh

Hull: 5D

Shields: 2D+2

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D+2

Focus: 6/4D

Weapons:

3 Turbolasers

Fire Arc: 1 front, 1 right, 1 left

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

48 Assault Laser Cannons

Fire Arc: 12 front, 12 right, 12 left, 12 rear

Scale: Starfighter

Fire Control: 1D+1

Space Range: 2-10/20/40

Atmosphere Range: 0.2-1/2/4 km

Damage: 7D

21 Quadlaser Batteries

Fire Arc: 7 front, 5 right, 5 left, 4 rear

Scale: Starfighter

Fire Control: 2D

Space Range: 1-5/10/20

Atmosphere Range: 100-500/1/2 km

Damage: 4D



Closing Notes

The archives are now, undoubtedly, complete. Any Jedi who seeks the knowledge, can now know the story of how a simple bounty hunter changed the fate of the entire galaxy. How a Grand Army of the Republic was created underneath the watchful eye of the Jedi. How a once great Jedi Master fell to the dark side and set events into motion that will have an effect on millions of sentient beings. The dark side has truly clouded our ability to see the Force. This is a dark time for us all, for a war has begun and to what end we do not know. This war will surely spread from one end on the galaxy to the other and no one will

be spared. In this time of need is when the prophecy of the Chosen One will surely either be fulfilled or proven false. Which will be, no one truly knows. In a galaxy where it seem the day-to-day struggles of conflicting interest seems insurmountable, remember we are all in this together. We must work together, or we are doomed to suffer together.

May The Force Be With You,
May The Force Be With Us All.

Jocasta Nu, Jedi Archivist



STAR WARS

G A L A X Y G U I D E 1 5

ATTACK OF THE CLONES

by Joseph McWhorter
co-produced by Thiago S. Aranha

On Coruscant, the capital of the Republic, Senator Amidala has returned to protest the creation of an Army of the Republic. On the outer rim world of Geonosis, alliances are forged in secret by a Sith Lord. As lies and treachery threaten to tear the Republic apart. The fate of the galaxy rests in the hand of the Jedi Knights, the keepers of peace and justice. The shroud of the Dark Side has fallen.

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