

EXCLUSIVE! THE STAR SIDE COMIC

**STAR
WARS**

Online

starwars-rpg.net's Star Wars Gaming Magazine

VOLUME 2, ISSUE 2

Journal

**REBELLION
Era**

As you've never seen it!

*INFINITIES CAMPAIGN FROM
OWEN K.C. STEPHENS*

-  **Imperial Guide to Cold Weather Ops**
-  **The Spice den**
-  **Episode VII fiction**



FREE! THE CAVATURIANS ■ FORCE TECHNIQUES

Editor In Chief
Derek 'Axius' Thompson

Managing Editor
Derek 'Nafai' Jones

Art Director
'Baron' Bob Rodgers

Editors
Scott 'Scottyboy' Beaver
Sean 'Darklighter' Carson

Web Editor
Khairul Hisham

Conversion Specialist
Thomas 'Overlord' Madsen

Artwork provided by the Star Wars Artists' Guild
<http://starwars-rpg.net/swag/>

starwars-rpg.net Webmaster
Evan Hansen

Articles are comprised of community and staff contributions. All content is original and is property of the original author. Please report any errors related to originality of content to: journal@starwar-rpg.net

Have a great idea for an article? Your submissions are the driving force of this publication! Send us your article and/or ideas! <http://starwars-rpg.net/journal/>

The Star Wars Online Journal is in no way approved by, sponsored by, or affiliated with Lucasfilms Ltd, West End Games, or Wizards of the Coast. The Online Journal is a non-profit publication of player created material for the Star Wars Roleplaying Game.

Star Wars® or™ and © 2002 Lucasfilm Ltd. Title, character, and place names protected by all applicable trademark laws. All Rights Reserved. The material contained herein is unofficial, and is not intended for sale. It in no way can be deemed a contest of the rights and ownership of Lucasfilm Ltd., or licensees thereof, including West End Games and/or Wizards of the Coast.

So there I was, standing at the appointed place just a little before sunrise. I had been going strong for almost four sleepless days and my body was wracked with exhaustion. For almost a day, my head had pounded from a mixture of caffeine, alcohol, Oreo cookies and sleep deprivation. Yet, I soldiered on.

There are times that I think back to that day in my nightmares. Sometimes I awake in a cold sweat with the words "Online Journal" on my lips. Perhaps if I had been more alert I could have predicted the horror that was about to befall me.

"Your file has been corrupted"

Those five simple words, so much pain. A tiny little pop-up window from hell, come to mock me with my total inability to either fix or understand "Error 36." Sad visions of a failed Online Journal swam through my head, and I buried my head in my hands.

Then, thinking of all of the hours of lost work, I angrily pounded the CTRL-ALT-DEL keys and forced the trashy program to shut down. Cursing violently, I stormed away from the computer. Barely, just barely, I refrained from punching in my monitor.

Hours later I returned, feeling beaten down by the existence of "Error 36." I was secure in the knowledge that I would have to redo the entire Journal. Sadly opening up my program, I noticed something unexpected. My file had returned.

How did it happen? I still wonder to this very day. Chance or luck? Magic, perhaps? Or were the nuances of my hard drive guided by a mystical energy field that binds all things? All I know is that this issue of the Online Journal is brought to you by a force beyond my comprehension.

Derek 'Axius' Thompson, EIC



This Issue's cover is a special treat from the Star Wars Artists' Guild. A black and white pen drawing was done by resident member and Journal Web Editor Khairul Hisham. Then a contest was held for non-members to color the drawing!

Judging was done by all Guild members, and Andreas 'McRage' Bergsten won, landing him the cover of this issue of the Online Journal.

CONTENTS

Shadows of the Rebellion

1 You've never seen the Rebellion quite like this! This Infinities campaign will feed your hunger for brand new Rebellion Era material-with a twist.
*by Owen K. C. Stephens with material contributed by Derek Thompson
Illustrated by "Church Climbin" Ryan Piscatelli, Tracy Hart, Bob Rodgers, Khairul Hisham, and Derek 'Nafai' Jones*

Imperial Guide to Cold Weather Ops

12 How to Survive in the chilliest of situations, according to the latest Imperial Military Intelligence.
*by Jordan "Reliant" Hoover
Illustrated by Bob Rodgers*

Departments

11 **The Spice Den -**
Derek 'Nafai' Jones explores the Gand drink, Greef
Illustrated by Bob Rodgers

16 **The Lonely Gammorean -**
Urgkle answers readers questions on love and life.
Illustrated by Bob Rodgers

17 **GalaxyBook Field Guide
The Cavaturians**
Rob Froberg reveals the secrets of this species' magnetic personality
Illustrated by Daniel Falconer

The Warder

7 An entrapping Force using tradition. Learn all about this new Prestige Class, and the Yalpies, from whom it originated.
*by Rob "Ardent" Clark
Illustrated by Pete "Shadowdeep" Schlough*

Force Techniques

19 A plethora of new Force Techniques, for Light and Dark siders alike
*by Jim Williams
Illustrated by Tracy Hart and Bob Rodgers*

Tales of the Free Spirit

24 All new original fiction from the El-rood Sector. This installment: Episode VII, All the Wrong People
*by IJ Thompson
Illustrated by Amanda Price*

**NEXT
ISSUE**

Shockboxing!

Prestige Classes--in D6?!

Fan Fiction: Cadences, Part Two

All new Spice Den and Field Guide



The secret behind young Palpatine's unfathomable resources.

Shadows of the Rebellion

The Rebellion Era With a Serious Twist



***A prepackaged,
fully playable
Infinities campaign
gone all wrong by
Owen K.C. Stephens***

With additional contributions by Derek Thompson

It has been 5 years since the Battle of Yavin, and 2 years since the Bespin Incident. It is once again a dark time for the Rebel Alliance, for they have lost many of their greatest heroes. Luke Skywalker fell to the dark side after an encounter with Darth Vader in Cloud City, and Han Solo has been frozen in carbonite since that same day. Kyle Katarn and Wedge Antilles were killed in an effort to rescue Han and bring down Jabba the Hutt.

Furthermore, the Yavin and Hoth bases had to be abandoned, leaving the rebel fleet with no single port to house and maintain it. Only Leia Organa, Jedi Knight, and her constant guard Chewbacca still remain of the famous rebels of Yavin, and she is forced to split her time between training new Jedi and desperately seeking new allies for her Alliance.

If the Empire were untied, it surely would have crushed the Rebel Alliance. But all is not well within the Empire; for once Darth Vader had turned his son to him, he rebelled against his former master. With the Executor and a cadre of troops fiercely loyal to him, Vader led a coup against the Emperor and attempted to take Coruscant. His effort failed, but both Vader and his new apprentice Tyran Rath (once Luke) survived the effort.

Vader fell back to contingency plans, taking refuge in the Corporate Sector and laying claim to the Tarkin, a space station used to build the first test version of the super laser built into the Death Star. Though the Tarkin has never fired in combat, and no one knows if its 1/4 sized super laser can truly destroy a world, it is a powerful asset in Vader's fleet. Even if the Tarkin is never used, its mere existence forces worlds

to take Vader and his allies seriously.

Adding to his assets, Vader has the close support of the Bounty Hunter's Guild and the Techno Union as well as the Corporate Sector Authority. All these forces fear the Empire will do away with them in time due to its strong anti-alien policies, and they see Vader as their best bet for defeating the Empire without losing their own power bases.

Vader has abandoned the "Rule of Two," declaring himself the new head of the Sith, and has trained a new legion of Sith warriors

A Word from the Author

What has worked so well for this campaign setting is that many of the big heroes are out of the picture, while all of the bad guys remain to haunt your players. Also, there is more than a three way fight for the galaxy, allowing for complex game plots. With the new Academy, all players can play a Jedi while remaining in the Rebellion Era. Although I still require all characters to start with a non-Jedi level (per the Rebellion Era rules), I started the game at second level.

while his son runs an academy for Dark Jedi. These two forces are slowly spreading throughout the galaxy, further strengthening Vader's hold.

Vader's act of open rebellion encouraged others to do the same, and numerous Imperial governors and commanders went rogue. Most claimed only a single world, hoping their place in the outskirts of the galaxy would prevent the Emperor from taking notice, but Grand Admiral Zsinj claimed entire systems. He is now the undisputed ruler of a thousand worlds, including Bastion, Muulilinst and Yaga Minor, and lays claim to a thousand more including Agamar, Bimmiel, Dantooine, Dathmoir, Dubrillion, and Garqi. Zsinj has now built his own Super Star Destroyer, the Iron Fist, though he has nothing to compare to the Tarkin.

But the Empire is far from defeated. Unbeknownst to many, the Emperor has made allies of his own. Allies which include Prince Xizor and the Black Sun crime syndicate, and the alien Chiss from the Unknown Regions.



Furthermore, most of the galaxy gives at least lip service to the Emperor, who still rules the most powerful armada in history. The Empire must play a waiting game, however. It cannot send its fleet to crush either Vader or Zsinj, for doing so would leave Coruscant open to an attack. With the threat of the Tarkin hanging overhead the Emperor can ill afford to lose another world, and must seem strong to prevent further rebellion.

The Emperor also has two detached fleets seeking to capture enemy ships outside their home systems - the Death's Head Squadron run by Admiral Daala and the Imperial Will Squadron commanded by Grand Admiral Thrawn. Each directs the war from a Guardian-class Super Star Destroyer, cut down versions of the powerful Executor-class warships.

The Emperor also knows he must not allow Force users free reign in the galaxy, and uses his three Force-trained groups to prevent this - Dark Prophets to foresee them, Imperial Inquisitors to hunt them down, and Imperial Crimson Guard to kill them. Unable to afford a second Death Star, the Emperor has also begun construction of two new ships - the Sovereign (a ship to dwarf even a Super Star Destroyer) and the Darksaber (to house another super laser,

offsetting the Tarkin). Even so, the Empire's control is total only within the Deep Core, Core Worlds, and most of the Colonies.

Fortunately for the Alliance, Leia's diplomatic efforts have not been in vain. By promising herself in marriage, she has gained the support of the Hapan Consortium, giving the Rebellion access to the relative safety of the Hapes Cluster. She has also made many shady deals with the vile gangsters of Hutt Space, allowing the Alliance many underworld resources. The worlds of Mon Calamari and Sluis Van have declared their open alliance to the Rebellion, but dare not send any of their fleets elsewhere for fear of imperial retaliation or the arrival of the Tarkin. The Bothans have rebelled from the Empire and claim Bothan Space, but are only arms-reach allies with the Rebel Alliance.

Leia has also undertaken to train a new generation of Jedi, which she hopes will become symbols of justice and freedom. Though her own training at the hands of Yoda was far briefer than she would have hoped, Leia has begun to pass on her knowledge to every force sensitive student she can gather. This new force of Jedi is outmatched and outnumbered, but it represents the Alliance's best hope to spur yet more systems to resist the tyrants of the galaxy and fight with the Rebellion.

The Heroes of Yavin: Update

The heroes of Yavin have not fared well since the Imperial victory at Hoth. Reeling from the sudden evacuation by the Alliance, the smuggler Han Solo and Princess Leia Organa were forced to evade the forces of the Empire by traveling to Bespin. Beseeching the aid of Lando Calrissian, administrator of Cloud City, they found themselves waiting on ship repairs that were slow to come.

Meanwhile, Luke Skywalker found himself traveling to Dagobah on the orders of a long dead friend. There he met and trained under the last of an ancient order, Jedi Master Yoda. However, Luke's training under Yoda would be frightfully short. Responding to a trap crafted by the Sith Lord Darth Vader, Luke departed Dagobah with his training incomplete.

Cloud City would prove to be the darkest hour for both the Rebellion and its heroes. Leia and Han would be captured by Darth Vader himself; the smuggler forced to endure torture and carbonite freeze at the hands of the Imperials. But the arrival of Luke Skywalker diverted the attention of the Sith Lord, and Lando arranged the escape of Princess Leia and her companion Chewbacca - although this miraculous escape would be overshadowed by dark tidings before the days end.

Elsewhere on Cloud City, Luke Skywalker found himself overmatched by the might of the powerful Darth Vader. Reaching out towards those he knew, he called for help in his dire need. Leia, escaping the city in the Millennium Falcon, heard Luke's mental call for aid. Turning the ship around, she had the Falcon draw up under the floating city, but only Luke's hand and lightsaber fell into her waiting arms. With nothing more she could do, Leia fled.

In a moment now known as the Bespin Incident, Luke Skywalker made a choice. Choosing the dark path and leaving the Rebellion behind, he joined his father in a quest to bring order to the galaxy. Shortly after that day, Leia Organa felt herself drawn to Dagobah, where she was trained by Yoda. Now a Jedi Knight, she instructs a new generation of Jedi.

The Sound of Freedom

Words from the Jedi Knight Leia Organa

“We are a contradiction.

We are keepers of the law, yet we aid a rebellion. We are advocates of peace, yet we work daily to escalate a war. We are trained to respect all life by the same masters who show us how to kill. We are an order with a 10,000 year tradition, but not one of us knows how our order began.

The Jedi were the guardians of peace and justice in the galaxy before the dark times. Before the coming of the Empire. They were unable to stop the flow of evil that engulfed first Coruscant, then the galaxy, and ultimately the lives of every man, woman and child of Alderaan. The Jedi were neutralized, hunted down, and exterminated. To many citizens of the Empire, it's as if the Jedi never existed. They failed. They lost.

And now, they are our only hope.

I am Jedi, as was my father before me. I learned at the feet of Master Yoda, last master of the order, last survivor of the terrible purges. I have dedicated my life to rebuilding the Jedi Knights, not in the shadow of its failure but guided by the light of its cause. Jedi are not godlike supermen. They are not infallible. As I know all too well, they are not incorruptible. Jedi are in tune with the Force, but that gives them easy access to darkness as well as light. I know that many of my new students will fail. Most will die. Some will turn on me. And yet I seek to restore this flawed order.

In the end, I don't know how to avoid the pitfalls that destroyed the Jedi that came before us. All I know is that without a symbol to rally the galaxy, darkness in one form or another wins. We can not seek fame, but we must become famous. We have no hope of overcoming our enemies through force, but we must forcibly oppose them. We must give ourselves over to defending the value of every life, even if that means killing thousands in the process. This is the crux of the Jedi today, and it can be a thin line between us and those we seek to overthrow.

I don't know what rules the old Jedi order followed. I don't have the wisdom of thirty generations to call upon. I demand from you only this – Let the Force guide you. Never draw upon it in anger, fear, pain or hate. Place the welfare of others always before your own. Never allow evil to go unchecked.

Do this, and you shall be Jedi”

Leia Organa to the first twelve students of the Jedi Lyceum

Tyran Rath

Tyran Rath is the son of the Sith Lord Darth Vader. Separated from his father at birth, this powerful fighter turned to his father's side and began learning the ways of the Sith. After turning to the Dark Side of the force, he has remained by his father's side; through the assault on Coruscant, the capture of the Tarkin and the ongoing coup against the Emperor. Now, while still performing numerous tasks for Lord Vader, he instructs a cadre of dark warriors

Tyran is still occasionally haunted by visions of his past, although his former life has all but faded from his mind. Lord Vader has trained Tyran to be a powerful weapon, and the Sith Warrior is one of Vader's greatest assets.

D20 Game Stats

Tyran Rath (formerly Luke Skywalker): Male Human
Flinger 2/Jedi Guardian 7/Sith Warrior 3; Init +7 (+4 Improved Initiative, +3 Dex); Defense 24 (+11 class, +3 Dex); Spd 10 m; VP/WP 98/13; Atk +16/+11/+6 melee (4d8+3/19-20, lightsaber) or +14/+9/+4 ranged (3d8 or DC15 stun, blaster pistol); SQ Force Point use as though three levels higher; Skywalkers get Force-Sensitive feat free and ignore the “Force Level 1st” prerequisite when selecting the Force feats Control, Sense, and Alter; bonus class skill (Repair), barter, deflect (defense +1, attack -4, extend defense and attack); enemy bonus (Jedi) +1; SV Fort +12, Ref +13, Will +7, SZ M; FP 5; DSP 8; Rep 5; Str 16, Dex 16, Con 13, Int 14, Wis 13, Cha 12. Challenge Code E.

Equipment: Lightsaber

Skills: Astrogate +5, Climb +8, Computer Use +5, Craft(lightsaber) +3, Intimidate +8, Jump +8, Knowledge (Jedi Lore) +2, Knowledge (Sith lore) +4, Knowledge (world lore) +7, Pilot +13, Profession (moisture farmer) +4, Read/Write Basic, Repair +7, Search +7, Speak Basic, Speak Huttese, Speak Jawa Trade Language, Speak Shyriiwook, Spot +7, Survival +6, Tumble +6.

Force Skills: Affect Mind +5, Battlemind +8, Empathy +2, Enhance Ability +7, Farseeing +4, Force Defense +5, Force Grip +6, Force Strike +4, Move Object +7, See Force +5, Telepathy +2.

Feats: Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Initiative, Infamy, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, blaster rifles, primitive weapons, simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Sense, Rage.

D6 Game Stats

Tyran Rath

Type: Sith Warrior

DEXTERITY 3D

Blaster 6D+2, brawling parry 7D, dodge 7D+1, lightsaber 11D, melee combat 6D, melee parry 9D

KNOWLEDGE 2D

Alien species 6D, bureaucracy 7D+1, intimidation 10D, streetwise 6D, survival 6D, value 5D, willpower 7D

MECHANICAL 4D

Astrogation 7D, beast riding 4D+2, beast riding: tauntaun 6D+1, repulsorlift operation 8D, repulsorlift operation: airspeeder 8D, sensors 4D+1, starfighter piloting 9D, starfighter piloting: x-wing 9D+2, starship gunnery 7D+2, starship shields 7D

PERCEPTION 2D+1

Bargain 3D, command 10D, hide 5D, persuasion 7D, search 7D, sneak 5D

STRENGTH 3D

Brawling 8D+1, climbing/jumping 6D+2, lifting 7D+1, stamina 7D+2

TECHNICAL 3D

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

Special Abilities:

Force skills: Control 10D+1, sense 10D+1, altar 9D

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, detoxify poison, 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

Altar: Injure/kill, telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control and Alter: Feed on dark side, inflict pain

Control, Sense and Alter: Affect mind, telekinetic kill

This character is Force-sensitive.

Force Points: 18

Dark Side Points: 21

Character Points: 27

Move: 10

Equipment: Lightsaber (5D)

Leia Organa, Jedi Knight

Drawn to Dagobah after the tragic events at Cloud City, Leia Organa had never expected to find herself trained in the ways of the Force. Yet at the swamp planet she met the Jedi Master Yoda, who tutored her in the ancient tradition of the Jedi Knights.

Since the day that Yoda, on his deathbed, declared her a Jedi Knight, Leia has been keeping the Alliance alive through grit and determination. Painstakingly, she has gathered support from various worlds, all the while assembling a cast of students to train at her Jedi Lyceum.

D20 Game Stats

Leia Organa: Female Human Noble 5/Soldier 1/Jedi Guardian 6; Init +2 (+2 Dex); Defense +20 (+8 class, +2 Dex); Spd 10 m; VP/WP 72/13; Atk +12/+7 melee (3d8+1/19-20, Lightsaber) or +12/+7 ranged (3d6/20 or DC 15 stun, Blaster pistol); SQ Force Point use as though three levels higher; Skywalkers get Force-Sensitive feat free and ignore the "Force Level 1st" prerequisite when selecting the Force feats Control, Sense, and Alter; bonus class skill (Bluff), favor +4, inspire confidence, resource access, coordinate +1; Deflect (attack -4, defense +1, extend defense and attack), Increased lightsaber damage (3d8); SV Fort +9, Ref +10, Will +11; SZ M; FP 8; DSP 1; Rep 4; Str 12, Dex 14, Con 13, Int 14, Wis 14, Cha 14, Challenge Code E.

Skills: Appraise+5, Astrogate+4, Balance+3, Bluff+10, Climb+2, Computer Use+8, Craft (lightsaber)+6, Diplomacy+15, Disguise+9, Gather Information+6, Intimidate+8, Knowledge (bureaucracy)+11, Knowledge (Jedi lore)+10, Knowledge (world lore)+8, Knowledge (alien species)+6, Knowledge (politics)+9, Pilot+4, Read/Write Basic, Read/Write Bothan, Read/Write Calamarian, Repair +4, Sense Motive+8, Speak Basic, Speak Bothan, Speak Calamarian, Speak Shyriiwook, Treat Injury+5, Tumble+3.

Force Skills: Affect Mind+4, Battlemind +3, Empathy+4, Enhance Ability+3, Farseeing+4, Force Defense+4, Heal Self+4, Move Object+6, See Force+6.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (Lightsaber), Force Sensitive, Influence, Iron Will, Skill Emphasis (Diplomacy), Skill Emphasis (Knowledge [bureaucracy]), Weapon Finesse (Lightsaber), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Force Feats: Alter, Aware, Control, Lightsaber Defense, Sense.





D6 Game Stats

Leia Organa

Type: Jedi Knight

DEXTERITY 3D

Blaster 7D+1, blaster artillery 3D+2, brawling parry 4D, dodge 7D, grenade 4D, melee combat 5D, melee parry 6D, vehicle blasters 4D

KNOWLEDGE 4D

Alien species 8D, bureaucracy 9D+1, cultures 9D, languages 7D, planetary systems 9D, streetwise 6D, survival 7D+2, value 6D+1, willpower 8D+1

MECHANICAL 2D+2

Astrogation 3D+2, beast riding 3D+2, repulsorlift operation 4D+2, starfighter piloting 5D, starship gunnery 4D, starship shields 5D

PERCEPTION 3D+1

Bargain 6D, command 10D, con 6D, gambling 4D+1, hide 7D, persuasion 8D, persuasion: debate 8D+2, search 5D+2, sneak 7D

STRENGTH 3D

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

TECHNICAL 2D

Computer programming/repair 4D+2, droid programming 4D, droid repair 4D, first aid 6D, security 3D

Special Abilities:

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

Control: Accelerate healing, concentrate, control pain, detoxify poison, emptiness, enhance attribute, hibernation trance, remain conscious, resist stun

Sense: Life detection, life sense, reseptive telepathy, sense Force

Alter: Telekinesis

Control and Sense: Lightsaber combat

This character is Force-sensitive.

Force Points: 6

Character Points: 20

Move: 10

Equipment: Lightsaber (5D)

The State of the Rebel Alliance

The Rebel Alliance is in desperate need once again. Without the conflict between the differing factions of the Empire, the Rebellion would have long since been eliminated. However, the acts of Darth Vader and Zsinj opened a small window of opportunity for the Alliance. Leia Organa, seeing this, is attempting to gain as much support for her cause as possible.

In a short time, Leia has gained the support of a few worlds. In spite of this, the Alliance fleet remains woefully inadequate. It is this writer's opinion that the Rebellion could be destroyed by any of the Empire's warring factions.

The State of the Empire

The Empire is surviving through the greatest challenge in its history. The Emperor is facing a military coup in a governmental system ruled through a show of arms. However, the Empire still has an incredibly powerful fleet and has already repelled an assault on Coruscant itself. The Empire's two attack squadrons are both commanded by expert tacticians, and victories are almost as common as nerf steaks.

Still commanding a large amount of the known galaxy, the Emperor has chosen to consolidate his holdings rather than risk his forces and territory in battle. This strategy could change though, as the Emperor has to be considering the effect the many continuing rebellions will have on his still loyal worlds. Rumors already abound that monstrous warships, to rival the Death Star in strength, are already under construction within the Empire.

The State of the Insurgent Empire

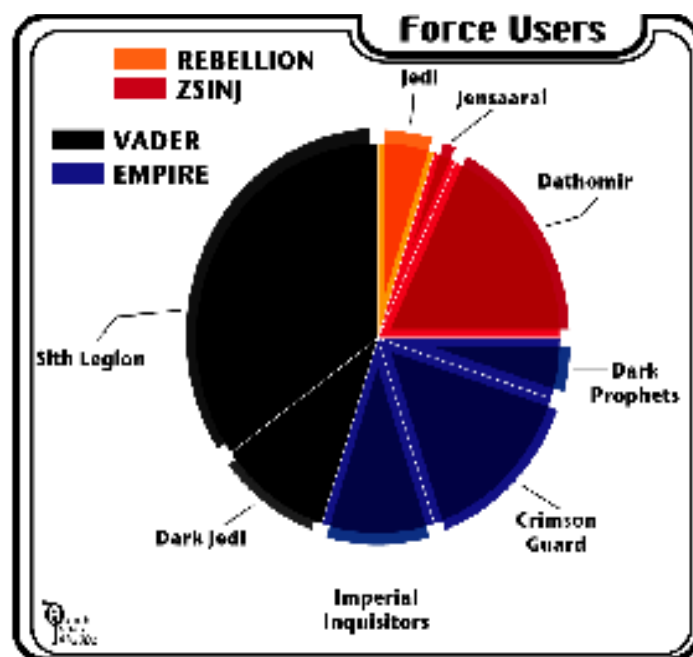
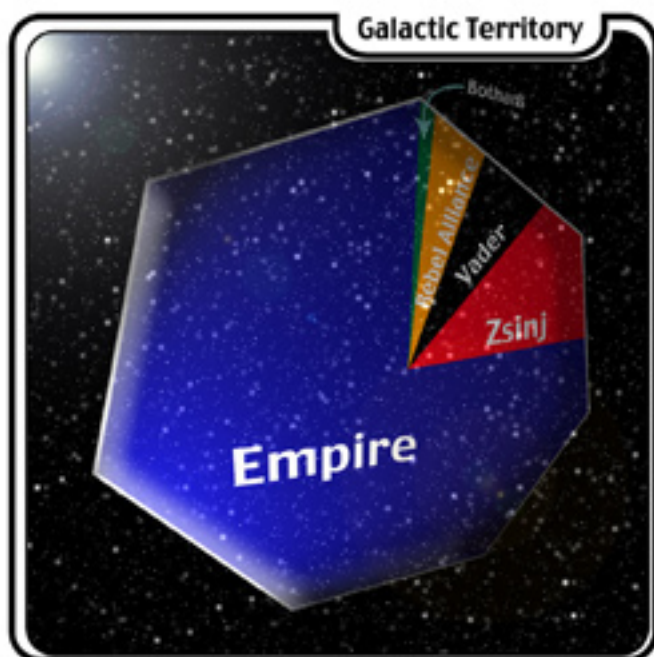
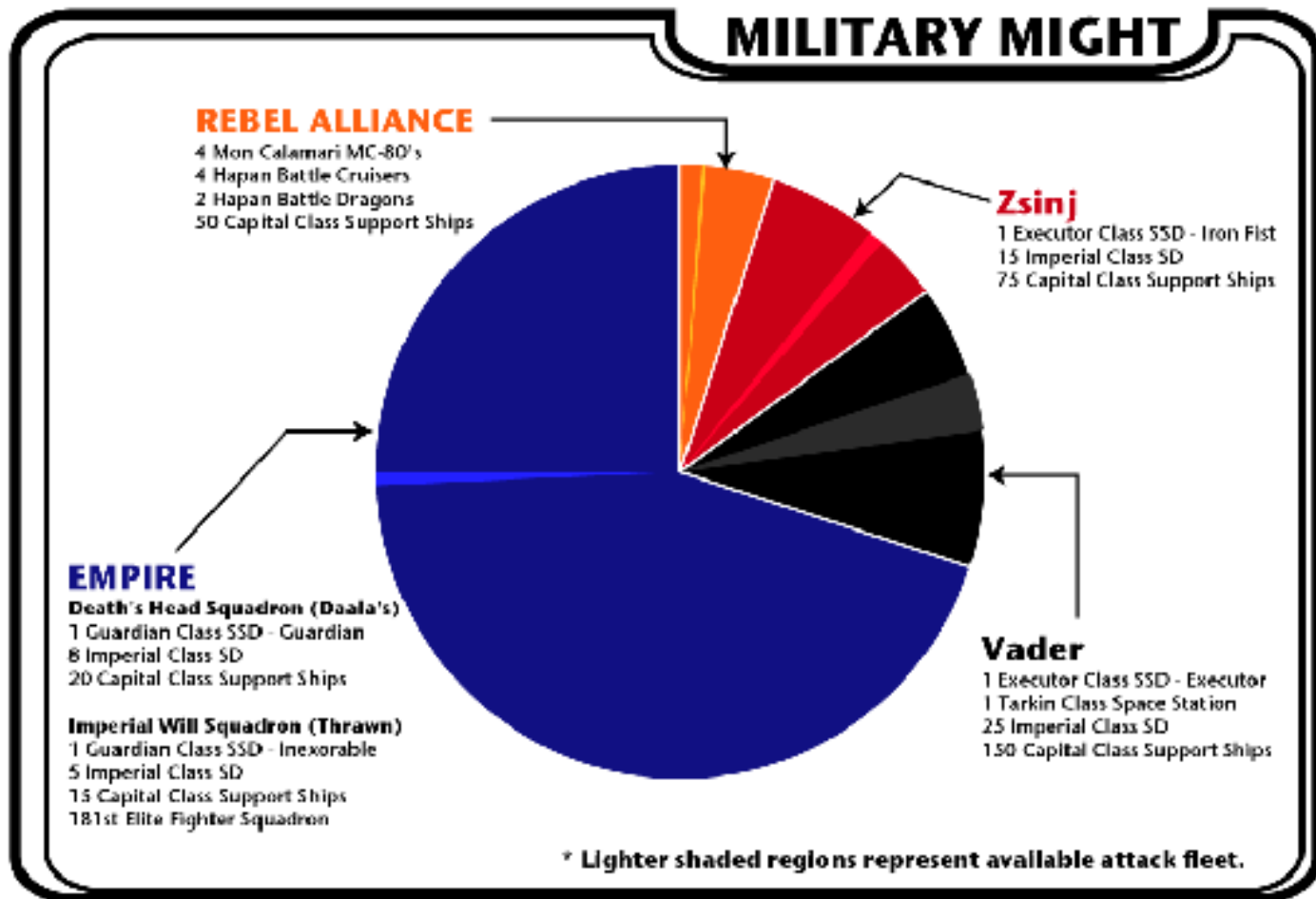
The Insurgent Empire truly consists of two factions (although there have been other successful breakaways by military leaders, see Rebellions and Factions in the Modern Empire for more info), the forces led by Grand Admiral Zsinj and those led by Lord Vader.

Grand Admiral Zsinj has successfully laid claim to over 1,000 inhabited worlds, a claim he backs up with matching military might. Offering military leaders greater pay, compensation and other benefits, he has successfully garnered a fleet to be rivaled with. His power base is very stable, with both shipyards and large treasuries under his control. Zsinj looks to have the largest chances of success of any faction in a protracted war of any kind. With his forces still growing, Zsinj has proved himself to be an even greater businessman than he is a military commander.

The power of Zsinj notwithstanding, Lord Vader is not to be taken lightly. Although his power base may not be as stable as that of Zsinj, he still controls enough ports to house his fleet and his deadly weapon, The Tarkin. Although Vader's initial assault on Coruscant proved unsuccessful, he has rebuilt much of his fleet through both fear and business. Even so, Vader's forces would not withstand the might of the Empire for long if the Tarkin proves ineffective.

To help the reader understand the significance of this galaxy spanning conflict, I have asked my editor to include specific charts with this article. These charts, assembled and created from information that I gathered myself, will hopefully be an aid to all who read my work.

-Theal Glerstand. Military Journalist



T H E W A R D E R



By Rob "Arden" Clark

Hailing from a remote planet in Wild Space, the Warders are a group of Force-users who have taken to heart a task similar to that of the Jedi Knights. These guardians swear an oath to protect their neighbors from injustice and tyranny and, thanks to their efforts, their homeworld of Yalp has known peace for hundreds of years. The Warders make use of simple equipment: a breastplate; a buckler they use

to deflect ranged weapons; and a gauntlet through which they channel the Force to stun targets. Warders operate similarly to a local police force, with jurisdiction covering all of Yalp.

Warders are distinguished from other Yalpies by their dress, comprising dark green tunics and black slacks usually worn under the Warder's Breastplate and accompanying greaves. The breastplate is

typically polished plasteel with the Warder's crest (a gauntleted fist arcing energy on a dark green circular field) appearing on the left breast. The buckler is usually made of plasteel, and each one is marked with engravings of personal significance to the wielder. The gauntlet is a simple, functional affair consisting of an insulated glove that covers the wearer's arm to the elbow, and employing durasteel bracing designed to fend off attacks up the entire length of the gauntlet. The receptors on the knuckles and back of the hand are capable of sustaining a charge, but there is no power pack attached to the gauntlet, making it less bulky than the typical stun gauntlet. Instead, Warders use the Force to power the gauntlets.

An entrapping Force using tradition

The Yalpies

The Yalpies are near-Humans who more or less resemble shorter, more wiry Humans. Their phalanges are a bit longer than the baseline human's, but otherwise don't deviate much physically from the norm. Peculiar to Yalpies are cultural values that make petty larceny not only an acceptable thing, but behaviour expected of almost everyone.

Yalpies acknowledge two types of property: communal, consisting of everything easily carried off; and personal, defined as anything that can't be carried off by one person.

The term 'Yalpies' originated as a derogatory reference derived from the planet's name after one of the Yalpies stole one of the early explorers' blasters. Yalpies refer to themselves by the name 'Envoyars', which in an ancient dialect of High Galactic means 'travelers'.

Yalpies use the Human template for creation.

Requirements

The qualify to become a Warder, a character must fulfill the following

Feats: Alter, Combat Expertise, Control, Force-Sensitive, Sense.

Skills: Affect Mind 6 ranks, Gather Information 4 ranks, Search 4 ranks, See Force 6 ranks, Sense Motive 4 ranks, Spot 4 ranks.

Other: Acceptance into the Warder Corps, and at least 40 Vitality Points.

Game Rule Information

Vitality: A Warder gains 1d10 vitality points per level

Class Skills

The Warder's class skills, and key ability for each skill, are:

Bluff (Cha), Climb (Str), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Int), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis) and Survival (Wis).

All Force skills are considered class skills as well.

Skill points: The Warder receives 4 + Int per level

Class Features

Block is a modified version of Deflect (defense) that allows the Warder to use something other than a lightsaber to deflect blaster bolts, slugthrower rounds and other projectiles.

Exotic Weapon Proficiency (gauntlet) allows the Warder to use the Warder's gauntlet without penalty.

Deflect (defense) allows the Warder to deflect projectiles. Deflecting an attack is a reaction that costs the Warder a move action in the next round. The Warder must be wearing a buckler to employ this ability, and must indicate an intent to use deflect (defense) when an opponent declares an attack against the Warder, but before any attack rolls are made. When used this way, the Warder gains a dodge bonus against all ranged attacks directed at him or her in this round.

Increase Gauntlet Damage allows the Warder to inflict another 1d4 damage with their gauntlet, and improves their stunning blow's Fortitude DC by 2.

Breastplate indicates the point at which the Warder receives their breastplate. The breastplate functions as a Force talisman, granting the Warder a +1 bonus on Battlemind, Force Strike, Force Defense and Force Shield checks.

Resource Access: Beginning at 5th level, the Warder has access to a wide array of resources. Once per day, the Warder can make a Charisma check to use those resources. The value of the resources gained equals the Warder's class level x the result of the Charisma check x 50. The Warder may only employ this ability on a planet with a Warder Corps branch.

Defense (attack) allows the Warder to reflect ranged attacks back at enemies. Reflecting an attack is a reaction that will cost the Warder a move action in the next round. The Warder must declare she is using deflect (attack) when an opponent declares an attack against the Warder, but before any attack roll is made. Deflect (defense) and deflect (attack) can be used together in the same round.

Inspire Calm allows the Warder to make an Affect Mind check against DC 25. If successful, all beings within 20m are effectively calmed.

Deflect (extend defense) allows the Warder to extend her defensive deflec-

tion skills to others within 2 meters of her position. The Warder must be wearing her buckler to employ this ability.

Improved Disarm is a bonus feat and functions exactly as indicated by the RCRB. The Warder's gauntlet is usually an ineffective weapon for the leverage necessary to disarm an opponent, and this feat helps the Warder overcome that problem.

Multiple Ward allows the Warder to tie more than one Ward effect into the same trigger. Each additional Ward costs the same amount of Vitality Points as if it were being set for the first time. It requires half as much time to set, however.

Persistent Ward allows the Warder to channel extra VP into a Ward for multiple triggering allowances. Adding an extra ward use requires one half the VP normally required to set the Ward, but the full amount of time.

Deflect (extend attack) allows the Warder to extend her offensive deflection skills to others within 2 meters of her position. The Warder must be wearing her buckler to employ this ability.

Force Secret is an epiphany into the nature of the Force gained by the Warder. It can have one of the following effects:

- Allow the Warder to use Affect Mind without the verbal component.
- Allow the Warder to use Affect Mind without the somatic component.
- Increase the attack roll bonus provided by Battlemind by +1.

The Warder Progression Table

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+1	+2	Ward, block, EWP (gauntlet)	+1	+1
2	+1	+1	+1	+3	Deflect (defense)	+1	+1
3	+2	+2	+2	+3	Increase gauntlet damage	+2	+1
4	+2	+2	+2	+4	Deflect (defense), breastplate	+2	+2
5	+3	+3	+3	+4	Ward, resource access	+3	+2
6	+4	+3	+3	+5	Deflect (defense, attack), increase dam.	+4	+2
7	+5	+3	+3	+5	Inspire Calm	+4	+3
8	+5	+4	+4	+6	Deflect (extend defense)	+5	+3
9	+6	+4	+4	+6	Ward, Improved Disarm	+5	+3
10	+7	+5	+5	+6	Deflect (defense), increase damage	+6	+4
11	+8	+5	+5	+7	Multiple Ward	+7	+4
12	+8	+6	+6	+7	Deflect (attack)	+7	+4
13	+9	+6	+6	+8	Ward, Persistent Ward	+8	+5
14	+10	+6	+6	+8	Deflect (extend attack), incr. dam	+8	+5
15	+10	+7	+7	+9	Ward, deflect (attack), Force Secret	+9	+5

- Increase the interaction bonus gained from Empathy by +1.
- Improve the bonus that Enhance Ability grants by +1.
- Improve the bonus that Enhance Senses grants by +1.
- Decrease the vitality cost of Farseeing by 1.
- Improve the bonus that Force Defense grants by +2.
- Grant a +3 bonus to the result of a Force Stealth check.
- Increase the damage dealt by Force Strike by +1.

- Reduce the DC of Friendship checks by 2.
- Grant a +2 bonus to the healing result of a Heal Another check.
- Grant a +1 bonus to the healing result of a Heal Self check.
- Increase the Will DC to see through an Illusion by 2.
- Decrease the DC for Move Object by 2.
- Grant a +3 bonus to the result of a See Force check.
- Decrease the vitality cost of Telepathy by 1.

Tools of the Trade: Equipment of the Warder Corps

The Warder's Gauntlet

The Warder's gauntlet looks like a typical combat glove with reinforced durasteel over heavily padded knuckles and fingers, and is designed to conduct the wearer's Force energy in a unique way. Activating the Gauntlet's stun feature costs 1 VP, and the feature stays activated until the Warder either deactivates it, or 1d6 rounds have passed. The Warder's Force energy provides additional stunning energy, allowing Warders to stun targets with greater ease than one would normally expect.

Cost: N/A. On the Black Market one would probably command 4 or 5,000 credits.

Damage: Normally a Warder's gauntlet only does +2 additional damage, but Warders have found a way to use the Force to greatly increase the damage of their gauntlets.

Critical: A Warder's gauntlet can only score a critical hit if the Warder possesses the Martial Arts feat.

Weight: 2.0 kg

Stun Fort DC: DC 22

Type: Bludgeoning

Size: Warder's gauntlets are intended for use by Medium-sized humanoids with five-digit hands.

Group: Exotic

The Warder's Buckler

The second part of the Warder's uniform, Warders use their bucklers to deflect ranged attacks. The buckler is usually a curved durasteel plate, etched with the Warder Corps symbol, that snaps onto the forearm, allowing the hand to remain free. The buckler provides no DR, instead increasing the Warder's Defense. If the Warder is ever denied his Dexterity bonus to defense, or is flanked, the buckler's defense bonus is not applied.

Cost: N/A. On the Black Market one would probably command 1 or 2,000 credits.

Defense Bonus: +2 dodge bonus to defense.

Armor Check Penalty: -1

Weight: 2 kg

The Warder's Breastplate

The final part of the Warder's uniform, the breastplate signifies service and achievement with the Warder Corps. The breastplate is made of a lightweight fiber composite that provides adequate protection without a lot of extra weight. The breastplate is accompanied by greaves and thigh guards. Each breastplate is custom-fitted for the Warder. Consequently, it does not adversely affect a Warder's speed, and has a lower negative effect on their skills than other forms of armour.

Cost: N/A. On the Black Market one would probably command 2 or 3,000 credits.

Damage Reduction: 5

Maximum Dex Bonus: +3

Armor Check Penalty: -3

Weight: 10 kg

Wards: The Tools of the Warder

Wards are a special Force technique. When a ward is placed, the Warder chooses the trigger and the desired effect. A sphere 10 metres in diameter around the ward then becomes both the trigger range and area effect of the ward.

Ward of Entrapment: The Ward of Entrapment confines the individual triggering it to the area for a duration of 1d4 rounds. The ward nudges the Warder who set it with a mild Force disturbance, letting the Warder know the trap has been sprung. The Ward of Entrapment requires 6 rounds and 8 VP to set.

Ward of Concussion: This ward is designed to render the person triggering it deaf or near-deaf using a sound similar to a localized sonic boom. Anyone in the 10m sphere of effect must make a Fortitude save against DC 23 to resist being stunned by the noise, and anyone within the sphere will be deafened for 2d4-1 rounds. This ward requires 8 rounds and 10 VP to set.

Ward of Bedazzlement: The Bedazzlement Ward is designed to render the person triggering it blind. This Ward simply sets off an explosion of light within its sphere of effect. Anyone within the sphere, or looking at the sphere directly, must make a Reflex save against DC 26 to avert their gaze fast enough to avoid the flash. Those within the sphere will be blinded for at least 1d4 rounds, regardless. Anyone who fails the Reflex save also suffers 2d4 rounds of additional blindness. The Ward of Bedazzlement costs 7 VP and takes 5 rounds to set.

Ward of Illusion: This ward, when triggered, creates a predefined illusion, usually designed to mislead the individual who set it off. The Illusion persists in this person's senses for 2d8 rounds. This Illusion Ward takes 8 rounds and 12 VP to set.

Ward of Barring: The Ward of Barring allows the Warder to create a ward that sends anyone entering the 10m sphere of effect back out the way they came in. Any being triggering this ward will be pushed gently backwards. The duration of this ward equals prestige class level times d4 rounds, and costs 4 VP to set.

Ward of Stasis: The Ward of Stasis allows the Warder to establish a field that replaces every item in that area back to the positions they occupied at the time the ward was set, if any of those items had been moved. The ward's range of effect reaches an area of up to prestige class level x 2 meters. This ward costs 8 VP to set and persists for 4d4 rounds.

The Environs of Yalp

A moderately-sized planet in the fourth orbit around its sun, Yalp is fairly typical of worlds inhabitable by humans. With a range of terrains varying from a vast desert to polar ice caps, Yalp experiences strong seasonal fluctuations in weather and temperatures. Three major geographical features were charted by the team of explorers that first encountered the planet: a vast ocean separating the main continent from the four smaller continents; a mountain range spanning nearly the entire axis of the largest continent; and an untouched primeval deciduous forest on one of the smaller continents. Three satellites orbit the planet, although only one is large enough to consider a moon. The remaining two are asteroids that are difficult to spot with the naked eye from the planet's surface.

The first explorers of Yalp speculated that it was one of the original Human colony worlds, similar to Volta. While the people of Yalp are almost as technologically advanced as the rest of the galaxy, space travel is one of a few notable exceptions. Yalp has almost no space-faring vessels of its own, and none that are operational. Surprisingly, the people have shown no real interest in spacefaring, which probably accounts for the lack of development in that area. However, Yalpie sciences have excelled in the areas of security and security devices, and consequently their security devices may all be considered at least +1 mastercraft. Their excellence in matters of security may be due to a cultural kleptomania in which the concept of community property is taken to a new extreme.

Yalpies are not, by nature, violent people. They lack blasters, instead making use of pulse-wave weaponry and slungthrowers when necessary. However, the general lack of advanced martial development is indicative of cultural quirks present within their society. Yalpies focus on unarmed combat, taking great pride in their personal martial skills and looking disdainfully upon projectile weapons of any sort. They employ a few basic melee weapons, including the vibroblade, long-sword, force pike and quarterstaff. Yalpie martial artists belong to 'schools', and every school teaches a particular martial art style. Inter-school rivalries are common, and often result in pitched battles in the streets.

Despite the lack of a true standing police force, Yalpies manage to maintain a civil and productive society. This is explained by a cultural predisposition towards these values and behaviours, and by the intervention of the Warders, the users of the planet's Force tradition. The Warders function much like a planetary police force would elsewhere in the galaxy, except Warders only worry about serious crimes, such as grand larceny and crimes against the person (assault, murder, etc.). At any given time, the Warder Corps has about 300 active members to call upon for serious matters, and 100-200 inactive members in reserve that may be called up in the face of a huge disaster. Response time is surprisingly good, with civilians being able to expect 3-4 Warders on a scene within 10 minutes.

Martial Arts of Yalp

Throw Martial Arts

Your evasive skill is matched only by your ability to turn an opponent's attack.

Prerequisites: Defensive Martial Arts, Combat Reflexes.

Benefit: Any time you successfully evade an opponent's melee attack (any attack that misses by less than 15 or is not a critical miss), you may make a Knockdown or Trip Attack of Opportunity. Because of the circumstances, you gain a +2 bonus to this attempt.

Submission Martial Arts

You are at home rolling around on the ground in submission grappling.

Prerequisites: Improved Martial Arts.

Benefit: You are treated as though you were two sizes larger for grapple checks. You are not subject to the -4 penalty to attack normally inflicted upon someone grappling with another. Additionally, opponents who are not grappling with you only receive a +2 bonus to hit while you are attempting to pin an opponent with whom you are grappling.



Warder Hafek Fadfah

Hafek Fadfah is a tracker and recovery agent for the Warder Corps. His skills at recovery are second to none, and it's whispered he's never failed to recover a target.

His style is straight-forward: hunt the target down, set a ward that blinds and deafens the target, trapping them; move in and engage the target hand-to-hand; and subdue the target to bring the individual in for justice. Fadfah is an accomplished martial artist, and almost never misses an opportunity to strike at a target. He's a little violent sometimes, but he remains faithfully on the right side of the law.

Hunter Hafek Fadfah: Adult Male near-Human Fringer 1/FA 4/ Warder 11; Init +2; Defense 26 (+2 Dex, +12 class, +2 Defensive Martial Arts); VP/WP 164/16; Spd 10m; Atk +11/+6/+1 BAB, +14/+9/+4 melee (2d4+3d6+3 or DC 28 Fort stun, gauntlet) or +13/+8/+3 ranged (by weapon); SQ Fringer bonus class skill (Gather Information), Wards (Bedazzlement, Concussion, Entrapment), Multiple Ward, Block, Authority, Deflect (defense +3, attack -4, extend defense), Inspire Calm, Resource Access; SV Fort +12 Ref +10 Will +14; SZ M; FP 6; DSP 1; Rep +4; Str 16, Dex 14, Con 16, Int 15, Wis 17, Cha 13.

Skills: Bluff +5, Gather Information +11, Hide +8, Intimidate +11, Knowledge (Streetwise: Yalp) +7, Listen +7, Move Silently +8, Read/Write Basic, Search +13, Sense Motive +9, Speak Basic, Sleight of Hand +4, Spot +7, Survival +13, Treat Injury +7.

Force Skills: Affect Mind +11, Battlemind +13, Enhance Ability +13, Enhance Senses +11, Farsensing +11, Illusion +11, Move Object +13, See Force +15.

Feats: Armor Proficiency (light), Combat Reflexes, Defensive Martial Arts, Exotic Weapon Proficiency (Warder's Gauntlet), Expertise, Force-Sensitive, Improved Disarm, Improved Martial Arts, Martial Arts, Throw Martial Arts, Track, Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Sense.

THE SPICE DEN

By Derek "Nafai" Jones



D20 Game Stats

Greef: Alkaloidal Beverage

Cost: 4 credits (varies by location and source)

Effects: When drinking Greef, a Fortitude Save (DC 15) to avoid its effects must be made. This saving throw must be made for each serving (glass) of Greef that is consumed, but the effects cannot be multiplied. A failed saving throw results in a change of ability scores, and any skills affected by them. Roll 1d4 and add that amount to your Strength score, and subtract it from your Dexterity score. The effects last for 12 hours. An individual who fails the saving throw by more than

10, or drinks 2 or more servings after having been affected is knocked out for 1d6 hours.

D6 Game Stats

Greef: Alkaloidal Beverage

Cost: 4 credits (varies by location and source)

Effects: For every serving consumed, make a Difficult Stamina check. Upon a failed check, the player reduces his Dexterity by 1D and increase his Strength by 1D. The effects last for 12 hours. If a player continues to drink Greef after he has been affected, no additional effects are added. However, if he drinks 2 or more serving after already having been affected, or if he fails the skill check by 10 or more, the he is knocked out for 1D hours.

"You will never find a more wretched hive of scum and villiany...."

The Spice Den guarantees you the worst the galaxy has to offer week in and week out.

Greef

Greef is a pungent, thick drink that is a favorite of the species that created it, the Gand. When feeling particularly low, a Gand will often turn to a tall glass of Greef.

Greef is made by boiling the skin of a creature in a broth of fungus and water to the point that the majority of the skin is broken down and liquified. The mixture is then strained from the vat into large gas-permeable barrels that are then aged for one week. The resulting brew is quite viscous, but not as thick as a syrup, and pours fairly slowly.

True Greef made on Gand always uses the skin of the Goharand beast: a goat-like creature with reptilian skin. The fungus is Aramaroo, and is a flavoring agent in Gand-made Greef. The gas-permeable barrels allow a free exchange of the ammonia gases that are so prevelant in the Gand atmosphere, which also flavors the beverage. The effects of Greef stem from strong alkaloids in the skin of the Goharand beast. When made on other worlds, it is unlikely that Goharands would be available, and normally a local snake species is used for the skin. There are fungi that are widely available that have similar alkaloids to that of the Goharand, and the broth would be made with these in such cases, so that the Greef still retains its effects. A sealed aging room is also set up, with a high concentration of ammonia gas inside, so that the taste is not compromised.

Some cantinas have non-ammonium Greef available for those who cannot take the strong smell and taste that it leaves with the drink. This does not effect the drink's properties, other than taste. The cost of Gand-made Greef can be quite a bit higher than that of the local Greef, and this cost increases the closer one gets to the Core Worlds.



Surviving the Elements in Military Style

An Imperial Guide to Cold Weather Ops

By Jordan "Reliant" Hoover

BJA
242



MEMORANDUM FOR: Commanders, Imperial Naval Ground Forces
FROM: Imperial Surveillance Corps, Special Operations Division
SUBJECT: Severe Cold Weather Operations

1. Despite the fact that the majority of our battles against the rebels have been fought in space, situations exist where Imperial soldiers might be called upon to fight in severe cold conditions. One such battle, the Battle of Hoth, has already taken place and demonstrated the need for further study in this area. Although we were victorious, statistical analysis of the battle shows that most casualties were caused by the weather conditions rather than the fighting prowess of the rebel troops. Nearly 12% of all casualties in the battle and approximately 24% of all equipment failures were weather related. Further analysis showed that operational efficiency was 31% below minimum operational standards due to these adverse conditions. It is the finding of this department that the current training procedures and equipment are ineffective in preparing our forces for deployment in similar combat zones.

2. The protection of the Empire's forces against such conditions is a command responsibility. Thus, those deemed responsible for the above mentioned casualties have been punished accordingly. It is expected that, after the distribution of this report, any and all operations in severe cold conditions will have improved statistical numbers. To assure that this is the case, this department has prepared documents that outline recommended equipment changes for both mounted and foot deployed infantry divisions. The document entitled "Cold Weather Operational Guidelines" has several appendixes that will aid commanders in preparing their troops. The following are required reading for all infantry commanders and are included with this report :

APPENDIX A: Operating at Acceptable Performance Levels in Extreme Cold Environments,
APPENDIX B: Personal Equipment,
APPENDIX C: Infantry Armor, and
APPENDIX D: Vehicles.

3. Our official point of contact for any and all questions or comments concerning this document is Colonel Jordan T. Hoover, Imperial Surveillance Corps, Special Operations Division, Imperial Holonet Station 623.443.190, Imperial Center, Coruscant Sector.

Cold Weather Operational Guidelines

APPENDIX A: *Operating at Acceptable Performance Levels in Extreme Cold Environments*

Infantry Requirements: Soldiers of the Empire need to be aware that cold weather can adversely affect their performance in battle. In order to keep our level of combat efficiency up, it is required that all troops being deployed into a potentially hazardous environment prepare themselves and their equipment for such conditions. It is the duty of every Imperial soldier to know how to adapt to any situation with minimal effect on their performance.

The first step towards meeting operational requirements during cold weather is being familiar with possible problems and preventing them from happening before they occur. The following are guidelines to help stay at required operating levels :

1. Keep your weapon dry: When firing your weapon or moving into and out of cold environments, it is a possible condensation can build up and then freeze inside your weapon. This can restrict the action of your weapon and can potentially cause permanent damage. When moving into a warmer area for a long duration of time, place the weapon on the ground, under insulated cover. Because cooler air stays lower to the ground this may help to prevent your weapon from acquiring condensation.

2. *Keep your armor dry:* Although your armor is designed to prevent sweat and condensation from interfering with its internal workings, in extreme cold weather conditions this is still a possibility. When deployed in a cold weather environment, **DO NOT REMOVE ANY PART OF YOUR ARMOR.** You will be instructed when you should and should not remove your armor. Removing it at inappropriate times can cause these bodily fluids to freeze and can potentially damage your armor's systems.

3. *Cold weather gear can be restrictive:* Be aware that, even though your equipment is the finest available in the galaxy because of its insulating properties, it can restrict your movement and possibly your vision. This is not a flaw with the armor; it is a flaw with YOU. You need to be aware of any restrictive properties of the armor you are issued and then adapt to them, thus eliminating these potential problems before they arise. If you still have difficulty moving or seeing it is because you are not trained well enough to use your armor properly. You should report this problem to your superiors and expect disciplinary actions to be taken.

4. *Be aware of the physical limitations of operating in extreme cold:* Extreme cold affects not only you and your equipment, but it also directly affects the environment. Extreme cold weather environments can and will affect your senses of sight and hearing. These effects are compounded over distance. At distances exceeding 6 meters these effects can be drastic. Failure to recognize these environmental effects can affect your personal performance and cause you to fall below operational standards. It is recommended that you adapt to these adverse conditions and perform as you are expected to.

APPENDIX B: Equipment

BlasTech E-11CZD Blaster Rifle

The standard issue stormtrooper rifle has been modified to work in extreme cold conditions. In addition to a blaster pack, this weapon also requires a standard power cell which is used to keep the gun warm and in firing order. Regardless of the conditions it is deployed in.

Price: Not for Sale (Likely valued at 1500 credits)

CZD-45 Cold Suit

Based on the technology that lead to the Advanced Snowtrooper Armor, the CZD-45 Cold Suit represents the finest in cold weather clothing. Using the most advanced heating and moisture removal systems (and 2 standard energy cells), this suit protects against the extreme cold (+10 equipment bonus to fortitude saves against cold) for 18 hours. Even when the power cells are depleted the suit still provides the user a +4 equipment bonus to fortitude checks against cold. Additionally, the suit is specially designed to blend into the arctic environment, granting the wearer a +4 to hide checks while deployed in that environment.

Price: Not for Sale (Likely valued at 10,000 credits)

D6 Game Stats: +4D to Stamina against cold while powered, +1D+2 to Stamina against cold if depleted. Grants the wearer +2D to Sneak.

CZD-MRE

A drastic improvement over the standard issue rations these advanced MRE's combine the finest in nutritional supplements with the most modern technology for auto-heating. When activated, the CZD-MRE takes approximately 30 seconds to heat into a full meal.

These rations are specially designed to work in colder temperatures and will stay warm for a full 10 minutes, even when prepared in temperatures far below freezing. The high nutritional value of this MRE provides a full day's requirements in one sitting. This helps to eliminate the need for multiple breaks from duty. (Caution – This MRE contains chemicals that are known to be hazardous to humans. Do not ingest if contents of heating element have contaminated food material)

Price: Not for Sale (Likely valued at 750 credits per case of 10)

CZD-73 Emergency Shelter

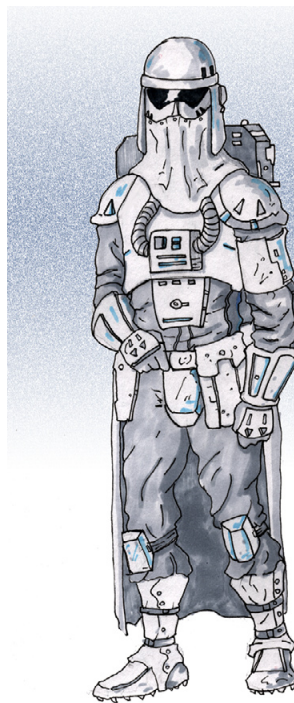
In extreme cases where units are deployed into the field for long periods of time, the CZD-73 Emergency Shelter should be issued. The shelter can be setup in approximately 5 minutes and requires no tools. When unassembled the shelter is .3 meters square and weighs only 2.5 kg. When fully assembled the shelter is powered by 4 energy cells and can offer complete protection from the elements to two people for a period of 24 hours, before requiring new cells. This, in turn, allows imperial personnel to wait out even the worst winter storm. The CZD-73 Emergency Shelter takes advantage of the same camouflage technology pioneered in the CZD-45 Cold Suit and provides a +4 equipment bonus to hide checks when attempting to hide the shelter from enemy units.

Price: Not for Sale (Likely valued at 6000 credits)

D6 Game Stats: Grants the user +2D to Hide.

APPENDIX C: Infantry Armor

Advanced Cold Assault Stormtrooper (Snowtrooper) Armor



Recent cold weather deployments (i.e. Hoth) have demonstrated a need for improved cold weather protection for infantry personnel. Standard Cold Assault Stormtrooper armor is not designed to combat the extreme conditions found in certain locales. To remedy this, we have come up with the following alternative that more than fits any cold weather deployment needs :

D20 Game Stats

Name: ACA Stormtrooper (Snowtrooper) Armor

Class: Powered Armor

Cost: Not for Sale (likely valued at 12,000)

Damage Reduction: 5

Maximum Dex Bonus: +1

Armor Check Penalty: -4

Speed: 6m, 3m

Weight: 19kg

Advanced Snowtrooper Armor provides a +10 equipment bonus to fortitude saving throws against severe cold. However, it is

much more cumbersome than standard snowtrooper armor due to its internal heating and moisture removal system. The suit uses 2 standard energy cells and provides protection against severe cold for 12 full hours before its cells need replaced. Without power the suit still provides a +4 equipment bonus to fortitude saving throws against severe cold. However, it is extremely unwieldy and reduces the max dex bonus to +0 and the armor check penalty to -8. In addition to the standard vision and hearing enhancements found in all stormtrooper armor, this suit also has systems to reduce glare and compensate for atmospheric effects of extreme cold, granting the user a +2 equipment bonus to any vision related checks while affected by said conditions.

D6 Game Stats:The game statistics for this armor are presented on page 99 of *Rules of Engagement*, by WEG.

APPENDIX D: Vehicles

Kuat Drive Yards All-Terrain Tracked Carrier (AT-TC)

Based on the intimidating and powerful AT-AT walker, this new combat vehicle features all of the AT-AT's benefits without any of its shortcomings. By replacing the vehicle's legs with tracks we were able to use the vehicle more effectively in extreme conditions, such as surfaces lacking adequate traction and areas affected by high winds.

[NOTE: It is the finding of this department that all AT-AT losses suffered at the battle of Hoth were not related to any tactical maneuver by the rebel forces. But instead, were caused by poor weather conditions and operator error.]

Field Tester's Report: This vehicle actually performs above its posted specs. Because it is on tracks instead of legs, it performs well in just about any terrain. Its fixed "neck" provides more accurate control than the moveable one. Mounting the guns on turrets instead of hard mounting them to otherwise immovable parts, was also a favorable design quality as it makes target acquisition easier and reduces the amount of maneuvering required to fire on a stationary target. I have no complaints to file at this time and recommend that this vehicle be put into full production and deployed into the field.

Because of the removal of the legs and the subsequent lowering of the vehicle, the new AT-TC serves as not only a destructive force on the battlefield, but also has the ability to carry troops deep into enemy territory in the safety and shelter of its cavernous, armored rear section. Due to the design limitations of the walker, the tank version of this vehicle features a fixed "neck" and two heavy laser cannon turrets. One is mounted under the "chin" and features a full 180 degree front firing arc. The other mounted on the rear, just above the doors and loading ramp. This heavy firepower can not only cause severe damage to enemy vehicles and structures, but also provide cover to Imperial troops being deployed onto the battlefield.

D20 Game Stats

Class: Tracked [Ground]
Size: Colossal (21 m long)
Passengers: 40 (troops)
Cargo Capacity: 1 ton
Speed: 30 m
Max Velocity: 80 km/h
Cost: Not available for sale
Crew: 4 (Skilled +4)
Initiative: -4 (-8 size, +4 crew)
Maneuver: -4 (-8 size, +4 crew)
Defense: 12* (-8 size, +10 crew)
Shield Points: 0
Hull Points: 200 (DR 15)

*Provides full cover to crew and passengers.

Weapon: Heavy Laser Cannons (2 fire-linked); **Fire arc:** Front; **Attack Bonus:** -2 (-8 size, +2 crew, +4 fire control); **Damage:** 6d10; **Range Increment:** 300m
Weapon: Heavy Laser Cannons (2 fire-linked); **Fire arc:** Rear; **Attack Bonus:** -2 (-8 size, +2 crew, +4 fire control); **Damage:** 6d10; **Range Increment:** 300m

D6 Game Stats

Craft: KDY All-Terrain Tracked Carrier (AT-TC)
Scale: Walker
Skill: Walker Operation: AT-TC
Crew: 2 gunners:2
Crew Skill: Vehicle Blasters 5D, Walker Operation 5D
Passengers: 40 troops
Cover: Full
Cargo Capacity: 1 metric tons
Move: 30; 80kmh
Maneuverability: 1D
Body Strength: 10D
Weapons:
 2 Heavy Laser Cannons (fire linked)
Fire Arc: Front
Crew: 1
Skill: Vehicle Blasters
Fire Control: 3D
Range: 50-500/1.5/3km
Damage: 6D
 2 Heavy Laser Cannons (fire linked)
Fire Arc: Rear
Crew: 1
Skill: Vehicle Blasters
Fire Control: 3D
Range: 50-500/1.5/3km
Damage: 6D

Santhe/Sienar Technologies Century Tank- Arctic Zone Deployment Version (Century Tank - AZDV)

Originally, the Century Tank (or TIE-Crawler as it came to be known) was designed to be a cheap alternative to similarly equipped repulsor craft. To this end, the Century Tank performs moderately well because it is simple and easy to maintain. Unfortunately, its stock TIE-Fighter cockpit lacked the appropriate insulation and heating elements to make it an effective combat vehicle when used in a cold weather environment. Because of this the Special Operations Division has modified this reliable workhorse to suit the needs of today's operational needs.

In addition to increased armor and heating elements, the new Century Tank – AZDV also features cleated treads that can dig into any surface. Its power units have been upgraded to provide even more power to the CT-AZDV's massive drive train. Simulations suggest that, in the hands of a trained driver, this vehicle can climb any surface and roll over enemy units with ease. Also, that this vehicle will not suffer any of the negative effects from the terrain or weather conditions typically associated with extreme cold zone deployment. These features make the Century Tank a statistically advantageous alternative to currently deployed walker and repulsor driven vehicles.

Field Tester's Report: Originally we were sent four of these units to test. Of those, we were only able to get one through all the required combat simulations. The main cause for this was the drive train. The drive train, although upgraded, was not powerful enough to perform up to minimal standards. Attempting to climb more than a 30 degree incline causes terminal damage to the vehicle. Therefore, it is my official recommendation that this unit not be put into full production until it has been redesigned.



D20 Game Stats

Class: Tracked [Ground]

Size: Huge (7 meters long, 4 meters tall)

Passengers: None

Cargo Capacity: 200kg

Speed: 30m

Max Velocity: 90 km/h

Cost: Not available for Sale

Crew: 1 (Normal +2)

Initiative: 0 (-2 Size, +2 Crew)

Maneuver: 0 (-2 Size, +2 Crew)

Defense: 13* (-2 size, +5 armor)

Shield Points: 0

Hull Points: 70 (DR 5)

*Provides full cover to crew and passengers

Weapon: Twin Blaster Cannons (Fire Linked); **Fire Arc:** Front; **Attack Bonus:** +4 (-2 Size, +2 Crew, +4 Fire Control); **Damage:** 4d10; **Range Increment:** 200m

Weapon: Twin Laser Cannons (Fire Linked) **Fire Arc:** Front or Rear (Turret located on underside of TIE cockpit); **Attack Bonus:** +4 (-2 Size, +2 Crew, +4 Fire Control); **Damage:** 5d10x2; **Range Increment:** 200m

D6 Game Stats

Craft: Santhe/Sienar Technologies Century Tank

Scale: Speeder

Skill: Ground Vehicle Operation: Century Tank

Crew: 1 gunners: 1

Crew Skill: Vehicle Blasters 3D, Ground Vehicle Operation 3D

Cover: Full

Cargo Capacity: 200 kg

Move: 30; 90kmh

Maneuverability: 1D

Body: 7D

Weapons:

Twin Blaster Cannons

Fire Arc: Front

Skill: Vehicle Blasters

Fire Control: 3D

Range: 50-200/1/2km

Damage: 4D

Twin Laser Cannons

Fire Arc: Front or Rear (Turret located on underside of TIE cockpit)

Crew: 1

Skill: Vehicle Blasters

Scale: Starfighter

Fire Control: 3D

Range: 50-200/1/2km

Damage: 5D

The Lonely Gammorean



Every issue our resident Gammorean, Urgkle, will lend his ear to those having trouble with life, love and everything in between. Please keep in mind Urgkle is not a licensed medical professional; however, he WAS imprisoned with a B-1 Medical droid and a 3PO Protocol droid in the dungeons of Bootae the Hutt for over 3 years.

Dear Lonely Gammorean,

My mother in law is driving me nuts! She had a hip operation a few months back and moved in with my husband and I shortly after. Now we can't seem to get any "private time" without her banging on the walls and screaming for her creamed corn. I love her to death but I am at my wits end. What can I do?

Frustrated in Phoenix

Frustrated,

Urgkle feel your pain. Urgkle's mother-in-law (From Urgkle's 4th marriage) had mouth like a rancor. During dinner Urgkle have to excuse himself and find "quiet place" to sit for a while.

Urgkle suggest a nice dinner with Mom and Hubby. Play some soothing Jizz music and get bottle of wine. When everyone relaxed, approach mom and explain need for privacy.

Urgkle sure she will be receptive. If not, put her in full nelson and have Hubby work over bad hip with wine bottle. Show of solidarity eliminate further troubles. If she not get point then, she is just stupid!

Dear Lonely Gammorean,

I'm having trouble with my friends. Every time I start up a successful business venture, say on Bespin for example, they come along and screw it all up! Now don't get me wrong I'm a pretty laid-back, easy-going kinda guy! But there's only so much abuse I can take!

When they come to visit I often times catch myself thinking about just spacing them while they sleep! But I wasn't exactly sure how I could explain that to the authorities. Any thoughts?

Fed up in a Falcon

Fed up,

Urgkle understand trouble you have. Urgkle say you not kill friends! Urgkle suggest Fed Up go to third-party and arrange for "unfortunate accident." Many quality assassins can be found if one take time to look. If none pan out, call Urgkle. Since divorce, Urgkle is bored!

Dear Lonely Gammorean,

I'm 12 and my mom makes me drink this hideous blue milk all the time. I'm not sure what sort of animal produces blue milk, but it's nasty. I have two questions:

- 1) Does blue milk make blue cottage cheese?
- 2) How can I get out of drinking it?

Thanks,
Yakking on Yavin 4

Yakking,

Blue milk rules! Urgkle used to drink 4-5 gallons a day when younger, before, you know, Urgkle became lactose intolerant. Well, to answer interesting questions:

- 1) Yes.
- 2) Drink blue milk, stay in school and don't do spice. This Urgkle's good advice.

Well, looks like mail sack empty this week. Urgkle appreciate feedback and hope to hear from more of you. Urgkle can't help but thank ex-wife #2 for advice she give Urgkle years ago: "If you stop killing people and spend energy trying to help, the Universe would be better place." She was right. Of course, at the time, Urgkle bit her neck to silence her yammering! But that a story for different day.

The Lonely Gammorean is none other than the great "Baron" Bob Rogers. Bob is also lonely, Urgkle being his only solace from the reality of life. So, please send in your letters to journal@starwars-rpg.net, Subject: The Lonely Gammorean.

THE CAVATURIANS

By Rob "FrobiWanKenobi" Froberg

From the Journal of Doctor Ten'arr

I have seen many strange things in my travels around the galaxy, but very few stick out in my mind like the occasion where I saw a Cavaturian use their control over magnetism. While I was enroute to the Tangeeaa system to observe the elegant Kodenwu Monkey Bears I had a layover at the Eriadu Starport. Waiting for the next transport to take me on the next leg of my trip, I looked up at a sudden roar to see an aging YT-1210 Light Freighter's repulsorlift engines give out over the concourse. Klaxons blared and the crowds of sentient beings scattered in every direction - all except a group of a half dozen members of a species my eyestalks had never seen before. They calmly raised their four figured hands, as if to catch the out of control starship - but they never did. To my amazement the Light Freighter paused and hung in midair. Then the strange beings slowly lowered the ship to the duracrete deck. After the crew stepped out of the freighter I grabbed my datapad and holorecorder and rushed over to the mysterious group, determined to add them to my next edition of the Guide

-Tasha Ten'arr



Appearance and Biology

Cavaturians are very lithe beings but their resiliency is amazing. Their skin varies in color anywhere from a deep blue to a very light sky blue. Both the males and females wear their hair long, and the females almost always have small decorations in it. Their faces sport rather small yellow eyes with tiny pointed ears that sit near the back of their head. While they don't have a noticeable olfactory system, it is surmised that the small flaps on their cheeks may contain the Cavaturian's sense of smell.

Temperament

As a species the Cavaturians are extremely pessimistic - but if 95% your homeworld was constantly bombarded by violent electromagnetic storms that instantly tear apart all magnetic objects, you would be too! They are also a very austere species, having little to no personal belongings. They value their

knowledge and the skills they have learned above all material things.

History and Culture

The surface of Cavatura is covered with gentle rolling hills broken only by rocky outcroppings and the usually calm seas. Many scholars believe at one point the Cavaturians had an advanced civilization using at least space age technology. However, during an experiment gone awry, something triggered devastating electromagnetic storms to emanate from the planet poles.

Today, these storms leave only a small strip of near the equator of Cavatura unaffected. This strip, usually varying between 1 and 5 kilometers in width, is the only location on Cavatura where ships of standard design can land and takeoff. There is no evidence that the Cavaturians have any knowledge of the Force, but their control over magnetism leads me to believe otherwise. Most Cavaturians live in small communities of no more than one hundred and are lead by the eldest member of the tribe. These communities are collections of small two to three room shelters carved out of stone.

Politics

Cavaturians have no global government. Their largest political entity is that of the small community. Most of the communities around the equator are very conservative, while those located nearest to the poles can be extremely radical. Some Cavaturians are

trying to find ways to reverse the terrible harm that their ancestors did to their planet, while the conservative groups simply try to survive from day to day.

Trade and Technology

True two-way contact with the Cavaturians wasn't established until after the Galactic Civil War. This is because during the Old Republic only a few scouts were brave enough to try to land on the planet. Most of these were killed when their ships crashed. However, the few scouts that survived eventually became members of the communities near which they crashed. Only after a scout set down in the narrow strip near the equator was the mystery of why the ships crashed discovered. Consequently, Cavaturians have had little need for galactic technology, since an electromagnetic storm would just rip it apart.

Cavaturians in the Galaxy

Any Cavaturians off of Cavatura would be seeking knowledge of the outside galaxy. Most would be Fringers and Scouts, or even the occasional Force Adept.

Cavatura

System/Star: Cavatur/Cava (Yellow)

Type: Terrestrial

Atmosphere: Breathable

Gravity: Standard

Climate/Terrain: Temperate/Hills, plains

Length of Day: 23.5 standard hours

Length of Year: 347 standard days

Sapient Species: Cavaturian

Population: 1.9 billion

Major Exports: none

Major Imports: none

ERAS OF PLAY

Old Republic, Rise of the Empire and Rebellion Eras

Before the establishment of the New Republic there were no recorded instances of anyone ever leaving Cavatura. However, many adventurous Cavaturians would jump at the chance to leave their homeworld, even if the crew of the ship that granted them passage weren't the most 'by the book' type beings.

New Republic Era

After their recorded 'discovery', many Cavaturians left their planet to travel the stars. A great number found employment as entertainers since their power over magnetism tended to impress most of those unaware of them.

New Jedi Order Era

It is unknown what will happen to the Cavaturians when and if the Yuuzhan Vong invasion force makes it to Cavatura. Another mystery is whether or not the Yuuzhan Vong bio-tech would be affected by Cavatura's electromagnetic storms.

COMMONER STATS

D20 Game Stats

Cavaturian Commoner 1: Init +0 (+0 Dex); Def 10 (+0 Dex, +0 Class); Spd 0m; VP/WP -/12; Atk +0 melee (1d3, punch), +0 ranged (by weapon); SQ Electromagnetic Control; SV Fort +1, Ref +0, Will -1; SZ M; FP: 0; Rep: +0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 8.

Equipment: Various personal belongings.

Skills: Craft (any) +4, Read/Write Cavaturi, Speak Basic, Speak Cavaturi

D6 Game Stats

Average Cavaturian: Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 1D+1, Strength 3D, Technical 2D.

Move: 10m walking.

CAVATURIAN SPECIES TRAITS

D20 Game Stats

+2 Con, -2 Wis, -2 Cha: Cavaturians are a very hardy species but their skills of perception are lacking.

Medium-size: As Medium-size creatures, Cavaturians have no special bonuses or penalties due to their size.

A Cavaturian's base speed is 10 meters.

Electromagnetic Control: The Cavaturians have evolved the ability to control magnetism due to Cavatura's fierce electromagnetic storms. Cavaturians always consider the Move Object Force Skill as a class skill, and they do not need the Force-Sensitive and Alter feats to use it. However, if the Cavaturian has the Force-Sensitive Feat, they gain a +2 species bonus to Move Object skill checks. This bonus is increased to +4 if they also have the Alter Feat. However, this skill only affects magnetic objects such as durasteel, even if they have the normally required feats.

Automatic Languages: Basic, Cavaturi

D6 Game Stats

Attribute Dice: 12D

Dexterity 2D/4D

Knowledge 2D/4D

Mechanical 2D/3D+2

Perception 1D+1/2D+2

Strength 3D/5D

Technical 2D/3D+2

Special Abilities:

Electromagnetic Control: The Cavaturians have evolved the ability to control magnetism due to Cavatura's fierce electromagnetic storms. Cavaturians have the Alter Force Skill at 1D. They may advance this skill at twice the normal rate. However, this skill only affects magnetic objects such as durasteel, even if the Cavaturian are Force-Sensitive. If they are Force-Sensitive, however, they can learn other Force Powers normally.

Move: 10/12 (walking)

Size: 1.5-1.9 meters tall

The Force is a deep well of mysteries; its secrets are only discovered by those who take it upon themselves to explore the ways the Force flows around all things, binding them together. Wielders of the Force may guide others along the correct path that they themselves used to discover these mysteries. However, some abilities are more easily accessed than others. For those abilities of a more exotic flavor, it is up to each individual to search out what secrets the Force has to offer. But some of these powers are only revealed to those who explore the paths of darkness and death.

Force techniques are intended to bridge the gap between effects seen in various source materials and those which are covered by the rules. In most cases, balance is achieved by requiring the expenditure of vitality and the allocation of skill ranks into prerequisite skills. However, sometimes it is hard to achieve that balance. In which case, the GM should feel free to apply circumstance bonuses or penalties as needed to preserve the mysteries of the Force (i.e. when a PC decides to use the Force Track technique, the GM may add the target's Force Stealth check to the difficulty).

Upon attaining the three basic Force feats, any technique with a prerequisite Knowledge check is available to be rolled for when the PC levels up and at each level thereafter. However, the Force user may only make one check at each level attained.

Force Disguise (Inspired by Donovan Morningfire)

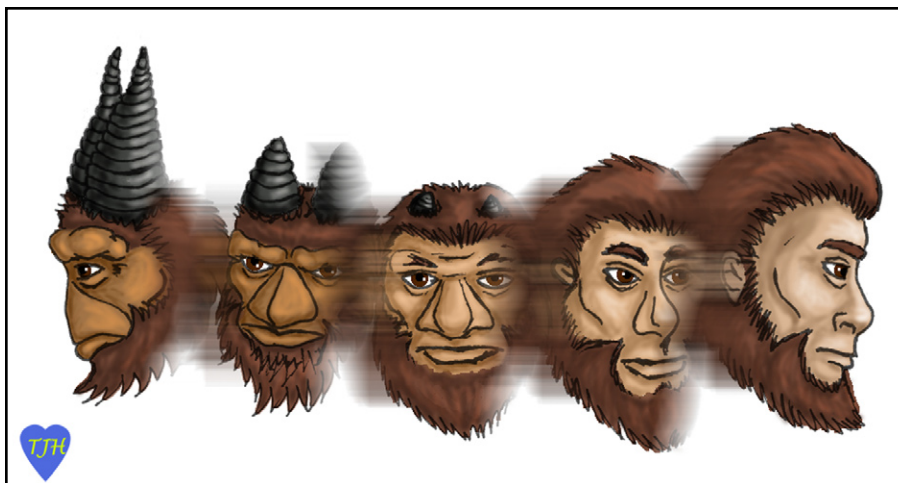
Knowledge DC: 20

Prerequisites: Disguise 2 ranks, Bluff 2 ranks, Illusion 6 ranks

This technique can be used to alter the subject's appearance through the use of the Force to make her look like someone else. An Illusion check (DC 15) is required to activate this technique. However, a See Force check will pierce the "disguise" immediately if the subject is in plain view of the individual making the check. Otherwise, a spot check (DC 20) is required to notice something odd about the subject's appearance.

Time to use: Full round action

Vitality cost: 3 vitality per hour



Force Disguise in action

Force Cloak (Inspired by Donovan Morningfire)

Knowledge DC: 25

Prerequisites: Move Silently 2 ranks, Hide 2 ranks, Force Stealth 6 ranks

With this technique, the wielder can use the Force to dampen her presence to the point that she remains "unnoticed" in a crowd. A Force Stealth check (DC 15) is required to activate this technique. However, it cannot be used on targets that are already aware of the subject. A Spot check (DC 20) will allow someone to notice the subject.

Note: Use of this technique will not cancel the effects of Force Stealth.

Time to use: Full round action

Vitality cost: 2 vitality per minute

Sense Life

Knowledge DC: 18

Prerequisites: See Force 4 ranks

This technique allows the user to sense the amount of life in an area. It does not provide details such as location or size, and will only provide the Force user with a rough estimate. The Force user can, if they choose to, "filter" out microbes and other life forms sized smaller than Fine. The See Force DC, time to activate, and vitality cost are based on the area the Force user wishes to sense.

Area	See Force DC
Room	15
House	15
Building	18
Block	18
City	20
Continent	20
Planet	25
System	25

Force Track (Inspired by Donovan Morningfire)

Knowledge DC: 20

Prerequisites: See Force 6 ranks, Listen 2 ranks

Every living thing has a presence in the Force which can be detected by a person sensitive to the Force. Use of this technique allows a Force user to follow or track this "presence." However, creatures with no Force impression cannot be tracked in this manner. The base DC for this See Force check is 10. This technique can not be used unless the Force user has either met or been in close proximity to the person they are attempting to Force track.

Vitality cost: 10 vitality per hour

Force tracking

Circumstance	DC Modifier
Each hour since the trail was left	+1
Heavily populated area	+3
Heavily developed area	+3
Target is using Force Stealth	+10
Target is Force Sensitive	-1
Each level target has in a Force user class	-1
Tracker knows target or has target bonus	-3

Note: The Force user must make a See Force check each hour. Success allows the user to track the target across any terrain.

Inflict Pain (Inspired by WEG)

Knowledge DC (Sith Lore): 25

Prerequisites: Force Grip 4 ranks

Using this technique a Force user can blanket a target with unimaginable pain. One DSP is earned each time this technique is used. The user must make a melee touch attack which provokes an attack of opportunity. If successful, the target must make a Fortitude check (DC 5 + the Force user's level). Failure renders the target helpless for one round. Four consecutive failures lower the target's STR, DEX, and CON by two, for one day. These penalties stack for consecutive groups of failures.

Time to use: Full round action

Vitality cost: 6 vitality per use

Reflection (Inspired by Donovan Morningfire and Yoda)

Knowledge DC: 35

Prerequisites: Force Defense 6 ranks, Dissipate Energy, Force Mastery

The Force can be used to gather and redirect an attack away from the Force user. This gathered Force energy can either be directed back at the attacker or harmlessly away. With a successful Force Defense check (DC 5 + attacker's Force level); the target deflects one attack for no damage. If the Force user's check beats the DC by 5 or more, the attack can be redirected back at the attacker. An attack can only be redirected one time. This technique can be used as a reaction. But, if used as a readied full action, the Force Defense DC is reduced by 3. If the target fails the Force Defense check she suffers the full effects of the attack.

Note: This is a "first person" technique. It cannot be used to reflect an attack away from another individual.

Shift Sense (Inspired by WEG)

Knowledge DC: 30

Prerequisite: See Force 4 ranks, Enhance Senses 6 ranks

This technique allows a Force user to see and hear far beyond the spectrums normally associated with living creatures. With a successful Enhanced Senses check (DC 20), a Force user can stretch her senses to feel spectrums close to her own senses (i.e. Infrared radiation for humans). With a Enhanced Senses check (DC 25) the Force user can feel, but not interpret, spectrums far beyond their normal senses (i.e. radio hearing for humans).

Time to use: Full round action

Vitality cost: 2 vitality per round

Force Push (Inspired by the OCR)

Knowledge DC: 20

Prerequisite: Force Strike 4 ranks

Using this technique a Force user can knock down one or more opponents by hurling waves of Force energy at them. All rules are the same as a Force Strike skill check. However, if the target(s) are knocked back more than two meters they become prone if the Reflex saving throw is failed. The target receives a +4 bonus on this saving throw if they have more than two legs or are sturdier than normal. They also receive a +4 for every size category above Medium size or, a -4 for every size category below Medium size. The distance the target(s) are knocked back, on a

failed Reflex save, can be increased by exchanging 2 points of damage for every additional meter of knock back (i.e. A 13 damage total can be reduced to 5 damage, for a total of 6 meters of knock back). Note: Force Push should be used with caution and only for defense. Using this power too aggressively can earn one or more Dark Side Points.

Force Speed (House rule change)

Prerequisites: Force user level 7, Burst of Speed

The multiples for Burst of Speed increase to X10 moving distance for 8 vitality.

Master Speed (House rule change)

Prerequisites: Force user level 11, Force Speed

The multiples for Burst of Speed increase to X15 moving distance for 12 vitality.

Danger Sense (House rule change)

Prerequisites: Force Sensitive

The Force user's level is added to their Wisdom check to make the DC 20.

Sensor Mask

Knowledge DC: 25

Prerequisites: Illusion 4 ranks

With this technique the Force user has the ability to cloud electrical sensors within a specified range so that she or her ship can remain hidden. The wielder's range is 4 meters for every Force user level she has. An Illusion check (DC 20) is required to activate this technique.

Time to use: Full round action

Vitality cost: 3 vitality per minute

Weather Sense Chart

Time lived on planet	DC Modifier	Vitality cost
1 year	+0	1 vitality
1 season	+3	2 vitality
1 month	+5	4 vitality
1 week	+10	8 vitality
1 day	+20	16 vitality

Note: A Force-user gets a synergy bonus of +1 for each rank in World Lore if they are on the specific planet.

Weather Sense (Inspired by WEG)

Knowledge DC: 20

Prerequisites: See Force 4 ranks, World Lore (any) 2 ranks

Using this technique the Force user is able to predict the shift in weather patterns. The base See Force DC is 10 plus a modifier depending on how long the Force user has been on the given planet. Time to use: 5 minutes

Control Breathing (Inspired by WEG)

Knowledge DC: 20

Prerequisites: Enhance Senses 6 ranks, Move Object 8 ranks, See Force 4 ranks

With this technique comes ability for a Force user to process breathable atmosphere from her surrounding environment. The base DC for the Move Object and See Force check is 15. If there are not trace elements of a breathable atmosphere present, add 10 to the DC.

Time to use: Full round action

Vitality cost: 2 vitality per minute

Sense Surroundings

As per Power of the Jedi sourcebook.

This technique has a range of 100 meters.

Place Another in Healing Trance

As per Power of the Jedi sourcebook.

Battle Meld (House rule change)

Knowledge DC: 20

Prerequisites: Telepathy 5 ranks

Ages ago, the Jedi developed a technique that allowed them to harmonize their efforts and draw strength from one another in combat. Initiating a Battle Meld requires a Telepathy check (DC 10)(+2 for each person to be included in the link); a character cannot take 10 on this roll. Each attempt also incurs the vitality point cost for using Telepathy. It is only necessary to successfully make the Telepathy check once. Only characters with the Force Sensitive feat can be included in the battle meld. A character can initiate a Battle Meld a number of times each day equal to her Wisdom modifier. Once a link is formed, any character in the link that attempts a skill check, attack roll, or saving throw can add a +1 circumstance bonus to her d20 roll for every two people in the link. Each round, each character in the Battle Meld must succeed at a Will save (DC 10)(+1 for each person in the link, +1 for each minute after the first the character has been in the link) to remain in the link. If the save fails that character is forced out of the link and cannot rejoin it. If the person who initiated the link fails the Will save, the entire link fails.

Note: Maintaining the link requires that the person who initiated it, continue to spend vitality points for using the Telepathy skill (3 per minute). If the initiating character becomes unable to pay the vitality point cost, the Battle Meld immediately fails.

Time to use: Full round action

Instinctive Astrogation (Inspired by WEG)

Knowledge DC: 20

Prerequisites: See Force 6 ranks, Astrogate 4 ranks

With this technique a Jedi is able to sense the various gravity wells and orbital mechanics of intervening stellar objects. With a successful See Force check, the Jedi automatically sets the Quality of Data at "One day old or less" and the HoloNet is assumed to be accessed regardless of the campaign time period. Halve (round up) the "Traveling To" DC Modifier table in the RCRB (pg. 205). The

See Force DC is based on an estimate of how long a jump the Jedi is calculating.

Distance	See Force DC
Within a system	5
Within a sector	10
Neighboring sector	15
Within Quadrant	20
Different Quadrant	25

Add anywhere from 5-10 to the See Force DC if the route goes through or into Core areas. Due to the number and density of stellar objects in these areas, it makes "seeing" gravity wells difficult. Add this modifier to any other area of the galaxy the GM determines there are a disproportionate number of gravity wells for the Jedi to "see" (i.e. Maw Cluster).

Note: The Jedi may NOT use a navcomputer or astromech to assist with the Astrogate check.

Time to use: 5 minutes

Vitality cost: 10 vitality per use

Retry: Not for same jump until at least one day has passed.

Force Shield (Inspired by Rogue Janson)

Knowledge DC: 25

Prerequisites: Move Object 8 ranks, Force Defense 4 ranks

With this technique the Force can be used to create a barrier around the Force user. The user must make a Move Object check to determine the amount of protection (DR) derived from this barrier. The protection only applies to physical attacks and only from the direction the Force user is facing. The barrier protects against all attacks made in a round unless the barrier takes 5 times its DR in one attack. In such a case the barrier is shattered and must be reformed.

Move Object DC	DR
10-14	4
15-19	6
20-24	8
25-29	10
30+	12

Note: The Force user can protect herself in all directions by adding 5 to the Move Object DC.

Time to use: Attack action

Vitality cost: 6 vitality per round

Living Force

Prerequisites: Sense feat, Farseeing 1 rank

With this technique the wielder calls on the Force to provide guidance to help determine a course of action. The Force user must succeed at a Wisdom check (DC 20) after meditating on the troubling matter. Meditating grants the Force user a bonus to this roll, which varies depending on how long she meditates.

Living Force Chart

Time Meditated	Bonus to Roll
One minute	+1
Five minutes	+2
One hour	+3
Six hours	+4
One day	+5

If the check is made, the player may ask the GM one yes or no question for them to answer as accurately as the will of the Force allows. If there is any influence on the matter coming from an individual skilled at using the dark side of the Force, taking extra time may not help the Force user.

Note: This technique may only be used once per day.

Concentration (Inspired by WEG)

Prerequisites: Control feat

The use of this technique allows the Force user to sharpen her focus at any time. By letting go of her conscious self, a Force user can use a free action to receive a +3 Force bonus to any one roll made with the d20 (except for another Force skill check, feat check, or technique check). Use of this technique renders the character completely helpless which provokes an immediate Attack of Opportunity from any adjacent opponents, including any unarmed opponents. This condition lasts until the Force user's next round. This technique can only be used on actions that take a move action, free action or attack action.

Vitality cost: 2 vitality per use

Measure (Inspired by Ardent)

Knowledge DC: 15

Prerequisites: Enhance Senses 4 ranks, See Force 4 ranks

By probing an object or being with the Force, a Force user can determine its statistics (i.e. height, mass, density, length, temperature). A See Force check (DC 20) must be accomplished to use this technique. However, in certain situations, the time may vary from that listed for See Force in the RCRB by up to one minute (i.e. Measuring an ISD).

Vitality cost: 3 per use

Combat Farseeing (House rule change)

Prerequisites: Sense feat, Farseeing 1 rank

A Force user can use this technique to aid her in combat by replacing the information provided by a targeting computer with the knowledge of an enemy's future intent. Each round, the Force user can choose to ignore the targeting computer for a weapon she is using and make a Farseeing check. The Force user gains a +1 bonus to her attack roll for each increment of 5 the check is beaten by. The Force user may not take 10 on this check.

Time to use: free action

Vitality cost: 1 vitality each attack made

Instinctive Repair (Inspired by Rogue Janson)

Knowledge DC: 20

Prerequisites: See Force 6 ranks, Repair/Disable Device 1 rank

Once used, this technique will guide its wielder in the complexities of mechanical and electrical operations. By providing intuitive information, the Force grants the user the ability to make complex

mechanical or electrical repairs. A See Force check (DC 15) will give the Force user a bonus of +2 to Repair or Disable Device, with an additional +2 for each extra 5 the check succeeds by.

Time to use: 3 full rounds

Vitality cost: 5 vitality each skill check

Droid Destruction (Inspired by Rogue Janson)

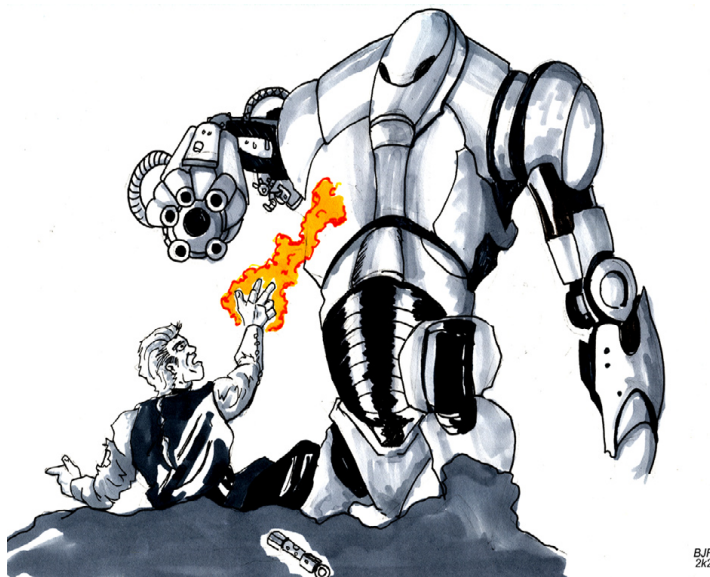
Knowledge DC: 20

Prerequisites: Move Object 6 ranks, See Force 4 ranks, Knowledge (droids) 1 rank

An ancient tactic of the Jedi, this technique allows a Jedi to destroy the internal mechanisms of a droid. By using an attack action on a droid within the Jedi's range (10 meters), the Jedi's See Force check is equivalent to the amount of physical damage done to that droid. No Damage Reduction applies to this attack.

Time to use: Attack action

Vitality cost: 4 vitality per use



Starship Strike

Knowledge DC: 30

Prerequisites: Move Object 15 ranks, See Force 5 ranks

This technique gives a Force user the ability to channel the Force into a potent weapon in space combat. Once free of the impediments of any gravity wells, the Jedi can make a See Force check as their attack roll (and attack action) against a starship target of their choice. A successful hit inflicts [Force user level/3 (round down) d10X2 damage]. All targets must be at medium range or less.

Vitality cost: 10 vitality per use

Bolt of Hatred (Inspired by WEG)

Knowledge DC (Sith Lore): 30

Prerequisites: Force Lightning 10 ranks

Long ago, the Sith developed a technique which allowed them to channel all of their negative feelings into a bolt of pure dark side energy. The bolt is hurled at a target of the wielder's choosing and inflicts 6d6 damage with a +4 Force bonus to the ranged attack roll. Note: A DSP is earned for each use of this technique.

Time to use: Attack action

Vitality cost: 6 vitality per use

Range increment: 10 meters



A bolt of hatred

Thermokinesis (Inspired by ironwolf56)

Knowledge DC: 25

Prerequisites: Move Object 10 ranks

Using this technique a Force user can accelerate (increase the temperature), or decelerate (decrease the temperature) the molecules in an object or being. If used on a living being, the attacker's Move Object check must exceed the target's Will saving throw. The attack inflicts 1d6 damage (+1 for each point the check exceeds the Will save) and the target will either catch on fire or freeze. If the Force user makes a Move Object check (DC 25) on an object, it loses 1d3 points of Damage Reduction (due to either melting or freezing and becoming brittle). Anyone touching the object without protection takes 1 point of wound damage unless they succeed at a Reflex saving throw (DC 20). This technique only affects objects up to Large in size (character scale).

Time to use: Full round action

Vitality cost: 3 vitality per use

Share Knowledge (Inspired by Ardent)

Knowledge DC: 30

Prerequisites: Telepathy 10 ranks

Use of this technique gives the Force user the power to share her knowledge with a receptive individual. The sharer must make a Telepathy check, while the recipient must make a Charisma check. The two checks are then added together. The sharer may share one skill rank with the recipient for each multiple of 10 on the total of their checks (i.e. 37=3 skill ranks shared). The sharing lasts for a number of minutes equal to the sharer's Force user level.

Only INT-based skill ranks can be shared. If the target takes a DSP, the skill ranks are transferred permanently.

Time to use: 1 minute

Vitality cost: 5 vitality per use

Veil of the Dark Side

Knowledge (Sith Lore) DC: 35

Prerequisites: Force Stealth 10 ranks, Telepathy 8 ranks, Sith Lord level 8

Only one who is very wise in the ways of the Sith can use this rare technique. It is used to cloud other's perceptions on a wide scale. With a successful Illusion check, the Sith Lord causes any Force user within a specified range to take a -15 on all Farsseeing and See Force checks made to ascertain the identity of the Sith Lord or her minions. This effect also applies to a Jedi Investigator's Profile SQ and any other Force abilities the GM deems appropriate. If a Force point is used to empower a Force ability against this technique, the penalty rises to -30. Use of this power earns the Sith Lord a dark side point. The Illusion check DC, vitality cost, and time to use all vary depending on the area of the Veil.

Area of Veil	Illusion DC	Vitality per hour	Time to use
City block	20	2	5 minutes
Continent	25	3	1 hour
Planet	30	5	6 hours
System	35	7	1 day

Note: Only one Veil of the Dark Side may be "up" at any given time, in any given place.

Tales of the Freespirit, A Short Story

By IJ Thompson

Tales of the Freespirit is a Star Wars RPG campaign that began in 1997. It takes place exclusively in the area of space known as the Elrood Sector, originally created by West End Games.

The campaign is centered around the experiences of three main characters: Avery Kranzt, Mirren Anjivar Resh, and Itar Grendling. These individuals began the campaign leading rather dull, ordinary lives, until each was touched by a startling supernatural event. Thrusting them out of their days of turmoil and bringing them together into a world of adventure.

All of the prior Tales of the Freespirit are available at my website, <http://starwars-rpg.net/elrood-sector>, for your enjoyment. The first four Episodes are presented in a fully fleshed-out short story format, while Episode V appears in a fast and furious screenplay format. Episode VI and subsequent episodes (such as the one presented here) are being written in a quickly-read 'crew journal' style. Also, don't miss the Tales of the Freespirit Sourcebook, which details all the people, places and things in the campaign, along with many beautiful illustrations!

Episode VII - All the Wrong People

Having firmly established themselves at the space station Almar Upside, the crew of the newly christened Freespirit, under the command of captain Itar Grendling, blast through hyperspace towards Resh's home world of Lanthrym.

There, amongst the dark, artificial, rain soaked streets, they'll need to find a solution to their greatest puzzle so far - the complete and utter downfall of the pirate lord Dorok Zalaster.

"Avery here. Everybody thought I should log this one. I guess when you get to the end, you'll see why!

"We set down in the Capital City of Lanthrym (and for the record, I just gotta say I can't imagine a more despicable place). We were heading to Kaggle's tower, when we were accosted by a bunch of Arconan beggars. Wouldn't you know it; one of the smaller ones lifted my blaster rifle! So, we had to high-tailed it after them. Eventually we caught up to them in a dark alley. What do we see? We saw probably thirty or forty other Arcona lying around in various stages of lucidity. The oldest of these ragged beings comes forth and introduces himself as Tegok. As he apologizes on behalf of his 'child', the little triangle-headed kid gave me the rifle back. Appeased, we decided to ask this Tegok just what the problem was with this rag-tag flock he'd assembled back here.

"The answer was heartbreaking. I didn't know this, but it turns out these Arconans are extremely susceptible to salt addiction. You've got trouble when you couple that with the fact that one of Lanthrym's chief exports is... you guessed it, salt! We asked Tegok where his people were getting the salt from, and I can't say any of us were surprised with his response. It seems Dorok Zalaster had a little sideline trade running right here on the surface. So, needless to say, Tegok spent most of his time taking care of his poor, addicted flock. Trying to keep them as far away from Dorok's salt dealers as possible.

"The guys and I had had enough! With Tegok's permission, we assembled the poor beings into a group. Explaining to them at length the need for Zalaster to be stopped once and for all, we asked them for their help. Realizing that their freedom and that of their children lay in the balance, the Arcona agreed that the time had come to end Dorok's reign over them. Heartened by the fact that the three of us were going to be attacking Zalaster's pirate gang on our own, the aliens began to get pretty enthusiastic about standing up for themselves. They didn't look like much of a fighting force, in



Avery Kranzt – Today's Speaker

When he looks back, it is easy to see that if a life of adventure hadn't found young Avery Kranzt, he ultimately would have found it. Born and bred on the small, backwater world of Bodrin, Avery spent the first twenty three years of his life dreaming of adventure. This, as it turned out, was the natural opposite of his eventual daily routine, spent toiling in the planet's Bodrite quarries. As soon as he was able, Avery enlisted in the Planetary Defense Pilot training program, where he learned how to handle a Z-95 Headhunter with ease. Even still, he was still just short of being completely landlocked, and could possibly have remained so for years. If not for a strange discovery, seemingly dropped directly into his waiting hands.

During a regular shift in the bodrite quarry, Avery unearthed a strange, alien, finger-shaped jewel. It was aqua blue, and seeming to faintly glow with its own light. Immediately thereafter, people Avery had known for most of his life were suddenly willing to kill him for it. Eventually, even agents of the Empire were joining the chase. Avery was forced to become a fugitive. Until an alliance with the Wookiee pirate Grakkata, took him off his home world. Which gave him to opportunity to be introduced to his future friends-for-life, Resh and Itar. Now, the trio fly the space lanes of the Elrood Sector, running cargoes of varying shades of legality, and trying to find an explanation for the strange jewel's mysterious, supernatural properties...

their varying stages of addiction, but we were grateful for the help - and I think they were grateful for the inspiration.

“When the whole gang of us popped into Kaggle’s, the little crime lord was quite impressed. He had a real distaste for chemical pushers himself, so he was behind us one hundred percent (of course, the pusher in question being his number one annoyance didn’t hurt matters any!). We told Kaggle we wanted guns, and lots of ‘em. Never one to pass up a juicy opportunity, Kaggle agreed, on one condition; If we managed to clean Dorok Zalaster’s scum out of Deadsville, he would get to keep the deserted ghost town (and anything in it) for himself.

“The next stop was Rocket Rental, where we were fixed up with a snowhopper and a good, sturdy repulsor trailer to ferry our passengers. I joined Resh in the cockpit (he drove - them ‘hoppers are just way too complicated), while Itar supervised our new Arcona friends in the covered trailer. Already they were showing signs of salt deprivation, and were getting twitchy. Since each of them also held a shiny new blaster pistol in their shaky, clawed hands, it was touch and go back there for a while. Itar took it all in stride though, and never ran out of patience for the unfortunate souls.

Our quarry had escaped...

“Anyway, it turned out we had bigger problems. As we hopped across that frozen hell, we were attacked by, not one, but two Snowcrabs! Resh explained to me, that they were actually fairly common on his planet’s surface. Well, if I never see one of those big ugly critters again, it’ll be too soon! I swear, at one point, it looked like one of those massive, silver claws was going to crush the trailer full of our new Arconan buddies (and Itar!) like a tin can. As it was, we were lucky to get away with a pretty severely damaged snowhopper. If we hadn’t been so close to our destination anyway, I think that little encounter might have been curtains for us all...

“Deadsville - what a deathtrap! Fumbling around in the dark was pretty unnerving, and the Arconans, as you can probably guess, were really close to losing their cool. The cold, the hazards, the uncertainty of what we might be facing, all added up to one big collective bad mood. To top it all off, we ended up faced with an impassable chasm. It couldn’t be jumped, and there were no materials around with which we could traverse it. Adding insult to injury, one good, long, sturdy cable hung down the center of the chasm, attached securely to an outcropping another ten meters above us. It was utterly hopeless! Then the Arcona started make noises like they wanted to go home. I tried to remind them that our snowhopper wasn’t going anywhere. Then what do I see? I saw that same, thick cable, slowly moving towards us, as if pulled by an invisible hand. As it came to the edge of the chasm, we all grabbed onto it. All but Resh. My Gotal friend sat cross-legged on the cold floor, looking decidedly spent. It seems he possessed some talents none of us were aware of! One by one, we swung across the chasm.

“We found our way into the town proper shortly after that. I could see how that place might have looked like a fun vacation spot when it was being constructed. However, in its current state of abandonment and decay, it was just creepy. In particular, our travels had taken us into a forgotten amusement park. Complete with silent, cobwebbed rides, and burned out, mechanical cartoon characters grinning maniacally down at us. I would have liked to avoid going

this way altogether, but the plans that Anybody, through the late Grakkata, had given us, told us that our quarry was located through a large portal on the other side. Compared to the frightening machines all around us, Zalaster and his pirate cronies didn’t seem so bad! We made haste for the entry and, hunkering down in silence, peered around the edge for a look.

“A starship hangar lay beyond, four of Dorok’s scout ships parked there. Scattered around them were scores of pirates; Human, Gamorrean and others, with a handful of the fearsome Binoshi assassins mixed in. And at the center of this gruesome gathering, the despicable pirate scum who’d assembled them all...Dorok Zalaster.

“Tegok and I tried to figure out a plan of attack, but really, there was nothing to plan. With a shout of vengeance, Tegok, myself, Itar, Resh, and thirty salt-addicted Arcona charged into the hangar bay, opening up our blasters on the crowd. Nearly half the surprised pirates fell right away, and shortly thereafter the Arcona were upon them, throwing down their blasters and letting ‘em have it with their sharp claws. Well, I never would have guessed, on the way here, that these guys could be so fierce. They fought with no concern for their own safety, and even the Binoshi Assassins were taken aback (the guys and I were able to take out the Binoshi with our blasters while they were preoccupied by the Arcona - cowardly, maybe, but we’ve already learned that with the Binoshi, you don’t take any chances).

“Wouldn’t you know it? In the heat of the battle Zalaster and a few cronies escaped into a neighboring chamber. Inside, there was another hangar holding his ship, The Last Thing. By the time the fighting wrapped up and we were able to get over there, the transport was blasting out the hangar door and down the frozen canyon outside.

“Our quarry had escaped...

“Kidron, the High City of Refuge. I’d heard about this place, but seeing it was something else altogether. Under that big air dome was a city full of beings on the run. Who would have thought that a whole town full of desperate people could be such a peaceful place!

The cold, the hazards, the uncertainty of what we might be facing, all added up to one big collective bad mood...

“Tegok thanked us for bringing his people here, saying it was the perfect location for the addicted Arcona to recover. By now the luckless beings were getting into advanced withdrawal symptoms, and clearly wouldn’t be good for much, for a few days at least.

“As we worked on finding lodging for the Arcona, we were met by one of the citizen police force, Chief Batt. Batt took a great interest in our story, and turned out to have a connection to Zalaster, himself. As it turns out, Batt used to be a member of Dorok’s gang! Until a covert deal with Anybody, allowed him to sneak away. Anybody impersonated Batt for a couple of months, enabling the shape-shifting alien to take notes on Zalaster’s operation and base. Then he used the information to trade with Grakkata. I guess it is a small sector, after all!

“Batt volunteered that a likely location for Dorok to have run to, would be the junk world Korad. The pirate had used it to lay low before he got his own base. Advising us to kick Zalaster while he was down, Batt promised to work with Tegok to find housing for the Arcona. With a round of fond farewells, Resh, Itar and I jumped on a speeder heading for the landing platforms outside of town, and the Freespirit.

“It was time to see this fight through to its conclusion...

“We’d all heard about Korad, but we weren’t prepared for the sight of it. Resh’s sensor scans found The Last Thing pretty quickly, and Itar dropped the Freespirit down through that sickly, green sky. Setting down on the sturdiest pile of garbage we could find, the three of us strapped on some breath masks, and popped the hatch.

“Trying to cross the endless sea of mechanical garbage was just as difficult as you’d expect. Thankfully, after about an hours’ hike, we were approached by a battered old speeder carrying an outdated, eccentric robot called Emtee-Seventee. It seems Emtee used to work in public relations for whatever company used to own that planet, and had been there ever since. He was eager to take us anywhere we wanted to go... Including to our quarry’s spacecraft! In fact, the droid had recently tried to offer his services to Dorok’s gang, but had been run off. Grateful for the ride, we all hopped in the wheezing landspeeder, which bobbed drunkenly across the landscape.

“The Last Thing rested right where the rusty robot said it would be, but was crewless and locked up tight. Alarm bells ringing in our heads, we ordered Emtee to take us back to the Freespirit, on the double. Sure enough, when we finally got there, the trap was sprung! Though we fully expected an ambush, but our wariness wasn’t enough to prepare us for the stealth of Dorok’s men... there were just too many places for them to hide.

In short order, we were disarmed and staring into the face of the man himself.

“In short order, we were disarmed and staring into the face of the man himself. And what is he carrying? The alien, jewel finger I discovered on Bodrin, stolen from our ship. The very thing that had got me hooked up with these guys in the first place! It seemed he figured the mysterious artifact was going to win him big points with someone who would be appearing in the system at any moment. Instead of executing us immediately, he had us chained to the side of an old, wrecked liner over a pool of oils, acids, and other foul liquids. Planning to come up with an appropriate punishment after his ‘meeting’, Dorok and his men got into their own speeder, and the vile gang took off.

“What they didn’t bank on was that Emtee, who’d fled the area at the first sign of trouble, would come back to see if we were alright. His timing couldn’t have been better. With his help, the four of us escaped the area. Fortunately, just before some giant tentacles, belonging to one of the ugliest life forms I’ve ever seen, tried to attack us (The less we talk about that thing, the better!). After dropping Itar off at the nearby Freespirit, Emtee, Resh and I sped off after Dorok, and my jewel...

“The Last Thing didn’t have to wait long for the other party to arrive. Resh and I were able to witness it all, having stowed away aboard the freighter. I don’t know who we were expecting him to be meeting up there, but Resh and I were absolutely shocked to overhear that the Imperial Star Destroyer Thunderflare had just appeared in system. Creeping as close to the cockpit as safety would allow, we were able to spy on the interchange from a discreet distance.

...when it was over, our pirate nemesis, Dorok Zalaster lay dead on the floor.

“The woman commanding the ISD asked Zalaster if he had what she’d come for. The pirate scum pulled out my jewel. The strange thing was, this ‘Captain Pryll’ suddenly seemed distinctly unhappy to see it. Before Zalaster even had time to voice his outrage, the Imperial woman was ordering her battery crews to destroy The Last Thing! The craft instantly began shaking under multiple impacts, the crew running around like wildmen. We were quickly discovered! Zalaster, helpless while his pilots tried to steer us out of there, now had a target for his rage, in the name of... you guessed it, me!

“Well, I wasn’t backing down. Zalaster had been partly responsible for Grakkata’s death, and I’d been forced to leave my whole life behind for the strange, glittering jewel that he now held tucked into his belt. Fists flying, I charged right in there. You know, I’m not superstitious. I’ve heard about people ‘calling on a higher power’, when they really needed to do something. Stars, I even saw my friend Resh manipulate a heavy cable with his mind! But I swear, something was working for me at that moment. Sure, I took some blows, but when the brawl was over, our pirate nemesis, Dorok Zalaster lay dead on the floor.

“Grabbing my jewel back, Resh and I made a B-line for the escape pods as The Last Thing began to disintegrate all around us. Our timing was perfect! We shot out of the doomed craft mere seconds before it exploded into flaming debris. Of course our fate was still sealed, since the Imperials could just scan the surface of Korad for us later. However, our good friend Itar had other plans. Piloting the Freespirit with a skill that I’m sure surprised even him, he swooped in carefully, opened the port cargo bay door, and scooped our falling pod out of the sky as smoothly as an athlete catches a gravball!

“Setting course for a quick jump to Wherever, we escaped the Thunderflare, leaving nothing of Dorok Zalaster’s pirate empire behind...”

To Be Continued...

See the continuing story of the crew of the Freespirit in future issues of the Online Journal, and on the Tales of the Freespirit website. (Hosted by starwars-rpg.net)

Snowcrab

It is easily one of the most vicious specimens of Lanthrym's meager assortment of predators. The snowcrab, though rarely seen, is a curious creature. It's trunk is supported by eight short legs, which are incapable of moving the crab at any great speed. From out of the sides of the trunk stretch two to four huge pincher claws, reaching about five to ten meters from the body. Atop the creature's trunk sits a mouthful of teeth. The body of the creature stands two meters tall.

The snowcrab has no sense of sight or smell, though it can hear. To catch prey, the creature simply buries itself in snow and waits. It's natural camouflage, a dull silver, helps the animal blend in with its icy surroundings. When it senses the movement of an approaching animal the snowcrab will reveal itself. Using it's massive claws it will ensnare it's prey and carry it to it's waiting mouth.

Snowcrab: Predator 6; Init -1 (Dex); Defense 15 (+10 natural, -1 Dex, -4 size); Spd 2 m; VP/WP 101/136; Atk +31/+29 melee (grapple, 8 claws) and +15/+13 melee (4d6+13, bite) or +1/-1 ranged; SQ Blindsight, Camouflage (+2 species bonus on Hide checks in snowy conditions); SV Fort +17, Ref +4, Will +2; SZ G; Face/Reach 14 m by 14 m/14 m; Str 37, Dex 9, Con 34, Int 3, Wis 10, Cha 8. Challenge Code E.

Skills: Hide +4, Listen +9, Move Silently +3.

Feats: Multiple Attacks, Power Attack.

Snowcrab

Type: Arctic predator

DEXTERITY 5D

Brawling parry 6D, dodge 5D+1

PERCEPTION 3D

STRENGTH 7D

Brawling 8D

Special abilities:

Teeth: STR+2D damage

Camouflage: +2D to sneak in frozen terrain

Move: 2

Size: 10-20m claw span

Scale: creature

Tegok

Soft spoken and mysterious, the Arcona Tegok is one of those beings who, quite by accident, became a reluctant leader of men.



D20 Game Stats

Tegok: Diplomat 3/Noble 1; Init +0; Defense 13 (+3 class); Spd 8 m; VP/WP 7/12; Atk +2 melee (1d6+1, staff) or +1 ranged; SQ Bonus class skill (repair), claws, favor +1; SV Fort +2, Ref +2, Will +5; SZ M; FP 5; DSP 0; Rep +2; Str 12, Dex 11, Con 12, Int 9, Wis 11, Cha 13. Challenge Code A.

Equipment: Datapad, Staff.

Skills: Diplomacy +10, Gather Information +3, Knowledge (alien species) +5, Knowledge (law) +6, Read/Write Arconese, Repair +3, Sense Motive +3, Speak Arconese, Speak Basic.

Feats: Trustworthy, Weapon Group Proficiency (blaster pistol, simple weapons).

D6 Game Stats

Tegok

Type: Arcona Wiseman

DEXTERITY 2D

Dodge 4D, melee combat 3D, melee parry 4D+1

KNOWLEDGE 2D

Alien species 5D, law enforcement 6D

MECHANICAL 1D+1

PERCEPTION 3D

Bargain 4D+2, persuasion 4D, willpower 5D+1

STRENGTH 2D+1

Brawling 3D+1

TECHNICAL 1D

Droid repair 3D+2

Special Abilities:

Senses: Arcona are nearsighted (+10 to difficulty for sight related tasks at distances greater than 15 meters), but are very aware of happenings at short range (+1D to all Perception rolls within 15 meters, having to do with movement, heat or smell).

Thick hide: +1D to Strength to resist physical damage.

Talons: +1D to climbing, digging, or Strength damage in a brawling attack.

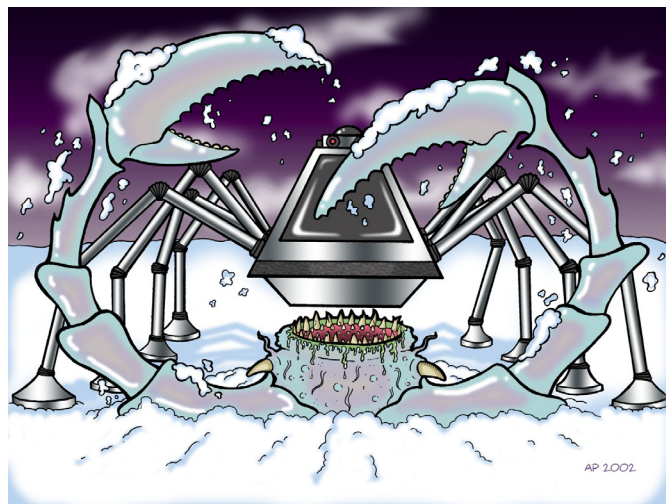
Salt weakness: If salt is consumed, Tegok must make a Very Difficult willpower roll to avoid addiction. If addicted, he must ingest 25 grams of salt per day or suffer -1D to all actions.

Force points: 5

Character points: 14

Move: 8

Equipment: datapad, staff (STR+1D).



The Snowcrab Attacks!