

**STAR
WARS**

Online

starwars-rpg.net's Star Wars Gaming Magazine

VOLUME 2, ISSUE 4

Journal

**The
DARK SIDE
EXPOSED**
...It's Evil Inside!



FREE!!

Alchemy • Interrogation & Torture • PrCs

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EDITORIAL

Bringing the Dark Side to you

You've sat down with your gaming group for another long night of role-playing when you realize that you are unsatisfied with tonight's adversary. Now that you think about it, 'Sven the Dark Jedi' seems a lot like 'Crezon the Dark Jedi' - the villain your players defeated two weeks ago. In fact, it seems like forever since you were truly happy with the depravity and impact of your villain.

See, here at the Journal we know that you have played this game for a while. Evil just doesn't seem so evil anymore. Your playing group doesn't want to fight yet another Evil Jedi or Imperial Commander. These villains and others, even when played to perfection, can get old. So we're taking evil up a notch.

Even if you are new to the game, you'll love our material geared especially to making your villains more villainous and dark siders even darker. From Sith Alchemy to Interrogation & Torture to a twisted Dark Side Prestige Class, each page of the Journal can bring you closer to the perfect villain- and villains can make a huge impact on your game. Who can forget the mechanical breath of the black-clad Darth Vader?

Hopefully, we at the Online Journal can help you create that perfect villain. One that will stay in your players memories for as long as they play the game.

Thanks for reading,

Derek 'Axius' Thompson, EIC

STAR WARS Online Journal
VOLUME 2, ISSUE 4
The DARK SIDE EXPOSED
...It's Evil Inside!
FREE!! Alchemy • Interrogation & Torture • PCs

This issue's cover is brought to you by professional artist Joe Corroney. You've seen his art in SWGamer, SWInsider, and a number of DC comic books.

Corroney currently teaches at the Columbus College of Art & Design in Ohio. You can get more information on, and view his wonderful artwork at-

www.joecorroney.com

-where his original art, prints, books, magazines and other collectibles are available for sale.

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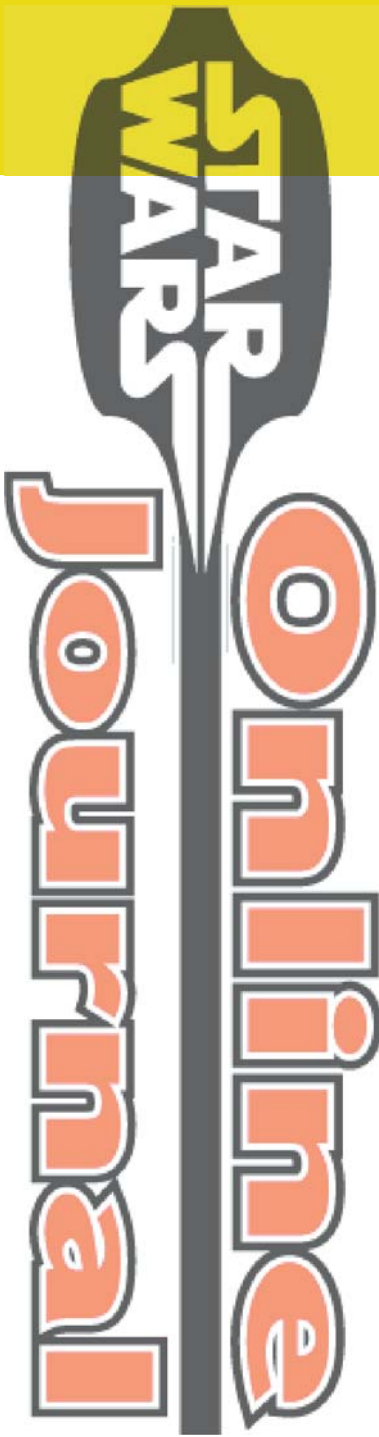
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ONLINE JOURNAL WEBFEATURES

Check out the Online Journal's all new webfeatures. Very similar in style to each issue of the Journal, there are a number of webfeatures available for perusal. They include two Arms & Equipment Guides, NetGuides to X-Wings and Spleens and much much more. So, if you'd like Online Journal content between each issue of the Journal, check out our Webfeature section regularly!



Rogues Gallery: Scoundrels

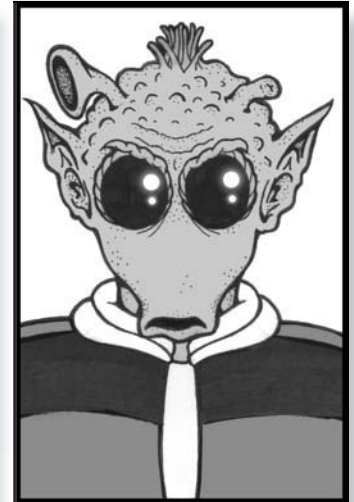
By Amanda Price

This issue's gallery was created by Amanda Price, a member of the Star Wars Artists Guild. Amanda offers a variety of characters for use in your underworld oriented campaign.

Special thanks goes out to Amanda for her excellent rendition of the most imaginative feature any Star Wars publication could have.

For more information about Amanda, and to see more of her art, check out the SWAG website at <http://swagonline.net/>

Can you see your character among this cunning bunch of rogues? Or maybe your partner? Or ex-partner? That double crossing, no good...



Guide to Sith Alchemy and Biomechanics

By Silas "Ravager_of_Worlds" DeBoer

D6 Conversions by Gary "Penangallan" Astleford

This guide is meant to expand and give direction to further applications of the Alchemy skill for Star Wars d20 beyond what is established in the Dark Side Sourcebook, Star Wars Gamer #5, and the Revised Core Rulebook by Wizards of the Coast. This supplement is for GMs and Players.

D20 Key to Alchemy Power

Descriptions

DC: The Alchemy Difficulty Check.

Lore DC: The Knowledge (Sith Lore) Difficulty Check of each alteration to learn.

Cost: The additional cost in alchemical materials after the initial 10,000 credits of alchemical apparatus instead the generic cost (see the Dark Side Sourcebook, pages 13 and 65 for more details).

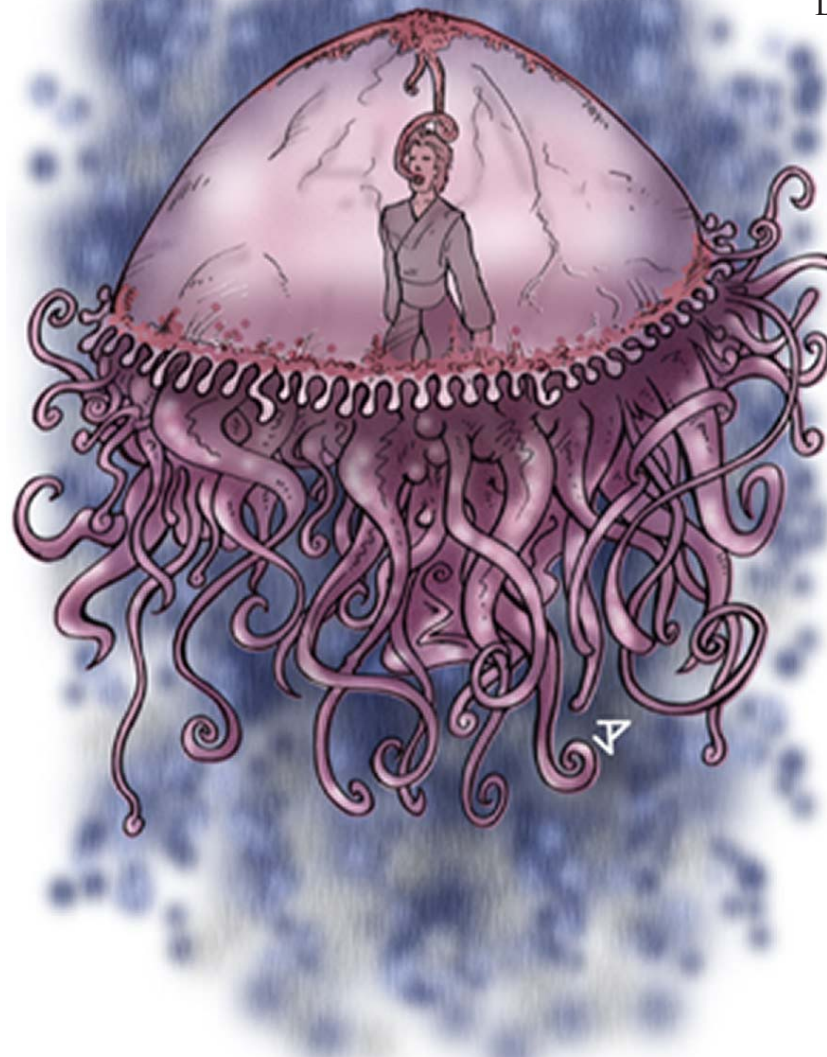
Components: The specific components required to complete the procedure (see Alchemy Components, below).

Alchemy Components

Some alchemical treatments or procedures require specific components. The alchemist can still perform the alteration, but increase the DC by 10 for each component the alchemist doesn't have. The component is used up entirely, even on a failed Alchemy check. Having all components in the alchemical alteration affords the recipient with a circumstance bonus to their fortitude check to avoid damage, as noted behind the component in [brackets]. Components come in many forms; powders, bones, tissues, organisms, elements, chemicals, gems, etc.

Effects and Procedures

Alchemists can alter a living organism with Alchemy to twist and reengineer an organism. This requires alchemical supplies and use of the Force. Aside from rules for Alchemy (see The Dark Side Sourcebook, page 13), the following are special qualities which can be added to the recipient. These are all examples of Sith biomechanics, or the reshaping of the flesh. Many Sith used assistants in their work, including the Sith surgeon droid (see New Equipment, below). The Droid can attempt to aid another by using its Craft (Biomechanics) against a standard DC of 10. Each alteration is not necessarily included in the Alchemist's education. The knowledge may be passed on from master to apprentice, or learned through study of alchemical texts and Sith scrolls. This requires a Knowledge (Sith Lore) check at the listed Lore DC. One Lore check is allowed per week of constant study. The character may take 10 (but not 20) on this check. Learning from a holocron is the same as learning from a master, which requires no check. The alteration may also be found in certain Sith scrolls (GM's discretion). Whether the master or holocron teaches it is another matter.



D20 Random Mutation Table

Roll 1D100 and consult this table if the recipient fails the Fortitude check by more than 5 for the alchemy procedure. Not many alchemy subjects survive multiple alterations.

01-10%	No mutation but nightmares ensue for 1d4 weeks.
11-20%	Painful alteration, +1d6 additional wound damage.
21-25%	Gains uncanny resistance to pain, receives permanent +1 bonus to Fortitude saving throws when wounded to determine if knocked out.
26-35%	Horrific scarring, reduce Charisma by 2.
36-40%	Imposing appearance, gains a +1 circumstance bonus to Intimidate checks.
41-55%	Psychological trauma, receives -1 penalty to all Will saves.
56-65%	Weakened, permanently reduce Strength by 1.
66-70%	Muscular deterioration, reduce carrying weight by half.
71-75%	Chronic rheumatism, permanently reduce Dexterity by 1.
76-80%	Nervous system damaged, penalty of -1 to Base Attack Bonus.
81-90%	Health ravaged, permanently reduce Constitution by 1.
91-96%	Aged, recipient is now one age category older but does not gain any bonuses from aging (see Revised Core Rules, page 120).
97-100%	Writhing in pain, recipient makes an immediate Fortitude save against death (DC 20). Recipient receives an additional +3d6 damage directly to wounds.

D6 Key to Alchemy Power Descriptions

Alter Difficulty: The Alter difficulty of the Alchemy Force power.

Lore Difficulty: The difficulty of the Knowledge (Sith Lore) check to learn each alteration.

Cost: The additional cost in alchemical materials after the initial 10,000 credits of alchemical apparatus instead the generic cost (see the Dark Side Sourcebook, pages 13 and 65 for more details).

Components: The specific components required to complete the procedure (see Alchemy Components, below).

Alchemy Components

Some alchemical treatments or procedures require specific components. The alchemist can still perform the alteration, but increase the difficulty by +10 for each component the alchemist doesn't have. The component is used up entirely, even on a failed Alchemy check. Having all components in the alchemical alteration affords the recipient with a circumstance bonus to their Strength check to avoid damage, as noted behind the component in [brackets].

Components come in many forms; powders, bones, tissues, organisms, elements, chemicals, gems, etc.

Effects and Procedures

Alchemists can alter a living organism with Alchemy to twist and reengineer an organism. This requires alchemical supplies and use of the Force. Aside from rules for Alchemy (see "Force Powers," below), the following are special qualities which can be added to the recipient. These are all examples of Sith biomechanics, or the reshaping of the flesh. Many Sith used assistants in their work, including the Sith surgeon droid (see "New Equipment," below). The Droid can attempt to aid another by using its Technical: Medicine (A) against a Moderate difficulty. Each alteration is not necessarily included in the Alchemist's education. The knowledge may be passed on from master to apprentice, or learned through study of alchemical texts and Sith scrolls. This requires a Scholar: Sith Lore skill check at the listed Lore Difficulty. One skill check is allowed per week of constant study. Learning from a holocron is the same as learning from a master, which requires no skill check. The alteration may also be found in certain Sith scrolls (GM's discretion). Whether the master or holocron teaches it is another matter.

D6 Random Mutation Table

Roll 1D100 and consult this table if the recipient fails the Fortitude check by more than 5 for the alchemy procedure. Not many alchemy subjects survive multiple alterations.

01-10%	No mutation but nightmares ensue for 1D weeks.
11-20%	Painful alteration, +1D additional damage.
21-25%	Gains uncanny resistance to pain, receives permanent +1 bonus to Strength checks when resisting damage.
26-35%	Horrific scarring; all social interaction skills (except Intimidation) receive a -2 pip penalty.
36-40%	Imposing appearance, gains a +1 pip bonus to Intimidation skill checks.
41-55%	Psychological trauma, receives -1 pip penalty to all Willpower skill rolls.
56-65%	Weakened, permanently reduce Strength rating by -1 pip.
66-70%	Muscular deterioration, -2D penalty to all Lifting skill checks.
71-75%	Chronic rheumatism, permanently reduce Dexterity rating by -1 pip.
76-80%	Nervous system damaged, penalty of -1 to all attack rolls.
81-90%	Health ravaged, permanently reduce Strength rating by -1 pip.
91-96%	Aged, increase recipient's age by 3D years.
97-100%	Writhing in pain, recipient must make a Difficult Strength check or die. Recipient takes an additional +4D damage.

Enhancements

Enhancements alter the recipient without a distinguishable change, but requires more focus to achieve success. For D20, each enhancement requires 10 minutes, 15 vitality points, and gives the alchemist 1 Dark Side Point. For D6, each enhancement requires 10 minutes and gives the alchemist 1 Dark Side Point.

D20

Endurance

DC: 15

Lore DC: 12

Cost: 500 credits

Components: The heart of a 3+ level predator [+2]

The recipient has supernatural endurance, affording a +2 circumstance bonus to all checks and saves as listed in the Endurance feat (see the Revised Core Rules, page 108). In addition, when the recipient would normally be exhausted, they are only treated as if they are fatigued (see the Revised Core Rules pg. 288).

D6

Endurance

Alter Difficulty: Moderate

Lore Difficulty: Moderate

Cost: 500 credits

Components: The heart of a predator [+2 pips]

The recipient has supernatural endurance, affording a +2 to all Stamina skill checks. In addition, when the recipient would normally be exhausted, they are only treated as if they are fatigued.

Fearless**DC:** 20**Lore DC:** 20**Cost:** 1,000 credits**Components:** 1 kilogram of Rancor claw [+1]

The recipient is unaffected by fear and ignores the effects of 'cowering'. In addition, if the recipient is the target of the Intimidate skill, the DC is increased by 2. This is achieved by altering the brain chemistry of the subject, who acts cold and unfeeling.

Flesh sculpting**DC:** 25**Lore DC:** 30**Cost:** 5,000 credits**Components:** A hair or nail from the mimicked [+1]

The alchemist physically changes the recipient to mimic another person or creature. The recipient must be similar in size and of the same body type (biped, quadruped, scaly skin, carapace, flesh, etc.). The alchemist must perform a Disguise check (DC 20) to create a perfect mimic. This changes the appearance but not the voice or mannerisms. This affords a +10 Force bonus to any Disguise check to emulate the target. This enhancement is often used in conjunction with the Voice Mimic enhancement.

Returning the recipient to normal requires another Alchemy check (DC 25), 1,250 credits of supplies, does not gain the alchemist a Dark Side Point.

***Force*****DC:** 25**Lore DC:** 30**Cost:** 5,000 credits**Components:** Sacrifice of a Force talisman (+2 or +4) [+4]

The recipient is stronger in the Force and receives an additional +1 bonus to all Force skills. The recipient is more susceptible to the Force and receives a -1 penalty to all saving throws against Force effects. The recipient has a tendency to glow slightly when using Force skills or Force feats. The glow is equivalent to 5 candlepower per Force-user level of the recipient.

Hearing**DC:** 25**Lore DC:** 22**Cost:** 2,500 credits

The recipient has enhanced hearing, affording a +1 circumstance bonus to all Listen checks. Loud noises tend to irritate the recipient, requiring a Fortitude saving throw DC 15 or suffer from a headache (-2 on all skill checks for 1d4 hours).

Fearless**Alter Difficulty:** Difficult**Lore Difficulty:** Difficult**Cost:** 1,000 credits**Components:** 1 kilogram of Rancor claw [+1 pip]

The recipient is unaffected by fear. In addition, if the recipient is the target of Intimidation, the intimidator's difficulty is increased by +2. This is achieved by altering the brain chemistry of the subject, who acts cold and unfeeling.

Flesh sculpting**Alter Difficulty:** Very Difficult**Lore Difficulty:** Very Difficult**Cost:** 5,000 credits**Components:** A hair or nail from the mimicked [+1 pip]

The alchemist physically changes the recipient to mimic another person or creature. The recipient must be similar in size and of the same body type (biped, quadruped, scaly skin, carapace, flesh, etc.). The alchemist must perform a Difficult Con: Disguise check to create a perfect mimic. This changes the appearance but not the voice or mannerisms. This affords a +3D bonus to any Con: Disguise skill check to emulate the target. This enhancement is often used in conjunction with the Voice Mimic enhancement.

Returning the recipient to normal requires another use of the Alchemy Force power, 1,250 credits of supplies, and does not gain the alchemist a Dark Side Point.

Force**Alter Difficulty:** Very Difficult**Lore Difficulty:** Very Difficult**Cost:** 5,000 credits**Components:** Sacrifice of a Force talisman [+1D+1]

The recipient is stronger in the Force and receives an additional +1 pip bonus to all Force skill rolls. The recipient is more susceptible to the Force and receives a -1 pip penalty to all Perception, Willpower, or Control rolls to resist Force effects. The recipient has a tendency to glow slightly when using Force powers. The glow is equivalent to 5 candlepower for every die the character has in his Force skills.

Hearing**Alter Difficulty:** Very Difficult**Lore Difficulty:** Very Difficult**Cost:** 2,500 credits

The recipient has enhanced hearing, affording a +1 pip bonus to all sound-related Search skill checks. Loud noises tend to irritate the recipient, requiring a Moderate Strength check. Failure indicates that he suffers from a headache (-2 pip penalty on all skill checks for 1D hours).

Imbue Force**DC:** 30**Lore DC:** 35**Cost:** 15,000 credits

The alchemist can imbue the recipient with the Dark Side of the Force, which grants the Force Sensitive feat for free. This feat is conditional, as the alchemist can strip the dark side energy with a Wisdom check (DC 15) while in visual sight of his subject. If the recipient is stripped of his Force powers, he loses access to all Force skills and Force feats.

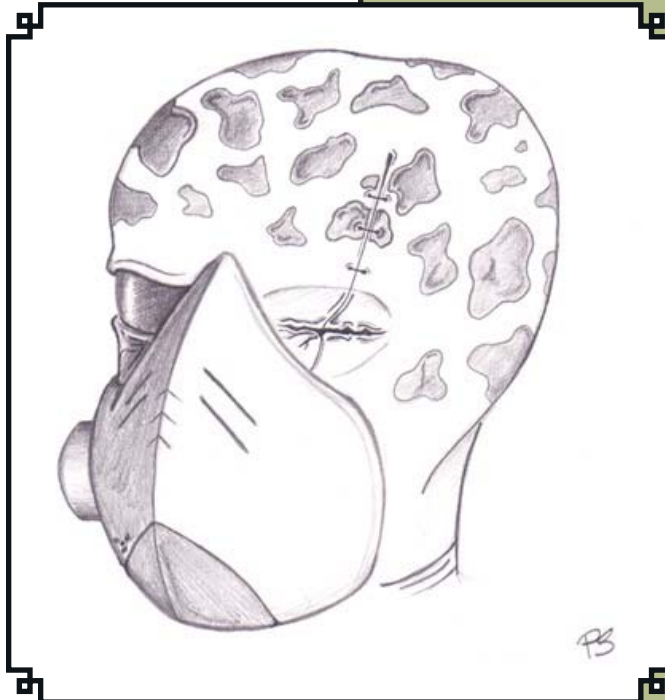
Only the hardiest survive this alteration. The alchemist gains 1 Dark Side Point, and the recipient is imbued with 3 Dark Side Points. If the recipient ever has less than 1 Dark Side Point, he loses access to this feat.

Touch**DC:** 25**Lore DC:** 24**Cost:** 3,500 credits**Components:** The tentacle of a 3+ level ocean predator [+2]

The recipient has enhanced touch, affording a +1 circumstance bonus to all Appraise, Craft, Disable Device, Search, Sleight of Hand and Treat Injury checks when their hands are primarily used. Pain tends to affect the recipient more; when wounded, all Fortitude saving throws to resist being knocked out have their base DC increased to 10 (instead of 5). If tortured, the torturer receives a +4 bonus to Intimidate checks.

Vision**DC:** 25**Lore DC:** 20**Cost:** 2,500 credits**Components:** The eye of a 3+ level predatory avian [+2]

The recipient has enhanced vision, affording a +1 Force bonus to all Spot checks. Complex visual patterns tend to irritate the recipient, requiring a Will saving throw (DC 15). Failure indicates the subject suffers from a headache (-2 on all skill checks for 1d4 hours). Any effects of myopia are negated.

**Voice (Basic)****DC:** 15**Lore DC:** 16**Cost:** 500 credits

The recipient gains the power of speech, the quality of which is indicative of its nature. It can be raspy, guttural, or screeching. It provides a basic grammar in the language of the alchemist. The recipient must have at least an Intelligence attribute of 4+.

Imbue Force**Alter Difficulty:** Very Difficult**Lore Difficulty:** Heroic**Cost:** 15,000 credits

The alchemist can imbue the recipient with the Dark Side of the Force, which makes the target Force-Sensitive for free. This is conditional, as the alchemist can strip the dark side energy with a Moderation Alter skill check while in visual sight of his subject. If the recipient is stripped of his Force sensitivity, he loses access to all Force skills and Force powers.

Only the hardiest survive this alteration. The alchemist gains 1 Dark Side Point, and the recipient is imbued with 3 Dark Side Points. If the recipient ever has less than 1 Dark Side Point, he loses his Force sensitivity.

Touch**Alter Difficulty:** Very Difficult**Lore Difficulty:** Very Difficult**Cost:** 3,500 credits**Components:** The tentacle of an ocean predator [+2 pips]

The recipient has enhanced touch, affording a +1 bonus to all Value, Security, Search, Pick Pocket and First Aid skill checks when their hands are primarily used. Pain tends to affect the recipient more; when wounded, all Strength checks to resist damage receive a -1D penalty. If tortured, the torturer receives a +1D+1 bonus to Intimidation skill checks.

Vision**Alter Difficulty:** Very Difficult**Lore Difficulty:** Difficult**Cost:** 2,500 credits**Components:** The eye of a predatory avian [+2 pips]

The recipient has enhanced vision, affording a +1 pip bonus to all vision-related Search skill checks. Complex visual patterns tend to irritate the recipient, requiring a Moderate Willpower skill check. Failure indicates the subject suffers from a headache (-2 pip penalty on all skill checks for 1D hours). Any effects of myopia are negated.

Voice (Basic)**Alter Difficulty:** Moderate**Lore Difficulty:** Moderate**Cost:** 500 credits

The recipient gains the power of speech, the quality of which is indicative of its nature. It can be raspy, guttural, or screeching. It provides a basic grammar in the language of the alchemist. The recipient must have a Perception rating of at least 2D.

D20

Voice (Enhanced)

DC: 15

Lore DC: 20

Cost: 1000 credits

The recipient gains a beautiful voice. The recipient's speech is musical and near hypnotic. This enhancement affords a +3 Force bonus to Entertain (Sing) and a +1 Force bonus to Affect Mind and Diplomacy checks. If the recipient speaks, it receives a -2 circumstance penalty to Intimidate checks.

Voice Mimic

DC: 20

Lore DC: 25

Cost: 1500 credits

The recipient's voice is changed to mimic that of another person or creature. The alchemist must make a Disguise check (DC 20) to successfully mimic the voice. If the alchemist has a recording of the target's voice, she gains a +4 circumstance bonus to the Disguise check. This enhancement provides the recipient with a +4 bonus to Disguise checks to imitate the target. This enhancement is often used in conjunction with the Flesh Sculpting enhancement. Returning the recipient to normal requires another Alchemy check (DC 15), 500 credits of supplies, and does not gain the alchemist a Dark Side Point.

D6

Voice (Enhanced)

Alter Difficulty: Moderate

Lore Difficulty: Difficult

Cost: 1000 credits

The recipient gains a beautiful voice. The recipient's speech is musical and near hypnotic. This enhancement affords a +1D bonus to Perception: Singing, a +1 pip bonus to Alter rolls when using the Affect Mind Force power, and a +1 pip bonus to Persuasion skill checks. If the recipient speaks, it receives a -2 pip penalty to Intimidation skill checks.

Voice Mimic

Alter Difficulty: Difficult

Lore Difficulty: Very Difficult

Cost: 1500 credits

The recipient's voice is changed to mimic that of another person or creature. The alchemist must make a Difficult Con: Disguise skill check to successfully mimic the voice. If the alchemist has a recording of the target's voice, she gains a +1D+1 bonus to the Con: Disguise skill check. This enhancement provides the recipient with a +1D+1 bonus to Con: Disguise skill checks to imitate the target. This enhancement is often used in conjunction with the Flesh Sculpting enhancement.

Returning the recipient to normal requires another use of the Alchemy Force power, 500 credits of supplies, and does not gain the alchemist a Dark Side Point.

Resistances

Resistances twist the natural body to become specialized at resisting outside Forces, generally at the expense of something else.

For D20, each Resistance requires 1 hour, 20 vitality points and may give the alchemist Dark Side Points.

For D6, each Resistance requires 1 hour, and may give the alchemist Dark Side Points.

Cold Resistance

DC: 20

Lore DC: 18

Cost: 1500 credits,

Recipient gains a +3 Force bonus on Fortitude checks against cold climates and a -1 penalty to Fortitude checks against hot climates. The recipient is also immune to immediate effects of very cold environs or objects for their Constitution score in rounds. Sith Scouts often were also imbued with Heat Resistance, albeit at a total of +2.

The Alchemist gains 1 Dark Side Point.

Cold Resistance

Alter Difficulty: Difficult

Lore Difficulty: Difficult

Cost: 1500 credits

Recipient gains a +1D bonus on all rolls to resist the effects of cold climates, and a -1 penalty to all rolls to resist the effects of hot climates. The recipient is also immune to immediate effects of very cold environs or objects for a number of rounds equal to the number of dice in its Strength rating times 3. Sith Scouts often were also imbued with Heat Resistance, albeit at a total of +2.

The Alchemist gains 1 Dark Side Point.

Disease Resistance

DC: 25

Lore DC: 24

Cost: 3,000

The recipient gains a +3 Force bonus on Fortitude checks against diseases. However, the recipient is 30% more likely to be a carrier. If the alchemist fails a Will Power check (DC 30) she gains a Dark Side Point. Making the save increases the time the recipient is under the alchemist's care to one day. If the alchemist leaves the recipient's side before this time, she gains 1 Dark Side Point.

Disease Resistance

Alter Difficulty: Difficult

Lore Difficulty: Difficult

Cost: 3,000

The recipient gains a +1D bonus on all Strength checks made to resist diseases. However, the recipient is 30% more likely to be a carrier. If the alchemist fails a Very Difficult Willpower skill check she gains a Dark Side Point. Making the save increases the time the recipient is under the alchemist's care to one day. If the alchemist leaves the recipient's side before this time, she gains 1 Dark Side Point.

D20**Heat Resistance****DC:** 20**Lore DC:** 18**Cost:** 1500 credits

The recipient gains a +3 Force bonus on Fortitude checks against hot climates and a -1 penalty to fortitude checks against cold climates. The recipient is also immune to immediate effects of very hot environs or objects for their Constitution score in rounds. Sith Scouts often were also imbued with Cold Resistance, albeit at a total of +2.

The alchemist gains 1 Dark Side Point.

Poison Resistance**DC:** 20**Lore DC:** 18**Cost:** 750 credits

For the recipient, the initial damage of all poisons is reduced to 0 (or negated), and Fortitude checks against secondary damage (see the Revised Core Rules, page 289) receive a +3 Force bonus.

The alchemist gains 1 Dark Side Point.

Radiation Resistance**DC:** 25**Lore DC:** 25**Cost:** 3,500 credits

The recipient is immune to Level I-II radiation (Mild, Strong) and gains a +3 Force bonus on Fortitude checks against Level III-V radiation (Powerful, Searing, Lethal). The character's skin has a yellowish tinge that vanishes within a week of the alteration.

The alchemist gains 1 Dark Side Point.

D6**Heat Resistance****Alter Difficulty:** Difficult**Lore Difficulty:** Difficult**Cost:** 1500 credits

The recipient gains a +1D bonus on all rolls to resist the effects of hot climates, and a -1 penalty to all rolls to resist the effects of cold climates. The recipient is also immune to immediate effects of very hot environs or objects for a number of rounds equal to the number of dice in its Strength rating times 3. Sith Scouts often were also imbued with Cold Resistance, albeit at a total of +2.

The alchemist gains 1 Dark Side Point.

Poison Resistance**Alter Difficulty:** Difficult**Lore Difficulty:** Difficult**Cost:** 750 credits

For the recipient, Strength checks made to resist poison damage receive a +1D bonus.

The alchemist gains 1 Dark Side Point.

Radiation Resistance**Alter Difficulty:** Very Difficult**Lore Difficulty:** Very Difficult**Cost:** 3,500 credits

The recipient is immune to Level I-II radiation (Mild, Strong) and gains a +1D bonus on Strength checks made to resist Level III-V radiation (Powerful, Searing, Lethal). The character's skin has a yellowish tinge that vanishes within a week of the alteration.

The alchemist gains 1 Dark Side Point.

Replacements

Replacements are limbs, organs or tissues grafted onto the recipient that are meant to replace damaged or defective body parts. The recipient and the replacement part are harmonized so rejection is not an issue, except on a failed Alchemy check.

Do not mistake the intentions of a Sith alchemist; restoring sight to the blind, hearing to the deaf, and limbs to amputees is not done out of the goodness of her heart. The promises of a Sith alchemist inevitably lead to other changes of the recipient and servitude is sometimes the only payment an alchemist will accept.

D20

An alchemist may try to perform a replacement on himself with the help of an assistant; increase all required DCs by 10. Unless preserved by Sith Alchemy, a 'harvestable' body part cannot be dead for more than 24 hours. The alchemist does not gain a Dark Side Point if she replaces missing or diseased body parts; otherwise the alchemist gains 1 Dark Side Point.

D6

An alchemist may try to perform a replacement on himself with the help of an assistant; increase all required Difficulties by +10. Unless preserved by Sith Alchemy, a 'harvestable' body part cannot be dead for more than 24 hours. The alchemist does not gain a Dark Side Point if she replaces missing or diseased body parts; otherwise the alchemist gains 1 Dark Side Point.

Arm**DC:** 25**Lore DC:** 25**Cost:** 5,000 credits

A replacement arm is grafted onto the character. If the arm is originally from a different species than the recipient, add +5 to the DC. The arm has been harmonized with the body and imbued with the Force; it has a Strength and Dexterity of +1 more than the character.

Harvesting a useable arm requires a Treat Injury check (DC 20).

Arm**Alter Difficulty:** Very Difficult**Lore Difficulty:** Very Difficult**Cost:** 5,000 credits

A replacement arm is grafted onto the character. If the arm is originally from a different species than the recipient, add +5 to the difficulty. The arm has been harmonized with the body and imbued with the Force; it has a Strength and Dexterity of +1 pip more than the character.

Harvesting a useable arm requires a Difficult Medicine (A) skill check.

Ear**DC:** 15**Lore DC:** 25**Cost:** 1,200 credits

A replacement ear is transplanted to the character. If the ear is originally from a different species than the recipient, add +5 to the DC. This is not cosmetic only, but includes the inner ear canal and all auditory organs. The replacement affords a +1 Force bonus to Listen checks. If the new ear could hear in ultrasonic or subsonic ranges, it retains that ability. Both ears may be replaced with the same skill check. Harvesting a useable ear organ requires a Treat Injury check (DC 20).

Eye**DC:** 15**Lore DC:** 25**Cost:** 1,200 credits

A replacement eye is transplanted to the character. If the eye is originally from a different species than the recipient, add +5 to the DC. The eye and nerve endings are replaced, which restores sight to the blind and through alchemical transformation, the eye affords a +1 bonus to Spot checks. If the new eye could see beyond the visual light spectrum (such as low light vision), it retains that ability. Harvesting a useable eye requires a Treat Injury check (DC 20).

Foot**DC:** 20**Lore DC:** 20**Cost:** 2,000 credits

A replacement foot is grafted onto the character. If the foot is originally from a different species than the recipient, add +5 to the DC. The foot has been harmonized with the body and imbued with the Force; if both feet are replaced, the character is unaffected by the first 8 meters when falling. Harvesting a useable foot requires a Treat Injury check (DC 20).

Hand**DC:** 20**Lore DC:** 20**Cost:** 2,000 credits

A replacement hand is grafted onto the character. If the hand is originally from a different species than the recipient, add +5 to the DC. The hand has been harmonized with the body and imbued with the Force; it provides a +2 bonus to Climb checks. Harvesting a useable hand requires a Treat Injury check (DC 20).

Heart**DC:** 25**Lore DC:** 20**Cost:** 3,000 credits

A replacement heart is transplanted into the character. If the heart is originally from a different species than the recipient, add +5 to the DC. The heart has been harmonized with the body and imbued with the Force; it provides a +1 bonus to Fortitude checks. Harvesting a useable heart requires a Treat Injury check (DC 20). Failure on the part of the alchemist assures the death of the recipient. If the recipient dies, the alchemist gains a Dark Side Point.

Ear**Alter Difficulty:** Moderate**Lore Difficulty:** Very Difficult**Cost:** 1,200 credits

A replacement ear is transplanted into the character. If the ear is originally from a different species than the recipient, add +5 to the difficulty. This is not cosmetic only, but includes the inner ear canal and all auditory organs. The replacement affords a +1 pip bonus to all sound-based Search skill checks. If the new ear could hear in ultrasonic or subsonic ranges, it retains that ability. Both ears may be replaced with the same skill check. Harvesting a useable ear organ requires a Difficult Medicine (A) skill check.

Eye**Alter Difficulty:** Moderate**Lore Difficulty:** Very Difficult**Cost:** 1,200 credits

A replacement eye is transplanted to the character. If the eye is originally from a different species than the recipient, add +5 to the difficulty. The eye and nerve endings are replaced, which restores sight to the blind and through alchemical transformation, the eye affords a +1 pip bonus to vision-based Search skill checks. If the new eye could see beyond the visual light spectrum (such as low light vision), it retains that ability. Harvesting a useable eye requires a Difficult Medicine (A) skill check.

Foot**Alter Difficulty:** Difficult**Lore Difficulty:** Difficult**Cost:** 2,000 credits

A replacement foot is grafted onto the character. If the foot is originally from a different species than the recipient, add +5 to the difficulty. The foot has been harmonized with the body and imbued with the Force; if both feet are replaced, the character is unaffected by the first 8 meters when falling. Harvesting a useable foot requires a Difficult Medicine (A) skill check.

Hand**Alter Difficulty:** Difficult**Lore Difficulty:** Difficult**Cost:** 2,000 credits

A replacement hand is grafted onto the character. If the hand is originally from a different species than the recipient, add +5 to the difficulty. The hand has been harmonized with the body and imbued with the Force; it provides a +2 bonus to climbing-based Climbing/Jumping skill checks. Harvesting a useable hand requires a Difficult Medicine (A) skill check.

Heart**Alter Difficulty:** Very Difficult**Lore Difficulty:** Difficult**Cost:** 3,000 credits

A replacement heart is transplanted into the character. If the heart is originally from a different species than the recipient, add +5 to the difficulty. The heart has been harmonized with the body and imbued with the Force; it provides a +1 pip bonus to all Strength and Strength-based skill checks. Harvesting a useable heart requires a Difficult Medicine (A) skill check. Failure on the part of the alchemist assures the death of the recipient. If the recipient dies, the alchemist gains a Dark Side Point.

D20**Leg****DC:** 25**Lore DC:** 25**Cost:** 5,000 credits

A replacement leg is grafted onto the character. If the leg is originally from a different species than the recipient, add +5 to the DC. The leg has been harmonized with the body and imbued with the Force. If both legs are replaced, add 1 more meter to base speed.

Harvesting a useable arm requires a Treat Injury check (DC 20).

Skin**DC:** 15**Lore DC:** 20**Cost:** 2,500

Replacement skin is grafted onto the character. If the skin is originally from a different species than the recipient, add +5 to the DC. The skin has been harmonized with the body and imbued with the Force; it gains a DR of 1. Any previous damage reduction the skin had stacks with this bonus.

Harvesting a useable skin requires a Treat Injury check (DC 15).

D6**Leg****Alter Difficulty:** Very Difficult**Lore Difficulty:** Very Difficult**Cost:** 5,000 credits

A replacement leg is grafted onto the character. If the leg is originally from a different species than the recipient, add +5 to the difficulty. The leg has been harmonized with the body and imbued with the Force. If both legs are replaced, add 1 to the recipient's Move score.

Harvesting a useable arm requires a Difficult Medicine (A) skill check.

Skin**Alter Difficulty:** Moderate**Lore Difficulty:** Difficult**Cost:** 2,500

Replacement skin is grafted onto the character. If the skin is originally from a different species than the recipient, add +5 to the difficulty. The skin has been harmonized with the body and imbued with the Force; it adds +1 to any Strength checks made to resist physical or energy damage.

Harvesting a useable skin requires a Moderate Medicine (A) skill check.

Alchemy Techniques

There are numerous uses of Alchemy that do not call upon the dark powers of Sith Sorcery. The following are further applications of the Alchemy skill which may not result in a Dark Side Point.

Tonic of Coloring**DC:** 10**Lore DC:** 10**Cost:** 15 credits

The alchemist creates a tonic which coats the object with a thin film that changes its color. The object can be composed of hair, skin, metals, clothing, etc., of any color (including metallic colors). Normal wear does not remove the coloring, but an appropriate Repair or Treat Injury (DC 20) can return the object to normal after 1 week. Another Alchemy check (DC 10) can also return the object to normal.

Alchemic Poison**DC:** 15**Lore DC:** 14**Cost:** 50 credits

The alchemist intensifies a poison he has created to be more potent, increasing the Initial Damage by +1 and the Secondary Damage by +2. To make the poison, the alchemist must make a successful Craft (Poison) check with a DC of 20 (see the Revised Core Rules, pages 81 and 289).

Balm of Healing**DC:** 15**Lore DC:** 14**Cost:** 75 credits

The alchemist creates a balm for open wounds. If the patient rests for 8 hours she gains a +4 Force bonus to a Heal Self check and an additional wound point for the day. A character can only benefit from the use of a balm of healing once every 24 hours.

To receive these effects, the patient must have at least 1 Dark Side Point, or he treats the balm of healing as Contact poison (see the Revised Core Rules page 289). If the saving throw against the poison succeeds, the patient gains the benefits stated above.

Tonic of Coloring**Alter Difficulty:** Easy**Lore Difficulty:** Easy**Cost:** 15 credits

The alchemist creates a tonic which coats the object with a thin film that changes its color. The object can be composed of hair, skin, metals, clothing, etc., of any color (including metallic colors). Normal wear does not remove the coloring, but a Difficult Repair or First Aid skill check can return the object to normal after 1 week. Another Alchemy check (Easy Alter difficulty) can also return the object to normal.

Alchemic Poison**Alter Difficulty:** Moderate**Lore Difficulty:** Moderate**Cost:** 50 credits

The alchemist intensifies a poison he has created to be more potent, increasing the poison's damage rating by +1D. To make the poison, the alchemist must make a Difficult Medicine (A) check.

Balm of Healing**Alter Difficulty:** Moderate**Lore Difficulty:** Moderate**Cost:** 75 credits

The alchemist creates a balm for open wounds. If the patient rests for 8 hours she gains a +1D bonus to her Control roll when using the Accelerate Healing Force power. A character can only benefit from the use of a balm of healing once every 24 hours.

To receive these effects, the patient must have at least 1 Dark Side Point, or he treats the balm of healing as a poison that inflicts 4D damage unless he succeeds in a Difficult Strength check. If the Strength check against the poison succeeds, the patient gains the benefits stated above.

Cloak of Concealment**DC:** 20**Lore DC:** 25**Cost:** 1,500 credits and 1 Force Point

The alchemist imbues a cloak, cape or coat with the Force, which aids the character with a +4 Force bonus to all Hide and Move Silently checks. The cloak blends in with its surroundings, but this bonus only works in darkness. The cloak appears to be finely made in the light. In snow environments the wearer gains a -4 penalty to Hide checks during the day. The wearer also gains a +2 bonus to all Force saving throws. The alchemist sacrifices a Force Point to imbue the cloak. This item was used by Sith assassins to aid their trade during the Great Hyperspace War, and many Jedi fell to these shadow warriors.

***Cloak of Concealment*****Alter Difficulty:** Difficult**Lore Difficulty:** Very Difficult**Cost:** 1,500 credits and 1 Force Point

The alchemist imbues a cloak, cape or coat with the Force, which aids the character with a +1D+1 bonus to all Hide and Sneak skill checks. The cloak blends in with its surroundings, but this bonus only works in darkness. The cloak appears to be finely made in the light. In snow environments the wearer gains a -1D penalty to Hide skill checks during the day. The wearer also gains a +2 pip bonus to all Perception, Willpower, or Control rolls made to resist the effects of Force powers. The alchemist sacrifices a Force Point to imbue the cloak. This item was used by Sith assassins to aid their trade during the Great Hyperspace War, and many Jedi fell to these shadow warriors.

Draught of Alertness**DC:** 10**Lore DC:** 16**Cost:** 200 credits

The alchemist creates a draught (1 liter) which induces watchfulness. The imbiber gains a +2 Force bonus to Spot and Listen checks for 24 hours. The imbiber is jumpy and cannot sleep in this 24 hour period. Once this period has expired, the character must sleep unless he makes a Fortitude check (DC 15, +1 for every 4 hours awake beyond 24). If another draught of alertness is consumed the next day, the character gains a +4 bonus to stay awake, but suffers 1d6 vitality damage that cannot be recovered until he rests for 8 hours.

To benefit from these effects, the patient must have at least 1 Dark Side Point, or he treats the draught of alertness as Deadly poison (see the Revised Core Rules, page 289). If the saving throw versus the poison succeeds, the patient gains the benefits stated above.

This draught is extremely sour.

Draught of Alertness**Alter Difficulty:** Easy**Lore Difficulty:** Difficult**Cost:** 200 credits

The alchemist creates a draught (1 liter) which induces watchfulness. The imbiber gains a +2 bonus to Search skill checks for 24 hours. The imbiber is jumpy and cannot sleep in this 24 hour period. Once this period has expired, the character must sleep unless he makes a Stamina skill check (Moderate difficulty, +1 for every 4 hours awake beyond 24). If another draught of alertness is consumed the next day, the character gains a +1D bonus to Stamina checks made to stay awake, but is considered to have suffered one "Stunned" damage result until he rests for 8 hours.

To receive these effects, the patient must have at least 1 Dark Side Point, or he treats the draught of alertness as a poison that inflicts 5D damage unless he succeeds in a Difficult Strength check. If the Strength check against the poison succeeds, the patient gains the benefits stated above.

This draught is extremely sour.

Draught of Loyalty**DC:** 20**Lore DC:** 18**Cost:** 150 credits

The alchemist creates a draught (1 liter) which induces devotion. The imbiber enters a hypnotic trance and is easily commanded should he fail a Fortitude check (DC 15). The subject can then be made 'loyal' to whatever object or person that the alchemist wishes, though he gets a Will save (DC 15) to resist this programming. Programming equipment, such as continuous audio tracks, flashing lights, and other drugs increase the Will save DC by 4. If all works, the imbiber is unswervingly loyal to the object or person and cannot be bribed, blackmailed, or seduced.

Any such attempt automatically fails; no check or saving throw is necessary. Anyone who fails the Fortitude check but succeeds at the Will check gains a one time +1 bonus to further Will saves to resist further programming. This bonus is not cumulative.

While the creation of this potion does not grant a DSP to the Alchemist, anyone who uses this draught may (GM's discretion).

This draught has no taste.

Draught of Loyalty**Alter Difficulty:** Difficult**Lore Difficulty:** Difficult**Cost:** 150 credits

The alchemist creates a draught (1 liter) which induces devotion. The imbiber enters a hypnotic trance and is easily commanded should he fail a Moderate Perception or Control roll. The subject can then be made 'loyal' to whatever object or person that the alchemist wishes, though he gets a Moderate Willpower skill check to resist this programming. Programming equipment, such as continuous audio tracks, flashing lights, and other drugs increase the Will save Difficulty by 4. If all works, the imbiber is unswervingly loyal to the object or person and cannot be bribed, blackmailed, or seduced. Any such attempt automatically fails; no check is necessary. Anyone who fails the Perception or Control check but succeeds at the Willpower skill check gains a one time +1 pip bonus to further Willpower skill checks to resist further programming. This bonus is not cumulative.

While the creation of this potion does not grant a Dark Side Point to the Alchemist, anyone who uses this draught may (GM's discretion).

This draught has no taste.

Draught of Healing**DC:** 15**Lore DC:** 14**Cost:** 100 credits

The alchemist creates a draught (1 liter) which induces healing. For every day of normal rest, treat the subject as if she were receiving long term care. A second use of this draught requires a Fortitude check (DC 15) or it inflicts 2d6 damage. The draught begins working after the first hour of rest. If the imbiber exerts himself during the day, he recovers wounds and vitality as if he were doing light activity or resting. A character can only benefit from the use of a draught of healing once every 24 hours.

To receive these effects, the patient must have at least 1 Dark Side Point, or the draught of healing is treated as a Deadly poison (see the Revised Core Rules, page 289). If the saving throw versus the poison succeeds, the patient gains the benefits stated above.

This draught is bitter and foul tasting.

Draught of Rest**DC:** 10**Lore DC:** 10**Cost:** 25 credits

The alchemist creates a draught (1 liter) which induces drowsiness. The imbiber rolls a Fortitude save against poison (DC 15) or she falls asleep in 1d6+3 rounds. The sleep lasts for 8 hours. If the imbiber has been wounded, the 8 hours of rest is equivalent to a whole day of resting and she heals 1 wound point. The subject cannot use a draught more than once every 24 hours or the second draught is considered deadly poison (see the Revised Core Rules, page 289).

This draught is viscous and sweet.

Draught of Truth**DC:** 15**Lore DC:** 18**Cost:** 250 credits

The subject feels drowsy and is compelled to talk in a sleepy stupor if she fails a Fortitude check (DC 20). Interrogators gain a +4 bonus to Intimidate checks against the subject, as well as a +4 bonus to Sense Motive to tell if she is telling the truth. The imbiber feels tired and out of control of her body, and is considered to be fatigued.

This draught tastes sweet with a bitter aftertaste.

Force Batteries**DC:** 20**Lore DC:** 20**Cost:** 500 credits; 1 Force Point

The alchemist imbues a gem with the Force. It glows with an unnatural light, equal to a candle in the dark. The gem can be used in a number of ways: to call on the Force Point, or to act as a power cell for a device (including droids, vehicles, or a lightsaber). Whoever holds the gem can call on the Force Point by making a Wisdom check (DC 10), after which the gem loses its inner light. If used as a power cell for a device, the Force battery can effectively power a medium-sized device for 1 year per Force level of the alchemist. For each size category larger, double the Force batteries or halve the time. For each size category smaller, triple the life of the device. The gem to be imbued must be worth at least 1,000 credits.

Recharging a spent Force battery requires an Alchemy check DC 15, 250 credits of alchemical materials, and the sacrifice of 1 Force Point.

Creation of a force battery gains the alchemist a Dark Side Point.

Draught of Healing**Alter Difficulty:** Moderate**Lore Difficulty:** Moderate**Cost:** 100 credits

The alchemist creates a draught (1 liter) which induces healing. When rolling to heal, the character receives a +1D bonus. A second use of this draught requires a Moderate Strength check or it inflicts 3D damage. The draught begins working after the first hour of rest. If the imbiber exerts himself during the day, he heals normally and does not receive the +1D bonus. A character can only benefit from the use of a draught of healing once every 24 hours.

To receive these effects, the patient must have at least 1 Dark Side Point, or he treats the draught of healing as a poison that inflicts 5D damage unless he succeeds in a Difficult Strength check. If the Strength check against the poison succeeds, the patient gains the benefits stated above.

This draught is bitter and foul tasting.

Draught of Rest**Alter Difficulty:** Easy**Lore Difficulty:** Easy**Cost:** 25 credits

The alchemist creates a draught (1 liter) which induces drowsiness. The imbiber rolls his Strength rating against a Moderate difficulty. If she fails, she falls asleep in 1D+3 rounds. The sleep lasts for 8 hours. If the imbiber has been wounded, the 8 hours of rest is equivalent to a whole day of complete rest. The subject cannot use a draught more than once every 24 hours or the second draught is considered a poison that inflicts 5D damage unless she succeeds in a Difficult Strength check.

This draught is viscous and sweet.

Draught of Truth**Alter Difficulty:** Moderate**Lore Difficulty:** Difficult**Cost:** 250 credits

The subject feels drowsy and is compelled to talk in a sleepy stupor if she fails a Difficult Perception or Control check. Interrogators gain a +1D+1 bonus to Intimidation checks against the subject, as well as a +1D+1 bonus to Willpower skill checks to tell if she is telling the truth. The imbiber feels tired and out of control of her body, and is considered to be fatigued.

This draught tastes sweet with a bitter aftertaste.

Force Batteries**Alter Difficulty:** Difficult**Lore Difficulty:** Difficult**Cost:** 500 credits; 1 Force Point

The alchemist imbues a gem with the Force. It glows with an unnatural light, equal to a candle in the dark. The gem can be used in a number of ways: to call on the Force Point, or to act as a power cell for a device (including droids, vehicles, or a lightsaber). Whoever holds the gem can call on the Force Point by making an Easy Perception or Control check, after which the gem loses its inner light. If used as a power cell for a device, the Force battery can effectively power a medium-sized device for 1D+4 years. For each size category larger, double the Force batteries or halve the time. For each size category smaller, triple the life of the device. The gem to be imbued must be worth at least 1,000 credits.

Recharging a spent Force battery requires use of the Alchemy Force power with an Alter difficulty of Moderate, 250 credits of alchemical materials, and the sacrifice of 1 Force Point.

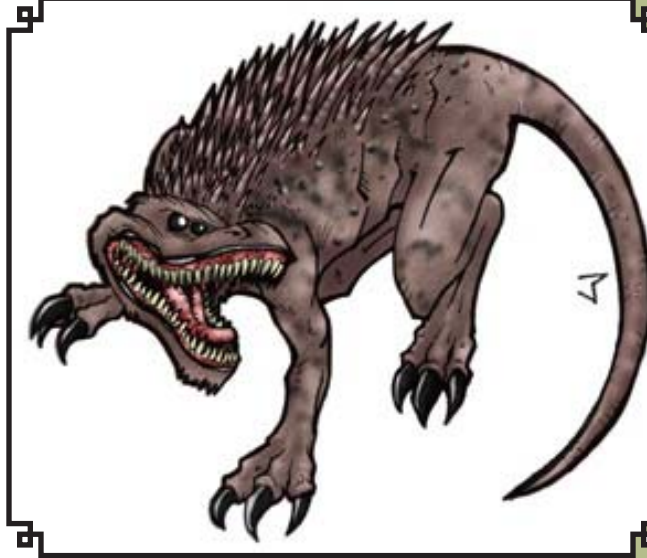
Creation of a force battery gains the alchemist a Dark Side Point.

Create Clone**DC:** 30**Lore DC:** 35**Cost:** 10,000 credits

The alchemist is able to create a clone from a sample of cells. The clone starts as a 1st level commoner with no skills. Most clones will follow a feat and level progression similar to the original, but they don't have to. Until the clone is 'awakened,' it is essentially a blank body. Making a whole clone gives the alchemist one Dark Side Point.

The alchemist may wish to clone only a single body part, which does not garner a Dark Side Point.

If the alchemist uses a focusing chamber (see *Star Wars Gamer #5*, page 65) or a cloning cylinder, lower the DC by 5. To make a stabile clone (one not prone to insanity) requires the clone be grown for at least 1 year. Otherwise, a clone can be full grown in one month.

**Create Clone****Alter Difficulty:** Very Difficult**Lore Difficulty:** Heroic**Cost:** 10,000 credits

The alchemist is able to create a clone from a sample of cells. The clone starts as a beginning character with no skill dice. Most clones will follow a skill progression similar to the original, but they don't have to. Until the clone is 'awakened,' it is essentially a blank body. Making a whole clone gives the alchemist one Dark Side Point.

The alchemist may wish to clone only a single body part, which does not garner a Dark Side Point.

If the alchemist uses a focusing chamber or a cloning cylinder, lower the Alter Difficulty by 5. To make a stabile clone (one not prone to insanity) requires the clone be grown for at least 1 year. Otherwise, a clone can be full grown in one month.

Forging of Strength**DC:** Variable**Lore DC:** 18**Cost:** Variable

The alchemist may double the normal wound points and hardness of an item. The Alchemy skill check has a DC of 10, plus 5 per size level of the item above Small. The cost in alchemical supplies is 500 credits per size level of the item above Small, and any item of lesser size is treated as if it were Small. If the alchemist was involved in the crafting process of the object, either by making it himself, or by successfully assisting another, he gains a +2 circumstance bonus on his Alchemy skill roll.

Forging of Strength**Alter Difficulty:** Varies**Lore Difficulty:** Difficult**Cost:** Variable

The alchemist may increase the Body Strength of an item by +1D (see SWD6, page 95). The Alter difficulty of the Alchemy power use is Easy for small hand-held or worn items, Moderate for items and equipment between 28 and 227 kilograms in weight, Difficult for items and equipment between 228 and 1,816 kilograms in weight, Very Difficult for items and equipment between 1,817 and 14,528 kilograms in weight, and Heroic for items and equipment between 14,529 and 113,636 kilograms in weight.

Materials cost is 500 credits for small hand-held or worn items, 1,000 credits for items and equipment between 28 and 227 kilograms in weight, 1,500 credits for items and equipment between 228 and 1,816 kilograms in weight, 2,000 credits for items and equipment between 1,817 and 14,528 kilograms in weight, and 2,500 credits for items and equipment between 14,529 and 113,636 kilograms in weight.

Any item smaller than hand-held or worn is treated as if it were hand-held or worn. If the alchemist was involved in the crafting process of the object, either by making it himself, or by successfully assisting another, he gains a +2 bonus on the Alchemy power's Alter roll.

Preservation of Flesh**DC:** 10**Lore DC:** 12**Cost:** 50 credits

The alchemist is able to preserve dead flesh in a sealed container filled with a red or black gelatinous substance. The flesh can be preserved for 100 years per Force-user level of the alchemist. This can be useful for the preservation of body parts for later use in alchemy, for trophies, or as emergency food supplies. Food preserved in such a manner may have an acidic taste.

Preservation of Flesh**Alter Difficulty:** Easy**Lore Difficulty:** Moderate**Cost:** 50 credits

The alchemist is able to preserve dead flesh in a sealed container filled with a red or black gelatinous substance. The flesh can be preserved for 100 years per Force-user level of the alchemist. This can be useful for the preservation of body parts for later use in alchemy, for trophies, or as emergency food supplies. Food preserved in such a manner may have an acidic taste.

D20

Preservation of Inorganic

DC: 10

Lore DC: 12

Cost: 75 credits

The alchemist is able to preserve inorganic material by imbuing it with the Force. This was used to preserve Sith Scrolls, books and other artifacts. An object so imbued will resist rust and deterioration, gaining a +4 Force bonus to saves against such effects. This technique was used to protect Sith war droids from the elements.

D6

Preservation of Inorganic

Alter Difficulty: Easy

Lore Difficulty: Moderate

Cost: 75 credits

The alchemist is able to preserve inorganic material by imbuing it with the Force. This was used to preserve Sith Scrolls, books and other artifacts. An object so imbued will resist rust and deterioration, gaining a +1D+1 bonus to Body Strength rolls to resist such effects. This technique was used to protect Sith war droids from the elements.

Biomechanical Creatures

Some creatures have been twisted to serve the alchemist, and the creation of these monsters is a closely-guarded secret. These creations do not incur the standard 10,000 credit alchemical apparatus cost. Instead, use the costs listed in this section. Unlike most alterations, these symbiotes/parasites are the result of genetic manipulation with a gene splicer (see New Equipment, below) and do not require the Force. As such, creating these creatures with the Alchemy skill does not bestow a Dark Side Point.

D20

If a gene splicer is unavailable, the alchemist can still attempt to make the creature, but the DC is increased by 5 and the alchemist gains 1 Dark Side Point. Any further alterations to the creature give the alchemist 1 Dark Side Point.

D6

If a gene splicer is unavailable, the alchemist can still attempt to make the creature, but the Alter Difficulty is increased by 5 and the alchemist gains 1 Dark Side Point. Any further alterations to the creature give the alchemist 1 Dark Side Point.

Also note the introduction of 'parasitic harmony,' a state at which a parasite and host have achieved a natural balance and some kind of symbiotic relationship occurs. There are many horror stories about the quest to develop these creatures, as well as tales of the countless sentients who died horrifically in such experiments.

Heart Worm

DC: 25

Lore DC: 25

Cost: 7,500 credits

Once a feared predator, the heart worm is a parasite modified by Alchemy to enhance the host's vitality. After the recipient swallows the meter long worm, it makes its way through the host and wraps around its heart. This is extremely painful and the host suffers 1d4 wound points of damage, and is considered fatigued for 24 hours. 'Parasitic harmony' is achieved after this period, and the host gains a 10 bonus vitality points. The increased metabolism of the host results in pronounced veins and a decrease in body fat. The host requires 25% more sustenance than before. If the host ever suffers from Starvation and Thirst (See the Revised Core Rulebook, page 287), damage to the character is now 1d6+2.

Removing a heart worm requires the Surgery feat and a Treat Injury check (DC 25). Failure means the heart worm constricts the heart, dealing 1d6 damage directly to wounds.

The heart worm can live for a thousand years inside a host, but they can get sick. Roll a Fortitude check for the parasite if the host encounters disease. If the heart worm dies, it deals 3d6 points of damage directly to the host's wound points while in its death throes. If the host dies, so too does the heart worm. If another heart worm is introduced in the host, the two fight each other inside, dealing 1d4 wound damage each round to the host.

A heart worm can grow up to 2 meters in length.

Heart Worm: Adult Aquatic, Parasite 1; Init +3 (+3 Dex); Def 14 (+3 Dex, +1 Size); Spd 1 m; VP/WP 6/10; Atk +4 ranged (by weapon); SQ Fast Healing: 1; SV Fort +2, Ref +3, Will +1; SZ S; Face/Reach .05 m by 1 m/.25 m; Str 7, Dex 16, Con 10, Int 3, Wis 12, Cha 1.
Skills: Listen +3, Survival +5, Treat Injury +3
Feats: None

Heart Worm

Alter Difficulty: Difficult

Lore Difficulty: Difficult

Cost: 7,500 credits

Once a feared predator, the heart worm is a parasite modified by Alchemy to enhance the host's vitality. After the recipient swallows the meter long worm, it makes its way through the host and wraps around its heart. This is extremely painful and the host suffers 3D+1 points of damage, and is considered fatigued for 24 hours. 'Parasitic harmony' is achieved after this period, and the host gains a +2D bonus to Stamina skill rolls, and a +1D bonus to Strength rolls made to resist damage. The increased metabolism of the host results in pronounced veins and a decrease in body fat. The host requires 25% more sustenance than before. If the host ever suffers from Starvation and Thirst, these bonuses are instead treated as penalties.

Removing a heart worm requires the a Difficult Medicine (A) skill check. Failure means the heart worm constricts the heart, dealing 3D+1 damage.

The heart worm can live for a thousand years inside a host, but they can get sick. Roll a Strength check for the parasite if the host encounters disease. If the heart worm dies, it deals 4D+1 points of damage directly to the host while in its death throes. If the host dies, so too does the heart worm. If another heart worm is introduced in the host, the two fight each other inside, dealing 2D+1 damage each round to the host.

A heart worm can grow up to 2 meters in length.

Heart Worm
Dexterity 4D
Perception 2D+2
search 3D+1
Strength 1D+1
Special Abilities:
Fast Healing: A heart worm heals twice as fast as other creatures.
Move: 1
Size: Up to 2 meters long

Aqua Bloater**DC:** 15**Lore DC:** 15**Cost:** 400 credits

This jellyfish can be used by its host for transport, and to breathe underwater by filtering the surrounding atmosphere. Unlike most parasites, the host is on the inside and provides energy to the aqua bloater

via a tendril. The host loses 1 vitality for every minute that the creature moves underwater. Once the host's vitality is expended, the aqua bloater moves at half speed and deals 1 damage per hour to its host. The aqua bloater obeys the commands of the host, provided a successful Handle Animal check (DC 15) is made. It takes a host two rounds to enter or exit the aqua bloater. It can live for ten years in an aquatic environment.

Aqua Bloater: Adult Aquatic, Parasite 4; Init +1 (+1 Dex); Def 15 (+1 Dex, -1 Size, +5 Natural); Spd 1 m, swim 12 m; VP/WP 28/14; Atk +2 ranged (by weapon), +4 or +2 melee (1d4+3, punch); SQ Fast Healing: 1; SV Fort +6, Ref +2, Will +1; SZ L; Face/Reach 2.5 m by 4 m/3 m; Str 16, Dex 12, Con 14, Int 4, Wis 10, Cha 4.
Skills: Listen +4, Move Silently +6, Survival +4
Feats: Multiattack



Aqua Bloater
Dexterity 2D+2
Perception 2D
Search 3D+1, sneak 3D
Strength 3D+2
Special Abilities:
Fast Healing: The aqua bloater heals twice as fast as a normal creature.
Punch: Inflicts Strength +1 pip damage.
Move: 1 (ground), 12 (swimming)
Size: Large

Poison Leech**DC:** 15**Lore DC:** 15**Cost:** 150 credits

By filtering the host's blood, the poison leech absorbs poisons introduced into the host and negates any secondary poison damage the host might otherwise receive. Any poison effects are applied to the leech. A leech can live for 3 months in its dried form, but requires liquid to 'wake up.' Once awake, a leech can live for 2 years in a moist environment. The leech is applied near an artery in the neck, arm, or thigh of its host. Hosts are considered exhausted (see the Revised Core Rules, page 288) while under the effects of the poison leech, and this lasts for an hour after the leech has been removed.

To benefit from a poison leech, the host must have at least 1 Dark Side Point, or the poison leech secretes a Deadly poison (see the Revised Core Rules, page 289). If the saving throw versus the poison succeeds, the patient gains the benefits stated above.

Poison Leech: Adult Swamp, Parasite 2; Init +4 (+4 Dex); Def 16 (+4 Dex, +2 Size); Spd 1 m, swim 2 m; VP/WP 5/2; Atk +7 ranged (by weapon), -2 or -7 melee (1d2-5, crit 20, bite); SV Fort +0, Ref +4, Will -2; SZ T (.25 m); Face/Reach .25 m by .25 m/.25 m; Str 1, Dex 19, Con 5, Int 1, Wis 6, Cha 1.
Skills: Hide +16, Move Silently +8, Survival +1
Feats: None

Poison Leech**Alter Difficulty:** Moderate**Lore Difficulty:** Moderate**Cost:** 150 credits

By filtering the host's blood, the poison leech absorbs poisons introduced into the host. Any poison effects are applied to the leech. A leech can live for 3 months in its dried form, but requires liquid to 'wake up.' Once awake, a leech can live for 2 years in a moist environment. The leech is applied near an artery in the neck, arm, or thigh of its host. Hosts are considered to have taken one "Stunned" damage result while under the effects of the poison leech, and this lasts for an hour after the leech has been removed.

To benefit from a poison leech, the host must have at least 1 Dark Side Point, or the poison leech secretes a poison that inflicts 5D damage unless she succeeds in a Difficult Strength check. If the Strength check versus the poison succeeds, the patient gains the benefits stated above.

Poison Leech
Dexterity 5D
Perception 1D
hide 2D+1, sneak 2D+1
Strength 0D+2
Special Abilities:
Bite: Inflicts the poison leech's Strength in damage.
Poison Secretion: Poison from a poison leech inflicts 5D of poison damage unless the target of the poison succeeds in a Difficult Strength check.
Move: 1 (ground), 2 (swimming)
Size: .25 meters long

Life Leech**DC:** 15**Lore DC:** 20**Cost:** 500 credits each**Components:** A leech

This leech drains the strength and life from its host. The leech saps 1d6 vitality per hour so long as it is attached. Hosts do not heal vitality normally, but may use Force skills or a medical kit with the Treat Injury skill. Once the host is reduced to zero vitality, they are fatigued. The victim will then lose 1 point of Strength and Dexterity, as well as 1 wound point each day until only half of his wound points remain (rounded down). At this point, the leech and victim are considered to be in 'parasitic harmony.' Multiple life leeches can be applied to a host once 'parasitic harmony' is achieved. The host can support a number of leeches equal to his Constitution score before this 'parasitic harmony' is broken and the character loses 1 wound points every hour.

The leech can be removed forcefully, but deals 1 point of wound damage immediately, and the victim may bleed to death as he loses 1 wound point each round unless a successful Treat Injury check (DC 15), Heal Another, or Heal Self check is made. A successful Treat Injury check (DC 20) can remove the leech without dealing wound damage, though blood loss continues. Any

attempts to remove the leech with Heal Self automatically fail. If the leech is removed or killed before it has reached 'parasitic harmony' it poisons the host with Contact poison (see the Revised Core Rules, page 289). The leech must feed at least once a week or it dies. The leech can live up to twenty years if regularly fed and may grow up to half a meter in length. Its host must be at least one size level larger than itself.

Life Leech: Adult Swamp Parasite 1; Init +4 (+4 Dex); Def 16 (+4 Dex, +2 Size); Spd 1 m, swim 2 m; VP/WP 3/2; Atk +6 ranged (by weapon), -3 melee (1d2-5, crit 20, bite); SV Fort -1, Ref +4, Will -2; SZ T (.5 m); Face/Reach .25 m by .25 m/.25 m; Str 1, Dex 19, Con 5, Int 1, Wis 6, Cha 1. Skills: Hide +16, Move Silently +8, Survival +0 Feats: None

Life Leech**Alter Difficulty:** Moderate**Lore Difficulty:** Difficult**Cost:** 500 credits each**Components:** A leech

This leech drains the strength and life from its host. While the life leech is attached, its host is unable to heal wounds normally, though medkits and healing Force powers are effective. Each day that it remains attached to a host, the host takes 1D damage, +1 pip per day the leech has been attached. If the outcome of this damage roll is "Wounded" (or worse), the host and the leech are considered to be in 'parasitic harmony.' Multiple life leeches can be applied to a host once 'parasitic harmony' is achieved. The host can support a number of leeches equal to the number of dice in his Strength rating times 5 before this 'parasitic harmony' is broken, after which the character takes 2D damage per hour, +1 pip per each additional leech present. The leech can be removed forcefully, but the victim takes 3D damage and may bleed to death as he takes 2D of damage each round, +1 pip for each additional round spent bleeding. This continues unless a Moderate First Aid skill check or a successful use of the Accelerate Healing Force power is accomplished. A Difficult First Aid skill check can remove the leech without dealing damage, though blood loss continues. Any attempts to remove the leech with Accelerate Healing automatically fail. If the leech is removed or killed before it has

Life Leech (D6) Dexterity 5D Perception 1D Hide 2D+1, sneak 2D+1 Strength 0D+2 Special Abilities: Bite: Inflicts the life leech's Strength in damage. Move: 1 (ground), 2 (swimming) Size: .5 meters long

reached 'parasitic harmony,' it poisons the host. The poison inflicts 4D damage unless the host succeeds in a Difficult Strength check. The leech must feed at least once a week or it dies. The leech can live up to twenty years if regularly fed and may grow up to half a meter in length. Its host must be at least one size level larger than itself.

Spinal Dragon**DC:** 25**Lore DC:** 25**Cost:** 1,500 credits

Once a tape worm, a spinal dragon serves as a neural conduit in the host, reattaching broken nerves and restoring mobility.

This creature is used to treat battlefield injuries that result in a broken spine.

Once implanted with a spinal dragon, the host's back is lined with horned growths. If paralyzed, the host gains full mobility in a week.

To implant the spinal dragon, the alchemist must make a Treat Injury check (DC 25). The host is not exactly the same as before, and loses 1 Dexterity point. The alchemist also gains a +2 Force bonus to all future Intimidate or Diplomacy checks made against the host.

Spinal Dragon: Adult Arctic Parasite 1; Init +4 (+4 Dex); Def 16 (+4 Dex, +2 Size); Spd 1 m; VP/WP 5/4; Atk +6 ranged (by weapon); SV Fort +1, Ref +4, Will +1; SZ T; Face/Reach 0 m by 0 m/0 m; Str 4, Dex 19, Con 8, Int 1, Wis 12, Cha 1. Skills: Hide +16, Listen +3, Move Silently +6, Survival +3 Feats: None

**Spinal Dragon****Alter Difficulty:** Difficult**Lore Difficulty:** Difficult**Cost:** 1,500 credits

Once a tape worm, a spinal dragon serves as a neural conduit in the host, reattaching broken nerves and restoring mobility. This creature is used to treat battlefield injuries that result in a broken spine. Once implanted with a spinal dragon, the host's back is lined with horned growths. If paralyzed, the host gains full mobility in a week.

To implant the spinal dragon, the alchemist must make a Difficult First Aid skill check. The host is not exactly the same as before, and loses 1 pip from his Dexterity score. The alchemist also gains a +2 pip bonus to all future Intimidation or Persuasion checks made against the host.

Spinal Dragon Dexterity 5D Perception 2D+2 Hide 4D, search 3D+1, sneak 3D+1 Strength 1D Move: 1 Size: Tiny

Force Leech**DC:** 20**Lore DC:** 25**Cost:** 750 credits each**Components:** A leech

This leech provides the host with a -1 penalty to all Force skills for every hour it is attached, up to a maximum -4 penalty per leech. If the host calls upon a Force Point, the leech gains the bonus, not the host. The host can support two leeches per size level, so a Medium size character can have ten leeches attached.

The leech can be removed forcefully, but it steals 1 Force Point and deals 2d6 points of damage to the host. A successful Treat Injury check (DC 20) can remove the leech without dealing wound damage, though blood loss continues, which requires an additional Treat Injury (DC 15), Heal Another, or Heal Self check. Any attempts to remove the leech with Heal Self automatically fail.

Creating a force leech gives the alchemist 1 Dark Side Point, even if a gene splicer is used.

Force Leech: Adult Swamp Parasite 3; Init +4 (+4 Dex); Def 16 (+4 Dex, +2 Size); Spd 1 m, swim 2 m; VP/WP 7/2; Atk +7 ranged (by weapon), -2 melee (1d2-5, crit 20, bite); SQ Force-Using; SV Fort +0, Ref +5, Will -1; SZ T (.25 m); Face/Reach .25 m by .25 m/.25 m; DSPs: 1; Str 1, Dex 19, Con 5, Int 1, Wis 6, Cha 1.
Skills: Hide +16, Move Silently +8, Survival +0
Force Skills: Heal Self -2
Feats: Force-Sensitive
Force Feats: Control

Force Leech**Alter Difficulty:** Difficult**Lore Difficulty:** Difficult**Cost:** 750 credits each**Components:** A leech

This leech provides the host with a -1 penalty to all Force skill rolls for every hour it is attached, up to a maximum -1D+1 penalty per leech. If the host calls upon a Force Point, the leech gains the bonus, not the host.

The host can support two leeches per size level, so a Medium size character can have ten leeches attached. The leech can be removed forcefully, but it steals 1 Force Point and deals 3D+1 points of damage to the host. A Difficult First Aid skill check can remove the leech without dealing damage, though blood loss continues. A host suffering from blood loss takes 2D of damage each round, +1 pip for each additional round spent bleeding. This continues unless a Moderate First Aid skill check or the Accelerate Healing Force power are successfully accomplished. Any attempts to remove the leech with Accelerate Healing automatically fail.

Creating a force leech gives the alchemist 1 Dark Side Point, even if a gene splicer is used.

Force Leech
Dexterity 5D
Perception 1D
hide 2D+1, sneak 2D+1
Strength 0D+2
Control 2D
Force Powers: Accelerate Healing.
Special Abilities:
Bite: Inflicts the Force leech's Strength in damage.
Force-Sensitive: The Force leech is Force-sensitive.
Steal Force: When attached to a host, a Force leech incurs a -1 pip penalty to all of the host's Force skills for every hour it is attached (maximum penalty: -1D+1 per leech). If the host uses a Force Point, the leech gains the bonus instead of the host.
Move: 1 (ground), 2 (swimming)
Size: .25 meters long

New Equipment

Aside from the alchemical apparatuses common to Alchemy (See the Dark Side Sourcebook, page 65), the following are individual pieces of equipment Alchemists have found useful. Similar devices during the Great Hyperspace War could easily cost more.

Spaarti Cloning Cylinder**Cost:** 50,000 credits Weight: 150 kg**Availability:** Rare, (R, NJO illegal) **Era:** RE, R, NJO

Spaarti cloning cylinders are the top (and end) of the line in cloning cylinders. After the Clone Wars, it was illegal for anyone but the Empire to own or operate a cloning cylinder. The stigma of clones pervaded into the NJO era, and only madmen sought out the power of clones. The technology of cloning cylinders stretches back to the Sith alchemists, many who were brilliant genetic creators.

The Spaarti Cylinder was able to grow a clone within a month, but a stable clone required two years. With some Spaarti cylinders he appropriated from one of the Emperor's storehouses, Grand Admiral Thrawn was able to grow stable clones with ysalamiri in record time. Emperor Palpatine made extensive use of clones in his alchemical experiments. Older cloning cylinders weighed twice as much and could grow a clone in three months (minimum). Lines of cloning cylinders can be connected to a single gene computer. Cylinders require a gene computer or an able alchemist.

Sith Surgery Droid**Classification:** Medium-size first degree biomechanics assistant droid**Cost:** 5,000 credits**Availability:** Rare **Era:** RE

Often, an alchemist doesn't trust his own apprentices in the lab. Many alchemists use Sith surgery droids that can handle volatile chemicals, dangerous creatures, and serve as both surgeon and torturer. No Sith

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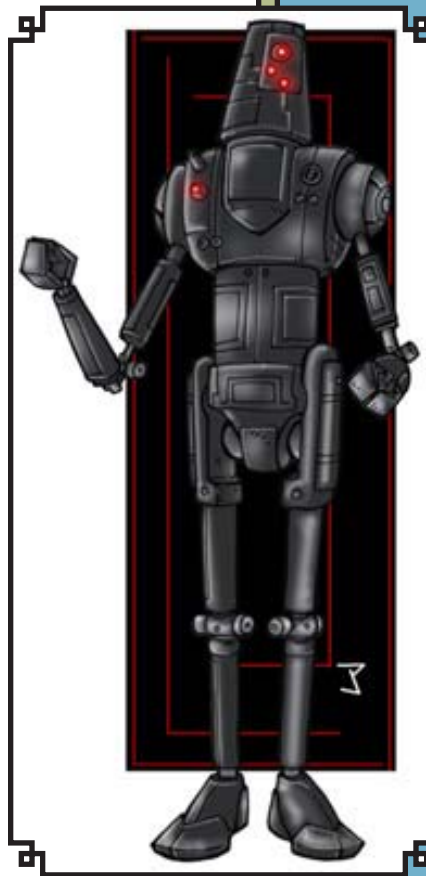
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surgery droids are known to exist, but the schematics could be found in some holocrons, in Sith scrolls, or buried in ancient computer banks. With some reprogramming, a modern medical droid can act as an assistant, but it cannot aid in the Alchemy check without the Craft (Biomechanics) skill.

The droid has three concealed compartments where a medical kit, tool kit, and blaster pistol are stored. The droid was often a last resort should a monster overpower the alchemist, and was programmed to provide aid to its master should an accident occur.

Sith Surgery Droid: Expert 3/Soldier 2; Init +3 (+3 Dex); Def 17 (+3 Dex, +4 Class); Spd 10m; VP/WP 10/10; Atk +7 or +3/+3 ranged (3d6, Blaster Pistol); SQ 1st Degree Droid, DR 3, Humanoid Chassis; SV Fort +4, Ref +4, Will +4; SZ M; Rep: +1; Str 12, Dex 16, Con 10, Int 17, Wis 12, Cha 8.
Equipment: Blaster Pistol, Diagnostics Package, Improved Sensor Package, Infrared Vision, Internal Storage (2 kg), Locked Access, Medical Kit, Tool kit, Tool Mount
Skills: Appraise +7, Computer Use +13, Craft (Biomechanics) +11, Craft (computers) +7, Craft (electronic devices) +9, Handle Animal +5, Intimidate +4, Knowledge (Chemistry) +6, Knowledge (Genetics) +7, Knowledge (Medicine) +7, Knowledge (Sith lore) +6, Listen +3, Profession (Lab Assistant) +2, Read/Write Binary, Repair +14, Search +5, Speak Binary, Spot +3, Treat Injury +12.
Feats: Ambidexterity, Armor Proficiency (light), Gearhead, Quick Draw, Skill Emphasis (Intimidate, Treat Injury), Surgery, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).



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The droid has three concealed compartments where a medical kit, tool kit, and blaster pistol are stored. The droid was often a last resort should a monster overpower the alchemist, and was programmed to provide aid to its master should an accident occur.

Sith Surgery Droid

Dexterity 3D

Brawling parry 4D+1, dodge 4D+1, blasters 4D+1, melee combat 4D+1, melee parry 4D+1, vehicle blasters 4D+1

Knowledge 2D

Intimidation 3D+2, scholar: chemistry 3D, scholar: genetics 3D+1, scholar: Sith lore 3D, value 3D+1

Mechanical 1D

Beast riding 2D+1

Perception 1D

Search 3D

Strength 1D

Brawling 2D+1

Technical 4D

Computer programming/repair 8D+2, droid programming 7D+2, droid repair 6D, first aid 7D, medicine (A) 5D+2

Equipped With:

Blaster Pistol (Damage: 4D, Range: 3-10/30/120)

Diagnostics Package (+2D to First Aid)

Improved Sensor Package (+2 pip bonus to all Search skill checks)

Infrared Vision (The droid can see up to 30 meters in complete darkness)

Internal Storage (2 kg)

Locked Access (The droid's shut-down switch is secured or internally located)

Medical Kit (+1 pip bonus to all First Aid and Medicine (A) skill checks)

Tool Kit (+1 pip bonus to Computer Programming/Repair and Droid Repair checks)

Tool Mount (The droid has an appendage with a tool attached to it)

Move: 10

Size: 1.8 meters tall

Cost: 5,000

Gene Splicer

Cost: 30,000 credits **Weight:** 400 kg

Availability: Rare, illegal **Era:** RE, R, NJO

Gene splicers are built from the ground up by medical technicians and researchers. Anyone building a gene splicer must possess the Craft (Electronics) skill, as well as the many parts required to construct one. Gene splicers that are found on the black market invariably have a sordid history.

These machines can be as large as a Bacta Tank, or as small as a jar. They are used to alter an organism's genetic properties, useful for medical therapy and biological weaponry. The gene splicer must be one size category larger than the organism being manipulated within it. Setting up a gene splicer requires a Computer Use check (DC 20).

Gene Splicer

Cost: 30,000 credits **Weight:** 400 kg

Availability: Rare, illegal **Era:** RE, R, NJO

Gene splicers are built from the ground up by medical technicians and researchers. Anyone building a gene splicer must possess the Computer Programming/Repair skill, as well as the many parts required to construct one. Gene splicers that are found on the black market invariably have a sordid history.

These machines can be as large as a Bacta Tank, or as small as a jar. They are used to alter an organism's genetic properties, useful for medical therapy and biological weaponry. The gene splicer must be one size category larger than the organism being manipulated within it. Setting up a gene splicer requires a Difficult Computer Programming/Repair skill check.

D20

Medtech W-12 Gene Computer

Cost: 10,000 credits **Weight:** 10 kg

Availability: Rare, restricted **Era:** RE, R, NJO

Gene computers have existed since the earliest days of cloning. These super computers sequence, program, and reconfigure DNA in a short time. A Biomechanic will spend hours at the gene computer before even turning on the cloning cylinder. Loading a species template requires a Computer Use check (DC 20). Once a species template is loaded into the machine, it is fairly easy to command the changes in either a gene splicer or a cloning cylinder. Older models tend to be bulkier and draw more power.

The Medtech model is the latest model, developed specifically for the Empire. Cloning or altering an organism requires an Alchemy or Craft (Biomechanics) check.

D6

Medtech W-12 Gene Computer

Cost: 10,000 credits **Weight:** 10 kg

Availability: Rare, restricted **Era:** RE, R, NJO

Gene computers have existed since the earliest days of cloning. These super computers sequence, program, and reconfigure DNA in a short time. A biomechanic will spend hours at the gene computer before even turning on the cloning cylinder. Loading a species template requires a Difficult Computer Programming/Repair check. Once a species template is loaded into the machine, it is fairly easy to command the changes in either a gene splicer or a cloning cylinder. Older models tend to be bulkier and draw more power.

The Medtech model is the latest model, developed specifically for the Empire. Cloning or altering an organism requires use of the Alchemy Force power or a Medicine (A) skill check.

Force Powers

The Alchemy Force power, adapted from The Dark Side Sourcebook, is detailed below.

D6

Alchemy

Control Difficulty: Moderate.

Sense Difficulty: Moderate.

Alter Difficulty: Varies (see below).

Required Powers: Accelerate Another's Healing, Control Another's Pain, Control Pain, Enhance Attribute, Enhance Another's Attribute, Feed on Dark Side, Hibernation Trance, Injure/Kill, Life Detection, Life Sense, Place Another in Hibernation Trance, Sense Force, Sith Sorcery, Transfer Force.

Warning: A character who uses this power automatically receives a Dark Side Point.

Effect: Using ancient Sith equipment and arcane formulae, a character with this Force power can alter the molecular composition of living beings, creating Dark Side mutants. All changes made to a being with this power create horrific physical mutations. Altering multiple aspects requires multiple rolls, with each roll taking one minute and granting an additional Dark Side Point. To use this power successfully requires thousands of credits worth of alchemical equipment and raw materials (as well as a subject). Each alteration made inflicts 4D damage against the subject. This power can also be used to reshape inanimate matter.

ALTERATION

ALTER DIFFICULTY

Add Claws or Fangs (strength +2 damage)	Difficult
Add Horns (strength +1D damage)	Difficult
Add Natural Armor (+1D versus energy)	Heroic *
Add Natural Armor (+1D versus physical)	Very Difficult *
Alter Physical Appearance (+1D to Intimidation)	Moderate *
Grant Darkvision (20')	Very Difficult
Increase Attribute (+1 pip)	Heroic
Increase/Decrease Size By Half	Heroic *
Increase Move Score +2 (up to twice original score)	Very Difficult
Make Target Obedient (-1D to Willpower)	Very Difficult

* Each additional use of this alteration on the same target increases the Alter difficulty by 5 points and grants an additional Dark Side Point.

Additional Sith Parasites

Mind Tick

DC: 20

Lore DC: 25

Cost: 750 credits

Once a nuisance to the pets of the Sith, enterprising alchemists put this bloodsucker to good use. The black tick becomes twice its normal size and burrows into the spinal cord of the host, usually at the base of the neck. The tick feeds off the host and has a life span of one thousand years. The parasite saps the will of the host, incurring a -4 parasite penalty to all Will saves. In addition, anyone that performs an Affect Mind, Diplomacy, Fear, Illusion, or Intimidate check on the host gains a +2 circumstance bonus. The tick was used to "domesticate" the most rebellious slaves.

The bite of the tick does not incur wound point damage. Finding the tick requires a successful Spot check opposed by the tick's Hide. If a character performs a successful Treat Injury check (DC 15), that same

Mind Tick

Alter Difficulty: Difficult

Lore Difficulty: Very Difficult

Cost: 750 credits

Once a nuisance to the pets of the Sith, enterprising alchemists put this bloodsucker to good use. The black tick becomes twice its normal size and burrows into the spinal cord of the host, usually at the base of the neck. The tick feeds off the host and has a life span of one thousand years. The parasite saps the will of the host, incurring a -1D+1 penalty to all Willpower skill rolls. In addition, anyone that uses the Affect Mind, Illusion, or Waves of Darkness Force powers, or the Intimidation or Persuasion skills against the host gains a +2 pip bonus to all of his die rolls to use these powers or skills. The tick was used to "domesticate" the most rebellious slaves.

The bite of the tick does not incur damage. Finding the tick requires a successful Search skill check opposed by the tick's Hide skill check.

D20

character gains a +10 circumstance bonus to Spot the tick. Removing the tick requires a successful Treat Injury check (DC 20) which also deals 1d2 wound points to the host. Anyone with the Surgery feat gains a +5 bonus to this check. Failure by more than 5 points will result in permanent paralysis of the host from the neck down. Only cybernetics, a Heal Another check (DC 30), or a spinal dragon can heal this paralysis.

Using a mind tick may garner a Dark Side point (GM's discretion).

Mind Tick: Adult Forest, Parasite 1; Init +10 (+10 Dex); Def *28 (+10 Dex, +8 Size); Spd 2 m; VP/WP 2/1; Atk +18 ranged (by weapon), +3 melee (1 point, bite); SV Fort -2, Ref +10, Will -1; SZ F; Str 1, Dex 31, Con 2, Int 2, Wis 9, Cha 2.
Skills: Hide +26, Move Silently +14, Spot +3, Survival +1
Feats: None
 *Note: If the tick is embedded in the host, it loses its dexterity bonus to defense.

Glow Bug

DC: 10

Lore DC: 10

Cost: 50 credits

The glow bug is a natural insect that uses a phosphorescent underbelly to attract other glow bugs during the warm months. Sith alchemists changed this creature, increasing its phosphorescent qualities. The creature subsists on sugar water and a few drops of blood each week. These creatures often lit laboratories, libraries, and served as playthings for young Sith children to hone hunting skills at night.

Any force user can command glow bugs with a simple Telepathy check (DC 5) to increase light, dim, or even vacate an area. Each Alchemy check can produce ten glow bugs.

A single glow bug emits light equivalent to a fusion lantern and lives for nearly a year in a stabile environment.

Glow Bug: Adult Forest, Scavenger 1; Init +8 (+8 Dex); Def 26 (+8 Dex, +8 Size); Spd 1 m, fly 4 m (average); VP/WP 4/1; Atk +16 ranged (by weapon); SV Fort +0, Ref +8, Will -1; SZ F; Str 1, Dex 26, Con 6, Int 1, Wis 8, Cha 4.
Skills: *Hide +26, Move Silently +14, Spot +3, Survival +1
Feats: None
 *Note: If lit in a dark area, the glow bug only has a +2 bonus to Hide checks.

Memory Tick

DC: 25

Lore DC: 25

Cost: 2000 credits

This parasite was used to extract information from captives, suspected spies, or to pry knowledge from greedy masters. The tick enters through an orifice near the host's brain, usually an ear canal, and memory wipes the host in a few days. For every day the tick has feasted on the host's neural energies, the alchemist gains a +2 parasite bonus to any Drain Knowledge checks (See The Dark Side Sourcebook, page 15) versus the

D6

If a character successfully performs a Moderate First Aid skill check, that same character gains a +3D bonus to his Search roll to spot the tick. Removing the tick requires a Difficult First Aid skill check which also deals 2D of damage to the host. Failure of this roll by more than 5 points will result in permanent paralysis of the host from the neck down. Only cybernetics, use of the Heal Another Force power, or a spinal dragon can heal this paralysis.

Using a mind tick may garner a Dark Side point (GM's discretion).

Mind Tick
 Dexterity 9D
 Perception 1D+2
 hide 2D, search 3D, sneak 3D
 Strength 0D
Special Abilities:
 Drain Will: The mind tick saps the will of the host, incurring a -1D+1 penalty to all Willpower skill rolls. In addition, anyone that uses the Affect Mind, Illusion, or Waves of Darkness Force powers, or the Intimidation or Persuasion skills against the host gains a +2 pip bonus to all of his die rolls to use these powers or skills.
 Move: 2
 Size: .01 m long

Glow Bug

Alter Difficulty: Easy

Lore Difficulty: Easy

Cost: 50 credits

The glow bug is a natural insect that uses a phosphorescent underbelly to attract other glow bugs during the warm months. Sith alchemists changed this creature, increasing its phosphorescent qualities. The creature subsists on sugar water and a few drops of blood each week. These creatures often lit laboratories, libraries, and served as playthings for young Sith children to hone hunting skills at night.

Any force user can command glow bugs with a simple use of the Projective Telepathy Force power (Control difficulty: Very Easy) to increase light, dim, or even vacate an area. Each use of Alchemy can produce ten glow bugs.

Glow Bug
 Dexterity 7D+1
 Perception 1D+1
 hide 2D, search 2D+2, sneak 3D+1
 Strength 0D
Special Abilities:
 Light Generation: Glow bugs can emit a light equivalent in brightness to a fusion lantern.
 Move: 1 (ground), 4 (flying)
 Size: .01 m long

A single glow bug emits light equivalent to a fusion lantern and lives for nearly a year in a stabile environment.

Memory Tick

Alter Difficulty: Very Difficult

Lore Difficulty: Very Difficult

Cost: 2000 credits

This parasite was used to extract information from captives, suspected spies, or to pry knowledge from greedy masters. The tick enters through an orifice near the host's brain, usually an ear canal, and memory wipes the host in a few days. For every day the tick has feasted on the host's neural energies, the alchemist gains a +2 pip bonus to Control, Sense, and Alter rolls when using the Memory

D20

host. For each day the tick feasts, the host loses 1 point of Intelligence and Charisma. The tick leeches not only memories, but the personality of the host as well. Once the host has an Intelligence of 1, the tick can no longer feed. Removing the tick with a Treat Injury check (DC 15) causes psychic trauma to the host, causing 1d4 attribute damage to both Intelligence and Charisma. Failure of this check requires the host to attempt a Will check (DC 15) or the character slips into a coma.

Use of a memory tick may garner a Dark Side point (GM's discretion).

Memory Tick: Adult Forest, Parasite 4; Init +10 (+10 Dex); Def *28 (+10 Dex, +8 Size); Spd 2 m; VP/WP 9/1; Atk +20 ranged (by weapon), +3 melee (1 point, bite); SQ Force Using; SV Fort +1, Ref +11, Will +3; SZ F; Str 1, Dex 30, Con 4, Int 5, Wis 14, Cha 8. Skills: Hide +27, Move Silently +11, Spot +4, Survival +4 Feats: Force Sensitive Force Feats: Sense
*Note: If the tick is embedded in the host, it loses its dexterity bonus to defense.

Star Worm

DC: 15

Lore DC: 20

Cost: 1000 credits

The star worm was once a regular flat worm, but has been transformed to aid the host against radiation poisoning. The worm enters the host through the navel, causing 1d4 points of wound damage. It then resides in the host's intestinal tract, supporting itself in this nutrient rich environment. The worm provides a +4 parasite bonus to all fortitude saves against radiation. If the character fails, the worm halves the effects, but the worm suffers the full penalties. If the worm dies, it shrivels up and must be removed. If not removed, the host must save against Level III radiation each day (See the Revised Core Rulebook, page 290). A worm can heal on its own and is vulnerable to poison, potions, and anything else affecting the host's immune system.

The worm discolors the host's lower abdominal area with a tell-tale bruise. The host requires 25% more sustenance than before and frequently has 'stomach flutters' when nervous. If the host ever suffers from Starvation and Thirst (See the Revised Core Rulebook, page 287), vitality damage to the character is increased by +2. If the host has multiple parasites that affect consumption rate (ie., a heart worm or another star worm), then increase the damage by and additional +2 for each parasite past the first. A host can safely carry two star worms; the parasite bonus does not increase, but the worms split any effects of radiation between the pair.

Star Worm: Adult Aquatic, Parasite 1; Init +1 (+1 Dex); Def 12 (+1 Dex, +1 Size); Spd 1 m; VP/WP 8/10; Atk +2 ranged (by weapon); SV Fort +4, Ref +1, Will +1; SZ S; Face/Reach .05 m by 1 m/.25 m; Str 7, Dex 12, Con 14, Int 3, Wis 12, Cha 1. Skills: Listen +3, Survival +5, Treat Injury +3 Feats: None

D6

Wipe Force power versus the host. For each day the tick feasts, the host loses 1 pip from both Knowledge and Perception. The tick leeches not only memories, but the personality of the host as well. Once the host has a Knowledge of 0D+1, the tick can no longer feed. Removing the tick with a Medicine (A) skill check (Moderate difficulty) causes psychic trauma to the host, causing 1D pips to be lost from both his Knowledge and Perception die codes. Failure of this check requires the host to attempt a Moderate Strength check or the character slips into a coma. Use of a memory tick may garner a Dark Side point (GM's discretion).

Memory Tick
Dexterity 8D+2
Perception 3D+1
hide 3D+2, search 4D, sneak 3D+2
Strength 0D
Special Abilities:
Memory Wipe: For every day the tick has feasted on the host's neural energies, the alchemist gains a +2 pip bonus to Control, Sense, and Alter rolls when using the Memory Wipe Force power versus the host. For each day the tick feasts, the host loses 1 pip from both Knowledge and Perception. The tick leeches not only memories, but the personality of the host as well. Once the host has a Knowledge of 0D+1, the tick can no longer feed.
Move: 2
Size: .01 m long

Star Worm

Alter Difficulty: Moderate

Lore Difficulty: Difficult

Cost: 1000 credits

The star worm was once a regular flat worm, but has been transformed to aid the host against radiation poisoning. The worm enters the host through the navel, causing 2D points of damage. It then resides in the host's intestinal tract, supporting itself in this nutrient rich environment. The worm provides a +1D+1 bonus to all Strength checks to resist radiation. If the character fails this roll, the worm halves the effects, but the worm suffers the full penalties. If the worm dies, it shrivels up and must be removed. If not removed, the host suffers from radiation sickness, and must succeed in a Difficult Strength check. Failure of this roll indicates that the host suffers 5D of damage, while success inflicts only 3D. A worm can heal on its own and is vulnerable to poison, potions, and anything else affecting the host's immune system.

The worm discolors the host's lower abdominal area with a tell-tale bruise. The host requires 25% more sustenance than before and frequently has 'stomach flutters' when nervous. If the host ever suffers from Starvation and Thirst, any damage taken by the character is increased by +2 points. If the host has multiple parasites that affect consumption rate (ie., a heart worm or another star worm), then increase the damage by and additional +2 for each parasite past the first. A host can safely carry two star worms; the parasite bonus does not increase, but the worms split any effects of radiation between the pair.

Star Worm
Dexterity 2D+2
Perception 2D+2
search 3D+1
Strength 1D
Move: 1
Size: 1 m long

Dark Force Witch (DSS, pages 26-29)

Requirements

In order to become a Dark Force Witch, a character must fulfill the following criteria:

Total Attack ASV: 1

Skills (ASV): Intimidation (2), Scholar: Local Culture (4), Alter (4), Sense (4)

Special: Force-sensitive; 4 Dark Side Points

Base Attribute: Knowledge 3D

Class Skills

The skills available to a Dark Force Witch to increase are: Alter, Bows, Climbing/Jumping, Dodge, Hide, Intimidation, Melee Combat, Melee Parry, Hide, Scholar (any), Search, Sense, Sneak, Survival, and Thrown Weapons.

Skill Number: 6

You must increase any combination of your Class Skills by a total of 6 pips in order to advance in your Prestige Class. Pips increased in specializations of the above skills only count half of their amount towards your Skill Value. Every time you meet this skill number, you may spend the Character Points required on the table below to move to the next row, gaining the associated class benefit. You may only move one level deep in-between adventures.

Class Special Abilities

Inspire Fear: Starting at 1st level, a Dark Force Witch's infamy and reputation reach such a point that she can inspire obedience through fear. Any of her underlings that wish to take direct action against her are subject to a skill penalty. This penalty is equal to -1 pips at 1st level, -2 pips at 5th level, and -1D at 9th level. This penalty affects all skill and attribute rolls (including attack rolls) made against the Dark Force Witch by any underlings who answer to her authority.

Spider Walk: At 2nd level, the witch gains the ability to adhere to solid surfaces using the Force. This ability allows her to climb and travel on walls or ceilings, moving at half her normal speed. In order to use this power, her hands and feet must be bare. Anyone who wishes to pull the witch from her place on a wall or ceiling must succeed at either a Strength check which is opposed by her Knowledge die code (if the attempt is physical), or an opposed use of the Telekinesis Force power. Additional weight carried by the witch may slow her down, but it will not detach her.

Force Training: The Dark Force Witch gains the Control Force skill at 3rd level. The Dark Force Witch gains this skill at a base score of 1D, and may choose three related Force powers to go with it. If the Dark Force Witch already has a score in the Control Force skill, she gains no bonus. Once Control is gained by a Dark Force Witch, it is considered to be a class skill.

Summon Storm: At 4th level, the Dark Force Witch gains the use of the Force power Create Force Storms. She does not need to meet the

prerequisites. If the Dark Force Witch already has this power, she gains no additional bonus.

Enshroud: At 6th level, the witch can summon darkness about herself. The darkness obscures all sight, including darkvision, beyond 5 meters. A character five meters away has ½ concealment, and characters that are further away have total concealment (**note to self: check die penalties for concealment and cover**), and attackers cannot use sight to locate the target.

Force Flight: At 7th level, the witch learns to float or fly by using the Force. She can use Telekinesis (difficulty: Difficult) to travel at a speed of 10 at any altitude that she wishes. At 10th level, she can increase her speed, travelling at a speed of up to 20. For each additional 50 kilograms of weight the witch desires to carry as she flies, the difficulty of her Telekinesis check increases by 5 points.

CP Special

1	Inspire Fear -1
2	Spider Walk
3	Force Training
4	Summon Storm
5	Inspire Fear -2
6	Enshroud
7	Force Flight (10 m)
8	
9	Inspire Fear -3
10	Force Flight (20 m)



Imperial Inquisitor (DSS, pages 29-31)

Requirements

In order to become an Imperial Inquisitor, a character must fulfill the following criteria:

Total Attack ASV: 4

Skills (ASV): Intimidation (4), Scholar: Jedi Lore (4).

Special: Force Sensitive; must have training in the Sense skill, and know the Life Detection, Sense Force, Sense Force Potential, and Receptive Telepathy Force powers; 6 Dark Side Points; must be a Human; must demonstrate his loyalty and devotion to Imperial Intelligence. Once Imperial Intelligence is satisfied that the character is a loyal citizen of the Empire, the character must be judged by the Grand Inquisitor and perform well at a number of tests. If this succeeds, he will then be granted an audience with the Emperor himself, who tests the character's skill in the Force. Failure to pass this final test results in the character's ultimate destruction.

Base Attribute: Perception 3D.

Class Skills

The skills available to an Imperial Inquisitor to increase are:

Alter, Blasters, Brawling, Brawling Parry, Command, Computer Programming/Repair, Con, Control, Dodge, Intimidation, Investigation, Lightsaber, Melee Combat, Melee Parry, Sense, Sensors, Scholar (any), Survival, and Willpower.

Skill Number: 4

You must increase any combination of your Class Skills by a total of 4 pips in order to advance in your Prestige Class. Pips increased in specializations of the above skills only count half of their amount towards your Skill Value. Every time you meet this skill number, you may spend the Character Points required on the table below to move to the next row, gaining the associated class benefit. You may only move one level deep in-between adventures.

Class Special Abilities

Force Training: The Imperial inquisitor gains a Force skill at 1st and 3rd levels. This Force skill must be either Alter or Control. The Imperial inquisitor gains this skill at a base score of 1D, and may choose three related Force powers to go with his new skill. If the Imperial inquisitor already has a score in the selected skill, he gains no bonus. Once either Control or Alter are gained by the Imperial Inquisitor, they are considered to be class skills.

Lightsaber: As an agent of the Emperor, Imperial inquisitors are each given a lightsaber. The lightsaber is more than likely taken from the Emperor's personal

collection, having once been in the possession of a Jedi knight.

Resource Access: Beginning at 2nd level, an Imperial inquisitor has access to a multitude of resources. Once per day, the Imperial Inquisitor can make a Perception check to use these resources. The value of the resources gained equal the Imperial inquisitor's level x the total of his Perception roll x 50. Thus, a 4th level Imperial inquisitor who rolls an 11 on his Perception check would gain 2,200 credits' worth of resources (4 x 11 x 50 = 2,200). These resources can take nearly any form the Imperial inquisitor chooses, within reason, and are his to do with as he wishes. The resources gained arrive within 1D hours. Note that the chosen resources must be reasonably available (though not necessarily common) when and where he chooses to make the check.

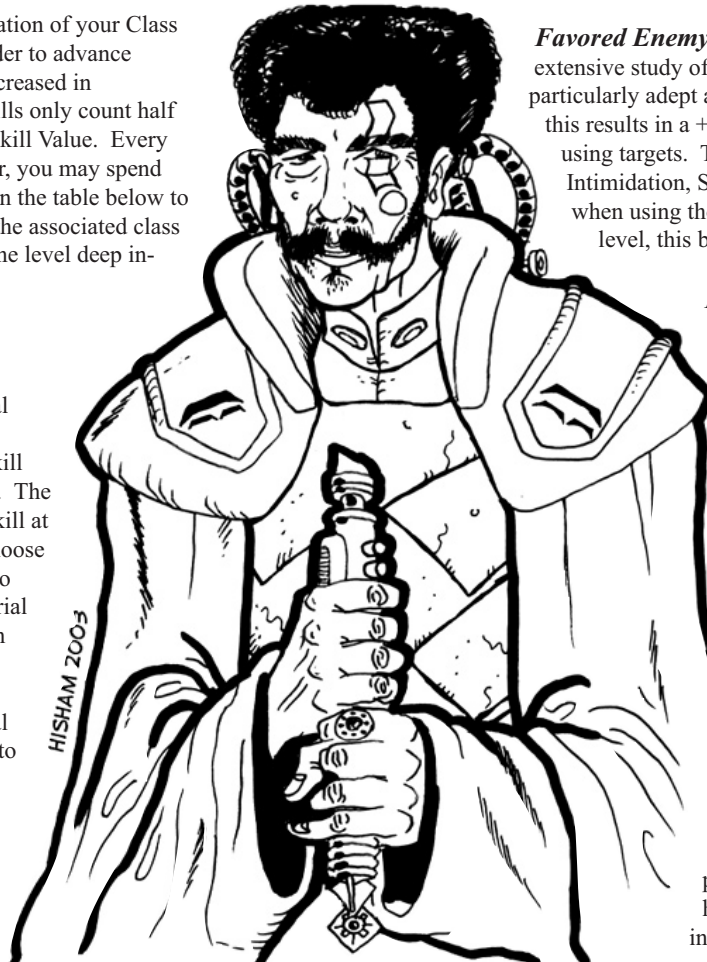
CP	Special
1	Force Training, Lightsaber
2	Resource Access
3	Force Training
4	Authority
5	Favored Enemy
6	High Inquisitor
7	
8	Favored Enemy
9	
10	Grand Inquisitor

Authority: Because of the Imperial inquisitor's special privileges within the Imperial bureaucracy, he can add dice from his Intimidation skill to his Command and Persuasion skills when dealing with Imperial officers or personnel. These dice cannot exceed the number of dice (total) that he possesses in Intimidate above his base Knowledge attribute. For example, an Imperial inquisitor with a Knowledge score of 3D+1 and an Intimidation score of 5D+2 can add up to 2D+1 to either his Command or Persuasion skills.

Favored Enemy: Because of an Imperial inquisitor's extensive study of the Force and those who use it, he is particularly adept at hunting Force-users. At fifth level, this results in a +2 pip bonus to attack rolls against Force-using targets. This same bonus is also applied to Con, Intimidation, Sense, Survival, and Willpower skill checks when using those skills against Force-using targets. At 8th level, this bonus increases to +1D+1.

High Inquisitor: At 6th level, an Imperial inquisitor is promoted to High Inquisitor. In addition to this increase in rank, he receives access to a new Force power for free, chosen from the following list: Absorb/Dissipate Energy, Enhance Attribute, Force Lightning, or Lightsaber Combat. If the Inquisitor already possesses these Force powers, or does not have the required prerequisites, he can instead add +1D to his Lightsaber skill.

Grand Inquisitor: At 10th level, an Imperial inquisitor is promoted to Grand Inquisitor. In addition to this increase in rank, he received access to a new Force power for free, chosen from the following list: Absorb/Dissipate Energy, Enhance Attribute, Force Lightning, or Lightsaber Combat. If the Inquisitor already possesses these Force powers, or does not have the required prerequisites, he can instead add +1D to his Lightsaber skill.



Interrogation and Torture

Interrogations

An interrogation is a situation between two hostile, unfriendly or indifferent characters or groups where one is in a position of relative power over the other and is trying to extract some information from them. This can take place in many different situations - it could be an interrogation by a law enforcement agency, a thorough debriefing of a suspect agent, an inquiry by a political body, an interrogation by an evil torturer or a group of thugs trying to discover where some spice is hidden.

While there are other ways to extract information - on a neutral character, changing their attitude with diplomacy may be the best option - the primary means in an interrogation is through the use of intimidation. Browbeating, threats, insults and other methods all break down the subject until they are willing to talk.

Note: these rules are not meant to replace good role-playing, but to supplement and give it structure. I encourage GMs to interpret them liberally. They are primarily designed for use interrogating NPCs, but can work on characters.

To interrogate their subject, a character must choose a particular area they are asking about, or specific piece of information they are after. A basic interrogation takes 10 minutes, although if the subject cracks particularly easily, the GM may cut this short. The interrogator makes an intimidate roll, and this sets a Will Save DC for the subject to avoid revealing anything. The character may take 10 on their intimidate roll, but not 20.

An interrogation may continue, moving on to new topics until the subject passes a will save by 5 or more points. At this point they clam up and may not be interrogated until the next day. A character may be interrogated daily for 5 days. After this, they may only be interrogated once a week and the time taken increases to one hour.

Intimidate Table

Intimidate Result	Will Save DC
0-4	0
5-9	5
10-19	10
20-24	15
25-34	20
35-44	25
45+	30

How difficult information is to extract depends on how important it is to the subject. Information that is widely known, irrelevant or useless will not normally be hidden, but information that is very important, valuable or dangerous for the subject to reveal will be very difficult to extract.

Equally, the circumstances of an interrogation naturally have a major influence on the subject's state of mind. If they are only

expecting a quick interview they will be less inclined to talk than if they risk death if they stay silent.

Note that what is important in both cases is the subject's beliefs, not whether they are correct or not. So for example an interrogator can lie to their subject about the danger they're in.

This belief may also change due to circumstances. For example the use of torture will raise the threat level to at least threatening and a subject who is held for a long period of time may reassess their chance of escape.

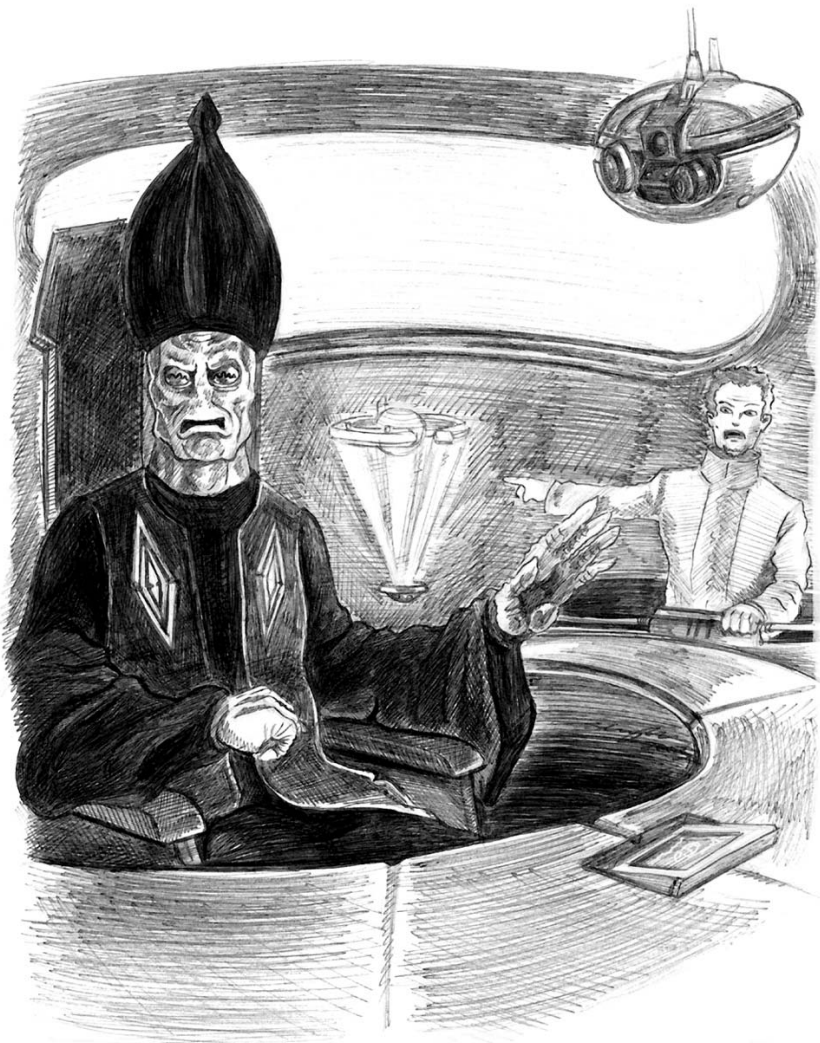
Information Table

Information Level	Will Save DC Modifier	Threat Level	Will Save DC Modifier
Extreme	-8	Informal	-4
High	-4	Formal	+0
Moderate	+0	Threatening	+2
Minor	+4	Dangerous	+4
Inconsequential	+8	Deadly	+6

Threat Table

Escape Possibility Table

Possibility of Escape	Will Save DC Modifier
Likely	-4
Easy	-2
Moderate	+0
Difficult	+2
Extreme	+4
Hopeless	+8



Synergy and Cooperation bonuses

A character with 5 or more ranks in Knowledge (interrogation) gains a +2 synergy bonus to their intimidate roll.

A character who passes a Diplomacy check (DC 10) can give a +2 cooperation bonus to an intimidator by using ‘good cop/bad cop’ tactics.

A subject with 5 or more ranks in Knowledge (interrogation) gains a +2 bonus to their will save to resist interrogation.

A subject with 5 or more ranks in Knowledge (law) gains a +2 bonus to their will save, if being interrogated by an authority whom they think will follow the law.

Example Interrogation:

Senator Leia Organa is questioning an official she suspects of leaking information to the press. The official rates the information as minor (+5), since the punishment is likely to be light for a minor offence. The setting is informal (-4) and he is free to leave (-4). Leia rolls an 18 for her intimidate check, giving a total will save DC of 7. The official passes and brushes Leia off with an excuse.

After 10 minutes of questioning, Han Solo arrives, sporting his customary heavy blaster pistol and accompanied by several stern faced military personnel. Solo begins laying into the official with much more vigour than his tactful wife. Seeing Solo’s interest, the official reassesses the value of his information to moderate (+0) and, wary of Solo’s reputation and aggressive manner decides the situation is threatening (+2). He also sees he may not be able to get away so easily, the possibility of escape is now difficult (+2). Solo rolls a 22 for his intimidate check, making a total will save DC of 19.

Senate Investigations

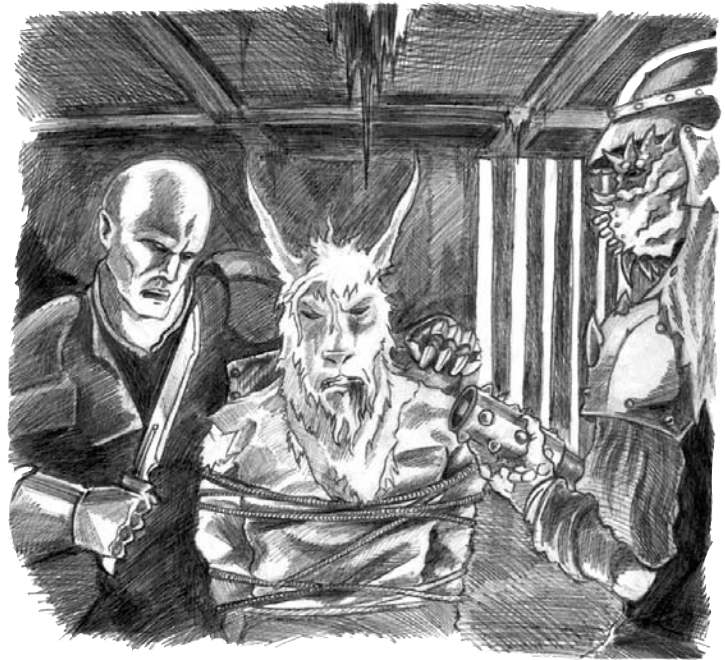
In the waning days of the Old Republic, numerous hearings and inquiries were organised into the corrupt practices of senators and bureaucrats. Despite the positive publicity gained from these anti-corruption drives, they rarely achieved much since weak legislation and complex procedures gave them little power over those being investigated. On occasion, senators simply refused to answer questions put to them and carried on in office as if nothing had happened. Nonetheless a few outstanding investigators did emerge who used manipulation and cunning to extract information from those under investigation. Many of these, including the famous Ithorian Judge Hawshon disappeared suspiciously during the rise of the Empire.

The Mayagil Rangers

During the New Republic era, the highly independent Rangers of the Mayagil sector purposely cultivated a reputation for ignoring regulations and brutally interrogating suspects. This led to many criminals caving in and providing information under limited pressure. In fact, though they made considerable use of drugs and held suspects for extended periods, the Rangers never physically harmed their prisoners. Though the practice was disapproved of by many of those in the know, the Rangers’ success rate was such that it continued despite several motions of censure.

Torture

Interrogating people using torture is a method outlawed by both the Old and New Republics, but in widespread use by both the Empire and criminal groups. It ranges from a few punches from some thugs or a soldier to the fine and terrible art of the Empire’s master interrogators. In many ways, the application of torture is not simply about inflicting the



greatest amount of pain, but about keeping the subject alive and in many cases each session will have to be followed by a period of recuperation while the subject recovers from their ordeal.

Torturing a subject provides a bonus to the intimidate roll when interrogating a subject, but it also injures the subject. A subject being tortured loses all vitality points, meaning damage goes straight onto wounds (and they must also rest to recover vitality afterwards).

Torture Table

Intimidate Result	Intimidate/Bluff Bonus	Damage
Slight	+2/+1	1d6
Moderate	+4/+2	2d6
Severe	+6/+3	3d6
Terrible	+10/+5	4d6
Extreme	+16/+8	6d6

A subject may be rendered unconscious or even killed by torture. If either occurs, the interrogator does not receive any information. Needless to say, any character using more than slight torture is liable to get a dark side point.

The downside of torture (for the interrogator, at least) is that subjects are often willing to say anything to ease their torment, making it difficult to sort the truth from lies. A subject can add half their interrogator’s torture bonus to any bluff checks to pass of false information.

Taking the pain: characters who are able to cope with physical trauma better may be able to withstand the effects of torture. If a character can pass a DC25 fortitude save, the interrogator loses their torture bonus to intimidate.

A character with knowledge (torture) knows the best ways to torture a subject and to avoid injuring them – or at least injuring them in a way that stops them from answering questions. A Knowledge (torture) check by an interrogator reduces the damage done to their subject. A character with 5 or more ranks in Knowledge (biology) gets a +2 synergy bonus to this check.

Knowledge Table

Knowledge Check	Damage Reduced By
0-9	--
10-19	1 die
20-24	2 dice
25-34	3 dice
35+	4 dice



Any torturer needs the right equipment for their job and this gives a bonus to their knowledge check. If they are forced to improvise, they suffer a -4 penalty. The equipment used can vary greatly, a typical set may include drugs, surgical implements, electrodes and other unpleasant implements.

Improvised equipment: generally whatever implements or equipment can be scavenged, such as knives, ropes and similar. In rare circumstances where no equipment whatsoever is available, the torturer simply uses their knowledge to inflict as much pain with as little injury by punching and kicking the right places.

Equipment Table

Equipment Quality	Bonus	Cost	Weight
Improvised	-4	n/a	n/a
Marginal	+0	250	1 kg
Normal	+2	500	2.5 kg
Good	+4	2,500	5 kg
Amazing	+8	10,000	20 kg

Marginal quality: this is what may be rounded up legally from general shops and stores.

Normal and Good quality: these include drugs and equipment that are restricted and normally available only to professionals or on the black market.

Amazing quality: is rare and is generally only used at special facilities or made to order.

Example Torture: Darth Vader is torturing Han Solo. He has good quality equipment available and decides to submit Solo to severe torture (3d6

damage). Vader rolls a 25 for his knowledge (interrogation) check (-3d6 damage) and has the inspired idea of using a sensor grid. Though he loses all his vitality points, Solo does not take any wound damage from the torture session. He doesn't even get asked any questions.

Tools of the Trade

Although the Republic outlawed the production and development of torture equipment, it was never completely halted; unscrupulous governments and corporations, criminal and terrorist elements all had an interest in the technology. It was during the era of the Empire that torture reached its zenith however. The Empire developed numerous new drugs, ways of stimulating pain and keeping subjects alive and used them liberally. Though the Byss cage, Trian X-3 and the mk3 Inducer are all names that make many rebels (and some Imperials) shudder, possibly the most infamous invention was the feared ITO interrogator droid.

Masters of the Art

The most notorious torturers are renowned for their cruel inventiveness. Geeb Sollat, a Rodian chemist turned jailer employed by Jilac the Hutt, was reputed to have created a psychotic drug inducing the illusion of falling simply by mixing three commonly available medicines (a concoction found to work particularly well on arboreal and avian species). An unknown official working for Imperial Intelligence developed the practice of electrocuting subjects inside a bacta tank – a practice only unpopular due to the expense of bacta and the difficulty of questioning the subject. Darth Vader was famous for using a sensor grid to torture Han Solo, an idea that was later refined by Director of Imperial Intelligence Ysanne Isard by adding probes to simulate the sensation of extreme cold as well as heat.





Cultivator of the Dead

Hailing from a Renaissance-tech homeworld in the Colonies, the Cultivators of the Dead are an ancient Force-using tradition steeped in mystery and the Dark Side. Cultivators are members of the Cult of the Dead, a group of shaman who espouse communication with the dead as a way of guiding the future. They were initially a good-intentioned and well-meaning group of theologians, but contact with Dark Side spirits has irrevocably corrupted them, and the cycle continues to deepen as their own Dark Side spirits teach the ways of the Dark Side to next generation of Cultivators.

Requirements

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

Dark Side Points: 4.

Game Rule Information

Vitality: Cultivator of the Dead gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Cultivator of the Dead's class skills, and the key ability for each skill, are as follows:

Bluff (Cha), Diplomacy (Cha), Entertain (Cha), Gather Information (Cha), Handle Animal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats

The Cultivator begins with the Armor Proficiency (Light), EWP (Cult crossbow), primitive weapons and simple weapons feats.

Reborn Again

Once someone joins the Cult of the Dead, they are forever linked to the group. Should they die, they are Reborn Again, becoming a Dark Side spirit as though they were a Force-user three levels higher than they actually are.

Presence of Mind

Communing with Force spirits, especially Dark Side spirits, requires incredible mental stamina to resist becoming their pawns. A Cultivator obtains supernatural Presence of Mind at 2nd level, becoming immune to Affect Mind and Illusion use by Force spirits of any sort.

Bonus Feat

At 3rd and 10th level the Cultivator gains a bonus feat from the following list: Influence, Fame, Infamy, Trustworthy.

Alchemy

At 4th level, the Cultivator begins to learn the secrets of Alchemy. He may take ranks in the Alchemy skill, despite not having the Sith Sorcery pre-requisite.

The Book

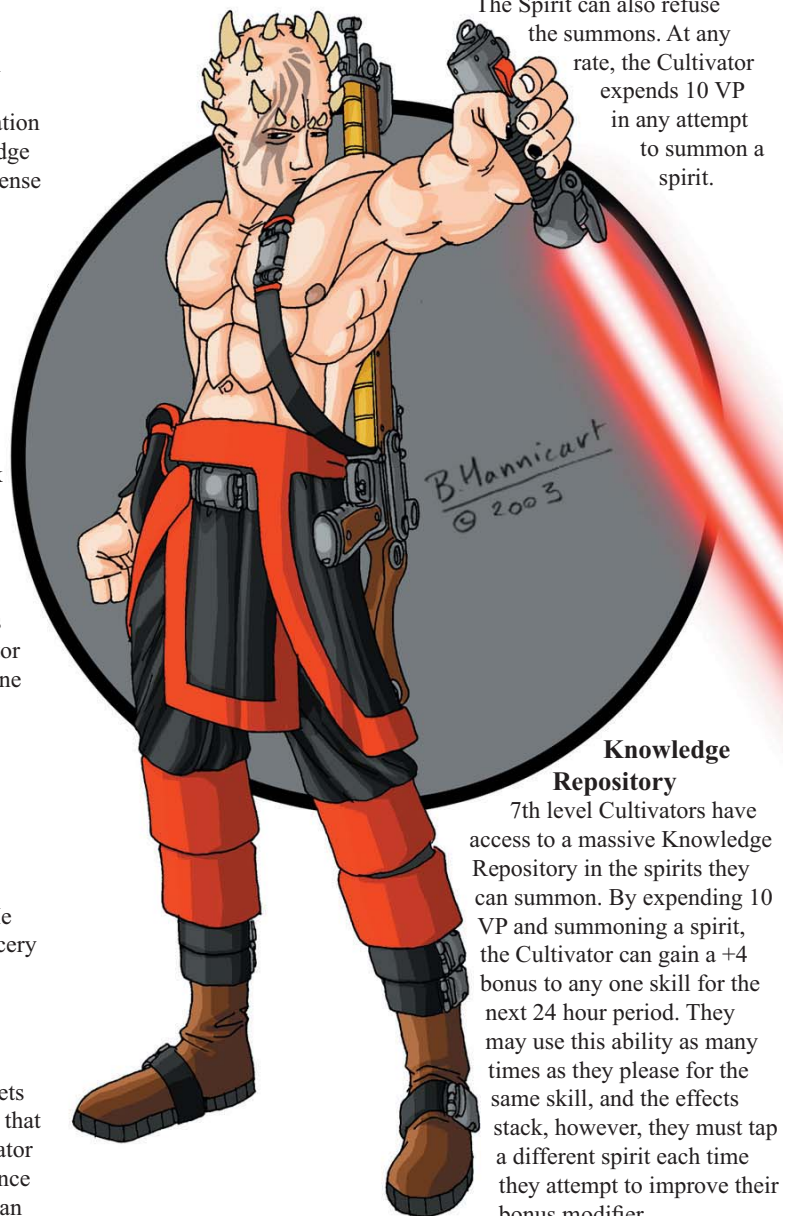
A 5th level Cultivator is allowed access to The Book, the governing document of the Cult of the Dead. This book contains the many secrets and names of the past Cultivators, as well as a record of other spirits that may be summoned. In order to advance beyond 5th level, the Cultivator must memorize the Book cover to cover, which requires 20 Intelligence checks against DC 15, each no less than 3 days apart and no more than 7 days apart. During this time, a Cultivator can take no other actions

beyond those needed basic life necessities. Furthermore, they cannot gain experience once they have opened the book, until the book has been closed. If they are attacked during their period of study, they may defend themselves as normal, but in order to resume their studies correctly, they must succeed in a Wisdom check against DC 20, modified by the number of Intelligence checks they have passed (e.g. +1 for every Int check passed, so if 14 checks passed, +14 to the Wisdom check). If they fail the Wisdom check, they've lost their place and lose half their successful Intel checks, and begin again from that point.

Summon Spirits

After having proven themselves worthy by surviving, the Cultivator is taught the secrets involved in attempting to Summon Spirits at 6th level. A Cultivator may call out to an individual spirit by name, and add their Will modifier to the Spirit's in a travel check to their location. The Spirit is under no obligation to be cooperative or helpful, but most tend to be unless they were doing something else at the time of their summons.

The Spirit can also refuse the summons. At any rate, the Cultivator expends 10 VP in any attempt to summon a spirit.



Knowledge Repository

7th level Cultivators have access to a massive Knowledge Repository in the spirits they can summon. By expending 10 VP and summoning a spirit, the Cultivator can gain a +4 bonus to any one skill for the next 24 hour period. They may use this ability as many times as they please for the same skill, and the effects stack, however, they must tap a different spirit each time they attempt to improve their bonus modifier.

Cultivator of the Dead

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Reborn again, starting feats	+1	+1
2nd	+1	+3	+0	+3	Presence of mind	+1	+1
3rd	+1	+3	+1	+3	Bonus feat	+2	+1
4th	+2	+4	+1	+4	Alchemy	+2	+1
5th	+2	+4	+2	+4	The book	+2	+2
6th	+3	+5	+2	+5	Summon spirits, EWP (arquebus)	+3	+2
7th	+3	+5	+3	+5	Knowledge repository	+3	+2
8th	+4	+6	+3	+6	--	+4	+2
9th	+4	+6	+4	+6	Adoption	+4	+3
10th	+5	+7	+4	+7	Bonus feat	+4	+3
11th	+5	+7	+5	+7	Greater summons	+5	+3
12th	+6	+8	+5	+8	--	+5	+3
13th	+6	+8	+6	+8	Reanimation	+6	+4
14th	+7	+9	+6	+9	--	+6	+4
15th	+7	+9	+7	+9	Geas	+6	+4

Adoption

At 9th level, the Cultivator can tap into a Force spirit's experience and improve his own combat abilities briefly. This costs 5 VP to initiate, and 1 VP for every round that it remains in effect. It provides a +1 bonus to attack, defense and combat-related Saves for every 3 levels the Force spirit being tapped has. At the end of the Adoption, the Cultivator must make an Will Save against the Spirit's charisma check. If he fails, the spirit has gained a foothold in his consciousness, and the Presence of Mind SQ no longer applies against this spirit. The Cultivator must have had a successful communication with the spirit in question prior to reaching 9th level to select it.

Greater Summons

In their continuing divination into the realm of the dead, an 11th level Cultivator learns new tricks in summoning, coming across the power to make a Greater Summons. They can now force a particular spirit to appear before them, with the same mechanics as Spirit Summons. The spirit is still not obligated to be helpful or cooperative, and may be even more displeased with the Cultivator now. Generally, a Greater Summons will drop a spirit's reaction one level (I.E. Friendly to Indifferent).

Reanimation

13th level Cultivators learn the secrets of Reanimation. A cultivator can prepare a corpse or a body for a spirit's use with four Alchemy checks against DC 20. Each successful check increases the body's Will save DC against the spirit's Transfer Essence check by five. The spirit can make a Transfer Essence check untrained with the Cultivator's assistance. The Reanimation fatigues the Cultivator (draining his VP) and half of his wound points. The Reanimated spirit is considered fatigued and has one wound point. Recovery occurs as normal.

Geas

A Cultivator of 15th level can inflict a Geas upon a spirit. A Geas automatically succeeds in summoning a spirit to the Cultivator, even against the spirit's will. The spirit must then answer one question or perform one task for the Cultivator (GMs discretion on what the question/task can be). This almost always changes a spirit's reaction to the Cultivator to a negative standing. Obviously, if the Geas serves the spirit's purposes too, the reaction is not as bad.

Cult Crossbow

The Cult provides each Cultivator with a wicked-looking crossbow crafted like the bleached bones of a humanoid. The weapon is sinister-looking, and the ammunition the Cult issues are no less so.

Proficiency Group: Exotic Weapon
Group Proficiency (Crossbow)
Damage: by ammo (see below)
Range Increment: 10m
Fort DC: by ammo (see below)
Multifire/Autofire: M
Hardness: 2 **WP:** 2
Availability: Specialized

Cost: N/A (4,000 credits on the black market)
Critical: 19-20
Weight: 4.2kg
Type: Piercing/blunt
Size: Medium-sized
Break DC: 12

D6

Type: Crossbow
Scale: Character
Skill: Bows: Crossbow
Cost: N/A (4,000 credits on the black market)
Availability: 4
Ammo: 1
Fire Rate: 2
Range: 3-8/25/100

Damage: see ammo below

Note: The Cult provides its Cultivators with a wicked-looking crossbow crafted like the bleached bones of a humanoid. The weapon is sinister-looking, and the ammunition the Cult issues is no less so.

Barbed bolts

Often used by the Cult, barbed bolts cause an additional 1d6 wound damage when pulled out. The Cult often doesn't rely on that alone to do their opponents in, poisoning the bolts as well.

D20

Damage: 1d10
Stun/Fort DC: by poison
Special: Removing the bolt causes 1d6 additional damage.

Cost: 100 for 20
Type: piercing

D6

Cost: 100 credits for 20 bolts

Damage: 4D

Note: If the barbed bolts inflicted an injury, they cause an additional *Stunned* damage when pulled out. The Cult often doesn't rely on that alone to do their opponents in, poisoning the bolts as well.

Blunt bolts

Used by the Cult when they need their target more or less intact (perhaps for a Reanimation), blunt bolts are sinister weapons. Unlike most crossbow bolts, blunt bolts aren't intended to be fatal, instead meant to stun a target. They do, however, do some physical damage.

D20

Damage: 1d8

Stun/Fort DC: 18

Cost: 300 for 20

Type: bludgeoning

D6

Cost: 300 credits for 20 bolts

Damage: 3D+2

Note: Used by the Cult when they need their target more or less intact, blunt bolts are sinister weapons. Unlike most crossbow bolts, blunt bolts aren't intended to be fatal, instead meant to stun a target. They do, however, do some physical damage.

Arquebus

The predecessor of the slugthrower rifle, the arquebus is an extremely unwieldy and unreliable black powder weapon. It usually fires a small ball of lead or a lead-like element with a black powder discharge, but could easily fire any manner of projectile if it were packed right. The barrel is not bored, so the projectile has little if any spin, making the weapon's range pretty poor.

D20

Proficiency Group: Exotic (arquebus)

Damage: 2d6

Range Increment: 6m

Fort DC: N/A

Multifire/Autofire: --

Hardness: 3 **WP:** 4

Cost: 2,500 credits

Critical: 20

Weight: 6.3kg

Type: Piercing

Size: medium-sized

Break DC: 14

D6

Arquebus

Type: Black Powder Firearm

Scale: Character

Skill: Firearms: Black powder rifle

Ammo: 1

Cost: 2,500 credits

Availability: 4, F

Fire Rate: 1

Range: 3-10/30/60

Damage: 3D (-1D damage when used against modern body armor)

Notes: The predecessor of the slugthrower rifle, the arquebus is an extremely unwieldy and unreliable black powder weapon. It usually fires a small ball of lead or a lead-like element with a black powder discharge, but could easily fire any manner of projectile if it were packed right. The barrel is not bored, so the projectile has little if any spin, making the weapon's range pretty poor.

Communing with the Dead

A major part of the Cultivator's power comes from communing with spirits. Which brings up a very logical question: what sort of spirits does a Cultivator commune with? The quick answer is Dark Side spirits. The long answer is that the Cult of the Dead, while originally a well-meaning theocratic order, eventually came bogged down in its own lust for power and greed. Contact with a non-native Force spirit triggered the Cultivators' lust for power, and that spirit fed it with Dark Side lore and powers. The Cult became a tool of the Dark Side, oppressing the commoners and constantly striving to secure more power for itself.

Any time a Cultivator contacts a spirit, the chances are very good the spirit is a Dark Side spirit. Most of the Cultivator spirits summoned will be Dark Side and interested in corrupting the Cultivator further. The rare Light Side spectre summoned (say, perhaps, if a Cultivator summoned Master Obi-Wan or Master Yoda) would probably not react very well to a summons from someone dabbling so deeply into the Dark Side. Although if the Cultivator expressed interest, that spirit might help them atone for their misdeeds.

*B. Hannirart
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In order to summon a spirit, the Cultivator must make a Telepathy check where the DC = 5 + the Spirit's effective level. They must expend 10 Vitality Points. If it is a simple summons, the Gamemaster decides whether or not the spirit opts to answer. If it is a greater summons, the Gamemaster should adjust the spirit's attitude toward the Cultivator appropriately, and if it is a Geas, the Gamemaster should both adjust the spirit's attitude, and answer the player's question or pledge to complete the player's task. Keep in mind that while a spirit is obligated to complete a task when under the player's Geas, it is not obligated to complete it immediately. The spirit will take it's time. Sometime in the next 3d10 days the spirit will complete the task. A spirit who remains positively disposed to the Cultivator will probably tell the Cultivator that it has completed its task. One that is not may not tell the Cultivator it completed the task.

Summoning spirits is tricky business. Most of the time, the Gamemaster can assume the Cultivator has summoned the correct spirit. However, any time the Telepathy check is failed by five or less, the

Cultivator has accidentally summoned the wrong spirit. Depending on the type of summoning, this can be very, very bad. When the wrong spirit is summoned, the Cultivator will probably be forced to explain his error to the spirit, apologize for disturbing its peace and re-try their original summons. Or the Cultivator can attempt to make use of the spirit mistakenly summoned. However, the spirit mistakenly summoned may not possess the skills necessary for the job the Cultivator wants done. This is left to the Gamemaster's discretion, but they're encouraged to be underhanded in this sort of situation. Summoning spirits is a powerful tool, and should have powerful consequences as well.

The Spice Den



Throughout the known galaxy, crime syndicates galaxy can oftentimes be quite public, most of them known to any traveled spacer and connected street boss. Some syndicates use this publicity to their advantage, cashing in on their “street cred” to promote their varying agendas. But, there are also those that choose to promote a completely different kind of agenda, leaving an invisible mark through the realm of crime. These syndicates operate far below the public eye, miles under the land of the common criminal.

One such syndicate, discovered by a now missing CorSec detective, labeled as Unit 6, keeps a shroud of secrecy about their organization through any means necessary. They commonly resort to ruthless killings, and most of the ensuing investigative cases end up as unsolved crimes. All police information on Unit 6 could be summed up in less than a paragraph, and with the funds and resources that Unit 6 has available to them, it will likely remain so.

Unit 6 acquires their funds from a high tech drug production operation, and are completely responsible for the creation and dispersing of a number of rare drugs. They remain the sole provider of these substances by eliminating any other upstart producers. Suppliers working for Unit 6 are completely in the dark about who they work for, and all transfers are cleverly arranged so that anonymity can be retained. Sayte is one of the many high priced drugs produced by Unit 6, and is detailed below.

Sayte

A deep red powder, Sayte can be both inhaled or ingested. Chemically created in a process as mysterious as Unit 6, it is rumored to be crafted from the shells of red sea crabs in a far flung region of the Outer Rim. Whether this is true or not, Sayte is quite effective on all Human or Near-Human species. For this large population, it is capable of causing a complete release of reality. For the troubled rich, Sayte can be a welcome release from tedium.

Sayte temporarily disconnects the mind from reality, interfering with the nervous system and signals entering the brain. This effect also bleeds over to the brain itself, causing conscious thought in the user to be extremely disjointed. Vision flickers, sound varies from intelligible to thunderous and visions from the user’s subconscious may fill in sensory gaps. What makes Sayte so dangerous to the user is that brain signals to extremities are still, for the most part, properly processed. Therefore, a person will flail, murmur, scream, and sometimes commit complex actions such as walking or speaking partial sentences. More than one

first time user has killed themselves in various ways due to the drug.

Sayte: Mind Altering Drug
Cost: 2,500 credits per dose

Effects: Conscious thought is impossible, and each round the affected character will have a new vision spawned from their subconscious mind. To the character each vision can last minutes, or it can last only a fraction of a round, leaving him in utter darkness for the remaining time. This can result in any response from constant trembling to the character injuring himself from his surroundings. Each round in which a character is not secured on a bed or like object, he has a 25% of causing 1d4 damage to himself.

Each round affected by Sayte, the character has a 10% chance of seeing his surroundings. A character must make a Willpower check (DC 30) in order to be able to distinguish this vision as reality. If successful, they must make a Willpower check (DC 25) each successive round to remain effectively conscious and prevent any further damage incurred as a direct result of the effects of the drug (ie. running into a wall). Sayte lasts 3d6 rounds per use.

D6

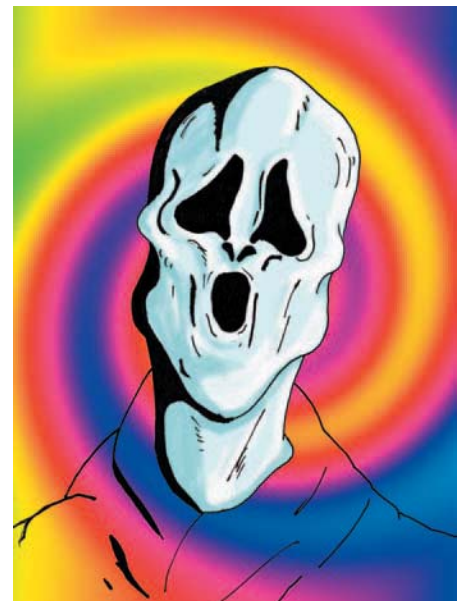
Sayte: Mind Altering Drug
Cost: 2,500 credits per dose

Availability: 4,X

Effect: Conscious thought is impossible, and each round the affected character will have a new vision spawned from their subconscious mind. To the character each vision can last minutes, or it can last only a fraction of a round, leaving him in utter darkness for the remaining time. This can result in any response from constant trembling to the character injuring himself from his surroundings.

Each round in which a character is not secured on a bed or like object, he has to roll 1D6. If he rolled a 1 he inflict STR+1 damage to himself.

Each round affected by Sayte, the character has to roll 1D6 to see his surroundings. A character must a Very Difficult Willpower roll in order to be able to distinguish this vision as reality. If successful, they must make a Difficult Willpower roll each successive round to remain effectively conscious and prevent any further damage incurred as a direct result of the effects of the drug (ie. running into a wall).



One dose of Sayte lasts 3D6 rounds.

The Lonely Gamorrean



him up. SCAB got so irritating, it all Urgkle could think about. Urgkle mentioned this to good friend Frazzic Four Eyes. Frazzic tell Urgkle best thing to do is let SCAB get lots of sun and it would dry up and blow away.

Urgkle have nothing to lose. So Urgkle strap SCAB to Uni-Horn and send the whole mess on its way into the Jundland Wastes on Tatooine. Urgkle never have trouble with SCAB again.

Urgkle's advice?

Move into new condo and buy Goldfish.

Urgkle,

Yeah, you're funny and all, but I think you get too much exposure in the Online Journal. Maybe they should drop you onto the back page or something. Maybe next to that cartoon they got in there.

Irritated in Idaho

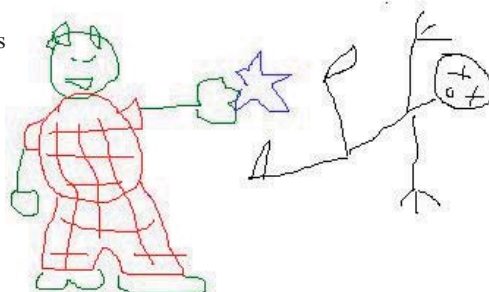
Urgkle Says:

Oh, Urgkle sorry. Urgkle not realize this "The Coruscant Gazette." Urgkle not realize him small little column stealing thunder away from other quality content.

Hmm, let Urgkle open Online Journal and see what else we got. Oh wait, Urgkle have to wait SIX MONTHS for new issue of Online Journal. Oh! Here it is! Ok, Urgkle reading. Reading... Hmmm... Nice pictures, if this coloring book Urgkle might be impressed. Oh look! A four hundred page feature on housepets of Endor. Urgkle fascinated.

Urgkle suggest Idaho be happy Urgkle around to break up marathon features and stories that no one read anyway.

Oh! Urgkle know what make Idaho happy. Look, Urgkle going to have art in column! Art make everyone smile and hold hands!



There! It picture of Urgkle pounding life out of Idaho. Urgkle like it. Maybe get it framed.

Dear Urgkle,

My son and I are having trouble getting along. It seems like every time we are together we fight. I think he can do more with his life and his "gifts" and all he wants to do is run around with his friends in their souped-up X-Wings and get into trouble with the law.

Recently, I tried to get him a job with my Employer, a kind and gentle older man who wanted to take the young lad under his wing and show him the ropes. Unfortunately, my son, the reprobate that he is, showed his rear and tossed my boss into a ventilation shaft.

Please Urgkle, help me get back my son!

BACK IN BLACK

Urgkle says:

Black,

Urgkle not so sure trouble is with son.

Urgkle think that maybe Black not showing ENOUGH compassion and kindness. It very hard for young adults to adapt these days. Maybe Black at fault for not being an understanding pare....ACK! GASP!

Ahem...ACK! Urgkle having some trouble here..ACK..Trying to breathe...ACK!! Urgkle see you all next...ACK!

The Lonely Gamorrean is none other than the great "Baron" Bob Rogers. To contact "Urgkle" send an email to journal@starwars-rpg.net with the subject "The Lonely Gamorrean"

Every issue our resident Gamorrean, 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.

Lots to get to. Let's open Mail pod.

Hello Urgkle,

I just wanted to write to say that we appreciate what you do for us, the lonely and sad people of the galaxy. That's why I have a question. I have a pet Dianoga which I feed regularly and used to go for long walks with, but recently, my sweet puppy doesn't recognize me and tries to eat me every time I pass near it. And as she lives in my pond I cannot get home.

Please help.

Sad Calamarian

PS. I don't want to hurt her....

Urgkle Says:

Urgkle sympathize with Sad. Let Urgkle tell story. Once Urgkle had pet Bantha named Uni-Horn (Bantha had only one horn...long story involving authorities Urgkle care not to get in to). Anyway, Urgkle also had behavior troubles with Uni-horn. So, Urgkle, being young and dumb, used to set Uni-Horn on fire to teach discipline. Well, word of methods got to local organization, SCAB, (STOP CRUELTY AGAINST BANTHAS). Next thing Urgkle know, SCAB is all over Urgkle, irritating life out of him.

Urgkle couldn't sleep without SCAB waking

Galaxywide NewsNet

Compiled by Sean N. Koury

Jedi-killing Bounty Hunter Escapes Custody

GALACTIC CITY, CORUSCANT- After being held for two weeks following his capture on Ingo, the bounty hunter known as Lawg Skrak has somehow managed to escape from his cell in the Jedi Temple. Jedi and Judicial Department members are baffled as to how he got free.

Skrak, a bounty hunter belonging to an unknown, long-lived, human-like species has been bounty hunting for decades. At the time of the Battle of Naboo, over ten years ago, he had already thirty Jedi kills under his belt. In the years following, the number of new Jedi deaths decreased, but since the Battle of Geonosis, Skrak has returned to his Jedi-killing ways with a renewed vigor. He was captured by a group of Jedi on the planet Ingo after he killed Jedi Knight Talsewa Janes and her Padawan, Hriptu Menhtfig.

While nobody is quite sure of Skrak's means of escape, it is believed that he may be working for former Jedi Count Dooku and the Confederacy of Independent Systems. The Judicial Department has not ruled out Separatist involvement.

Jedi Master Mace Windu seemed certain of one thing. "He may have escaped us once, but I assure you, he will be recaptured," Windu told GWNN reporters today outside the Jedi Temple. "Even now, a Jedi task force is being assembled to bring him back. Skrak has been killing Jedi for decades, and the killing stops now!"

It is as yet unknown who will be on this new Jedi task force, but Jedi Knight Qu Rahn, who led the force that captured Skrak on Ingo, will be leading this mission as well. "I'm not entirely surprised that Skrak escaped," Rahn told the media shortly after Windu announced the new mission. "He is a very resourceful hunter. Once we have him in custody again, we will definitely be taking extra precautions."

The general public, however, seems to believe that Skrak will not allow himself to be recaptured. "That Skrak, he's been at this business for a lot of years. He won't get caught again," said Goolhad Monterain, of the Dancing Eopie Saloon. "The Jedi may as well let him go. He's like a force of nature, that one!"

Judicial Officer Lt. Menga Tllon agrees. "I was on duty at the Landing Platform where Skrak's ship, *The Death Gundark*, was being impounded," he told our competitors, HoloNet News. "He had the ship freed and gone before anyone noticed he was missing from his cell - without setting off any alarms. We're not even sure if he's still on Coruscant or not!"



Authorities warn the public to keep an eye out for Lawg Skrak, but to not try to apprehend him yourself. He is extremely dangerous (and well armed, as he somehow managed to get his suit of body armor back before fleeing the Temple). He has been known, in the past, to socialize with fellow bounty hunter, Aurra Sing, herself responsible for many Jedi deaths.

Report any sightings to the local authorities or to the Jedi Temple. A hotline has been set up to take your calls.

Galaxywide NewsNet

Compiled by Sean N. Koury

Senator Phendesa of Ujennat Murdered

UJENSA, UJENNAT- Senator Carlota Phendesa was found dead today in his lakeside home near the city of Ujensa. Foul play is suspected.

Senator Phendesa, 46, was well known for his addiction to gambling, and it is believed that he may have been killed over some unpaid debt. Local authorities believe that rising crime lord, Krell "The Smell" Parnson, who recently set up headquarters on nearby Ujennat 4, may be involved.

Parnson denied any involvement. "I am, of course, aware of Senator Phendesa's reputation, but have never met the man. I'm just an honest businessman trying to start up a new business. I would never murder anyone." It is known, however, that the planet has ties to such 'honest businessmen' as Jabba the Hutt and Ploovo-Two-For-One. Constable Rictor of Ujensa Local Law said, "Parnson is our number one suspect. Everyone knows anything he says should be taken with a grain of spice."

Phendesa leaves behind his wife, Suzanhis, and three daughters.



Galaxywide NewsNet

Compiled by Sean N. Koury

Holovid Producers Declare Show a Failure

GALACTIC CITY, CORUSCANT- Producers of the hit reality-based holovid series, "Marry A Rich Man", declared today that their show was a big failure, despite huge success in the ratings. The show, which featured twenty women competing for the love of one man they thought was worth fifty million credits, and actually wasn't, aired its final episode tonight. The final episode wasn't what anyone expected.

"We honestly thought the final woman wasn't going to care that Wrent wasn't a rich man. We thought that love would prevail. Apparently, we were wrong," said vid creator Throll Kanton.

And how. Kanton and many others were shocked when the final woman, one Jessa Welanmon of Corulag, pulled a small blaster from her purse, and shot Wrent in the face.

"It was a terrible turn of events, and one that nobody could have foreseen," said Kanton, who, along with three others connected to the show's creation, is in hiding after discovering that Welanmon had placed bounties on all of their heads.

Women around the galaxy apparently disagree. In a poll conducted by GWNN, over 85% of the women polled said they would have done something similar, with the remaining women saying that, while they wouldn't have committed murder, they could certainly understand why Welanmon did what she did.

Chancellor Palpatine had this to say, "I believe that reality-based holovids have run their course. It is time for more constructive shows to be made. It is a sad state our society has reached if this is what passes for entertainment."

Kanton agrees. "That was my last reality-based show. I'm done with them."

Welanmon, now in Judicial custody, refused to comment.

"Marry a Rich Man 2" will air next fall.



Inojah

Planet Type: Terrestrial

Climate: Temperate to arctic

Terrain: Taiga, tundra, evergreen forest, hills, mountains

Atmosphere: Breathable

Gravity: Standard

Diameter: 18,500 km

Length of Day: 29 standard hours

Length of Year: 387 standard days

Sentient Species: Inoji, human, other

Languages: Old Corellian and Basic

Population: 1.3 billion

Species Mix: 53% Inoji, 22% Human, 25% other

Government: Enlightened Feudalism

Major Exports: Ice, water, weapons, ore

Major Imports: Foodstuffs

System/Star: Jah/Helis Jah

Planets	Type	Moons
Canjah	Molten rock	0
Injah	Searing rock	1
Inojah	Terrestrial	2
Hanjah	Terrestrial	1
Lanjah	Gas giant	17
Rujah	Gas giant	14
Hassre Field	Asteroid Belt	n/a
Coljah	Frozen rock	1

Description

Inojah has always been a planet of paradoxes. Home to a near-human species that evolved from the rugged Corellian colonists that originally inhabited the planet, the Inoji culture admires and reveres both warriors and philosophers. They both enjoy their liquor and outlaw it. They both maintain their archaic starships and strongly restrict off-world travel by Inoji. The Inoji are wise, however, and actively participate in commerce, trading heavily along the Corellian trade spine. Inojah also serves as a pilgrimage for practitioners of the martial arts, being home to some of the most renowned martial arts orders in the galaxy. Inojah supports no formal Navy, actively discouraging Inoji from venturing off-world. However, the Inojah Expeditionary Fleet still orbits, a powerful enough defense force to deter idle attacks. The Inojah government is actually a loose confederacy of powerful noble families. The noble families sponsor most of Inoji society, but they are an enlightened feudal society, having public forums for discussion and philosophy. However, outside of the forums the standing hierarchy is to be respected.

History

Inojah was settled by Corellian colonists some 15 millennia ago. The Inojah colony provided ice and water steadily to Corellian traders. The planet's culture centers, however, were away from the spaceports. The Inoji eventually grew secular and distanced themselves from the rest of the galaxy. Undertaking rigorous genetic engineering programs, the Inoji manipulated their own DNA, becoming better suited for life on the icy world of Inojah.

The Inoji

The Inoji are, unlike most Corellian colonists, well-adapted to their environs, rather than having adapted their environs to themselves. They cultivated pointed and elongated ears developed to catch the high-pitched howls of Inojah's greatest natural predators, the kurraughs, normally outside of human auditory range. Their eyes are also attuned more to the peripheral than the primary field of vision, somewhat

dulling their hand-eye coordination, but allowing sharper perception of movement.

Personality: Inoji are typically somewhat reserved, if respectful individuals. Speaking one's mind is saved for the public philosophy forums, and the order of the day outside the forums is conforming to the current standards of Inoji society. They are similar to Corellians in that they revere the art of negotiation, often engaging in elaborate and painstaking bartering for even the most common of items.

Physical Description: The typical Inoji stands between 1.5 and 1.9 meters tall. They are typically thin, wiry human specimen with pale to bronzed skin. Hair colors include jet black, blue-black, glacial blue, silver and dark brown. Most Inoji have black eyes, although a rare few have blue or green eyes. Inoji look more or less like baseline humans otherwise, with the exception of their ears, which are elongated and pointed at the tip of the cartilage. An off-world Inoji will typically cover their ears so as not to stand out too much. Inoji do not speak openly about how their evolution occurred, but secretly it is well-known amongst Inoji that their evolution was sped up through genetic engineering.

Homeworld: Inojah, a cool, temperate and predominantly glacial world near Bakura and Ssi-Ruuvi space.

Language: Inoji speak Old Corellian and Basic.

Example Names: Inoki Saisuri, Jurai Dereso, Kalo Saiosen, Kane Eregi, Urosama Watanabi, Senoseti Aduraji, Lasai Ganijo.

Age in Years: Child 1-16; young adult 17-20; adult 21-62; middle age 63-89; old 90-11; venerable 113+.

Adventurers: On-world Inoji adventurers will typically begin their careers as Fringers, Nobles, Soldiers or Tech Specialists. On-world Inoji are never Jedi. Off-world Inoji gravitate towards the Soldier and Scout classes, but can be of any class. Inoji have a slightly above-standard rate of Force-users, but most of them devote themselves to the Inoji martial arts and philosophies, eschewing adventuring.

Inoji Species Traits

→ Ability Modifiers: none.

→ Medium-size: As Medium-size creatures, Inoji have no special modifiers due to size.

→ Speed: Inoji base speed is 10 meters.

→ Bonus Feat: Inoji gain the bonus feats Alertness and Improved Initiative.

→ Cultural Weapons: Inoji may exchange any of their beginning weapon group proficiencies for EWP (sword) or EWP (polearm).

→ Cold Resistant: Inoji receive a +2 bonus to Fort saves to resist extreme cold.

→ Adapted Vision: Inoji suffer a -1 penalty to attack with ranged weapons. However, they gain a +1 bonus to attack with melee weapons.

Inoji Dasai Blade

Often considered one of the finest examples of swordcraft in the known universe, Dasai Blades can take up to a decade to craft, requiring extreme patience to fold and re-fold the alloyed metals to create a curved blade with a cutting edge finer than that of the highest-quality vibroblade. The greatest swordmakers on Inojah are rumored to use ancient alchemical techniques to improve their Dasai Blades beyond even the norm.

Proficiency Group: Exotic (sword) **Cost:** 5,000, 15,000+ offworld
Damage: 2d6+4 **Critical:** 19-20
Weight: 2 kg **Type:** Slashing
Fort DC: -- **Size:** Medium-sized
Hardness: 6 **WP:** 6 **Break DC:** 18
Availability: (on Inojah) Prevalent, restricted; Rare, restricted elsewhere
Special: This weapon grants a +2 Intimidate bonus to its wielder on Inojah, but worsens attitudes by one grade.

Inoji Sanoshi-ra

The commoner's weapon, the Sanoshi-ra is essentially a bladed quarterstaff, bearing a hooked, curved blade at one end of an eight foot shaft (typically crafted of metal). Inoji philosophers traditionally carry ice sanoshi-ra, weapons crafted entirely of ice. They are identical to sanoshi-ra except their hardness is 3, WP are 3 and Break DC is 10.

Proficiency Group: Exotic (polearm) **Cost:** 1,500, 5,000+ offworld
Damage: 2d8+2 **Critical:** 20
Weight: 4 kg **Type:** Slashing
Fort DC: -- **Size:** Large
Hardness: 4 **WP:** 6 **Break DC:** 15
Availability: (on Inojah) Common; Rare elsewhere
Special: This weapon grants a +2 Diplomacy bonus to its wielder on Inojah.

Warrior of the Thaw

An ancient Inoji warrior's tradition, the Warriors of the Thaw are the elite servants of Inojah's noble class. They carry the honored and feared Dasai blades, gaining unparalleled skill with these fearsome weapons.

Requirements

Base Attack Bonus: 4+.
Skills: Knowledge (Inoji heraldry) 4 ranks, Tumble 3 ranks, Speak Old Corellian.
Feats: Improved Initiative, Dodge.

Game Rule Information

Vitality: A Warrior of the Thaw gains 1d10 vitality points per level. The character's

Constitution modifier applies.

Class Skills

The Warrior of the Thaw's class skills, and the key ability for each skill, are as follows:

Balance (Dex), Bluff (Cha), Climb (Str), Craft (any) (Int), Entertain (blade kata) (Cha), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Repair (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Quick Draw

A Thaw Warrior becomes attuned to their scabbard, learning how to Quick Draw their blade.

Improved Movement Rate

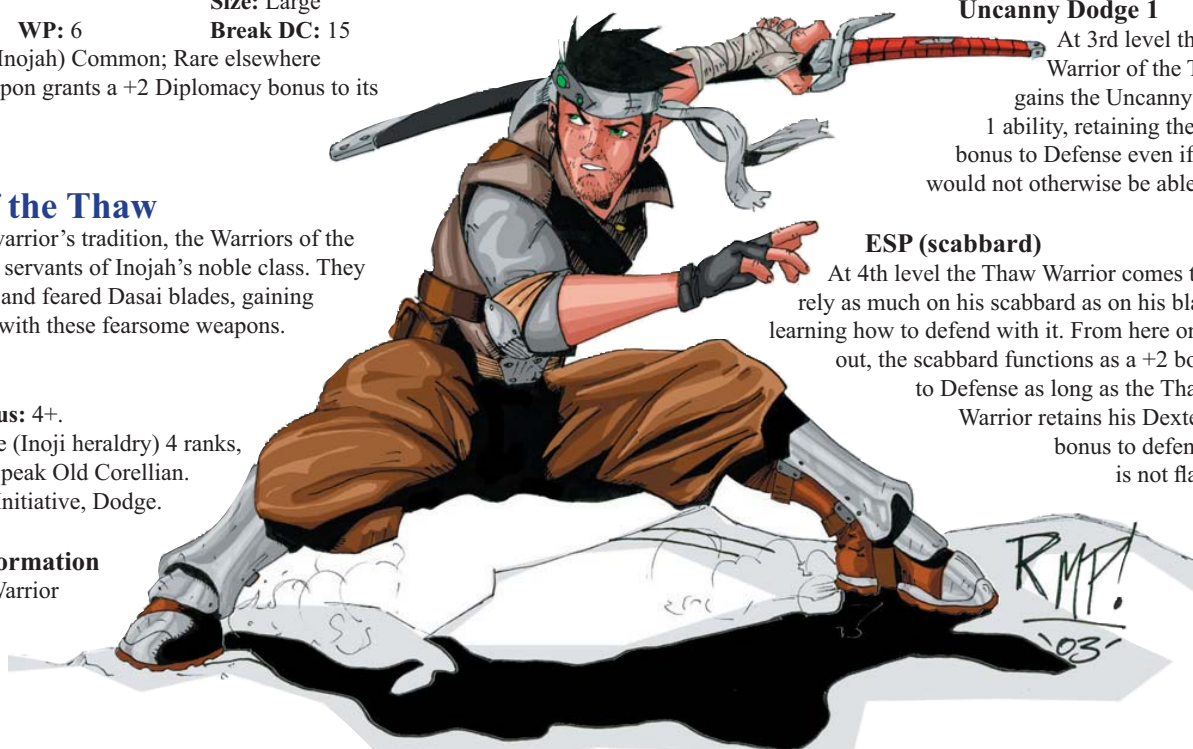
At 2nd level, the Thaw Warrior understands that mobility wins battles, and improves his base movement speed by +4. This increases by another +4 at 6th level.

Uncanny Dodge 1

At 3rd level the Warrior of the Thaw gains the Uncanny Dodge 1 ability, retaining their Dex bonus to Defense even if they would not otherwise be able to.

ESP (scabbard)

At 4th level the Thaw Warrior comes to rely as much on his scabbard as on his blade, learning how to defend with it. From here on out, the scabbard functions as a +2 bonus to Defense as long as the Thaw Warrior retains his Dexterity bonus to defense and is not flanked.



Warrior of the Thaw

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+1	+1	Quick draw	+1	+1
2nd	+2	+1	+2	+2	Improved movement rate	+2	+1
3rd	+3	+1	+2	+2	Uncanny dodge 1	+2	+1
4th	+4	+2	+3	+3	ESP (scabbard)	+3	+2
5th	+5	+2	+3	+3	--	+3	+2
6th	+6	+2	+4	+4	Improved movement rate, step	+4	+2
7th	+7	+3	+4	+4	Uncanny dodge 2	+4	+3
8th	+8	+3	+5	+5	--	+5	+3
9th	+9	+4	+5	+5	Improved critical	+5	+3
10th	+10	+4	+6	+6	Uncanny survival	+6	+4

Step

At 6th level the Thaw Warrior comes to greater understanding of combat and can take a 4 meter step before performing an action.

Uncanny Dodge 2

At 7th level the Warrior of the Thaw gains the Uncanny Dodge 2 ability, and cannot be flanked.

Improved Critical

At 9th level, the Thaw Warrior improves their critical threat range by one.

Uncanny Survival

At 10th level, the Thaw Warrior gains the ability to survive even the most dedicated and practiced assailants. This Uncanny Survival allows them to add half their Warrior of the Thaw class levels to their defense for a number of rounds equal to their Charisma modifier. The minimum number of rounds is one. This ability may only be used once per scene.

Warrior of the Avalanche

A secret order exists among the Warriors of the Thaw, the ancient Avalanche warriors are merely the anchor for their blade, capable of feats with the Dasai that would put even Jedi to shame.

Requirements

Base Attack Bonus: 8+.

Skills: Knowledge (Inoji heraldry) 6 ranks, Tumble 8 ranks, Speak Old Corellian.

Feats: Improved Initiative, Dodge, Mobility, Quick Draw.

Special: Sponsorship by another Avalanche.

Game Rule Information

Vitality: A Warrior of the Avalanche gains 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Warrior of the Thaw's class skills, and the key ability for each skill, are as follows:

Balance (Dex), Bluff (Cha), Climb (Str), Craft (any) (Int), Diplomacy (Cha), Entertain (blade kata) (Cha), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Repair (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Warrior of the Avalanche

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+1	+1	Improved movement rate	+1	+1
2nd	+2	+1	+2	+2	Improved threat range, step	+2	+2
3rd	+3	+1	+2	+2	Uncanny dodge X	+2	+2
4th	+4	+2	+3	+3	Improved threat range	+3	+3
5th	+5	+2	+3	+3	--	+3	+3
6th	+6	+2	+4	+4	Improved threat range	+4	+4
7th	+7	+3	+4	+4	Uncanny survival	+4	+4
8th	+8	+3	+5	+5	Perfect strike	+5	+5
9th	+9	+4	+5	+5	--	+5	+5
10th	+10	+4	+6	+6	Unforgiving	+6	+6

Improved Movement Rate

Warriors of the Avalanche quickly learn that mobility wins battles, and focus on improving their speed. They add +4m to their base movement at 1st level.

Improved Threat Range, Step

The key to an Avalanche Warrior's power in combat is their ability to break through an opponent's guard. Their Threat Range with their Dasai blade increases by one at 2nd level, then again by one at 4th and one more time at 6th level.

Step

Avalanche Warriors are also adept at quick movements, and can take a 4m Step before performing an action at 2nd level.

Uncanny Dodge

At 3rd level the Warrior of the Avalanche gains the Uncanny Dodge ability. If they do not have the Uncanny Dodge ability, they gain Uncanny Dodge 1. If they have Uncanny Dodge 1, this is Uncanny Dodge 2. If they have Uncanny Dodge 2, they gain no benefit.

Uncanny Survival

Warriors of the Avalanche are canny fighters, and are able to summon a reserve in order to stay out of harm's way briefly. This Uncanny Survival allows them to add half their Warrior of the Thaw levels and all of their Warrior of the Avalanche class levels to their defense for a number of rounds equal to their Charisma modifier. The minimum number of rounds is one. This ability may only be used once per scene.

Perfect Strike

At 8th level the Avalanche Warrior becomes finely attuned to his weapon and may, once every minute (or ten rounds) double their Dasai blade's threat range for one round of attacks. This requires a full-round attack action. The threat range may not exceed 10-20. A successful Perfect Strike leaves the Avalanche Warrior fatigued (see RCRB) for a number of rounds equal to 6 – Charisma modifier, regardless of whether or not it kills their opponent.

Unforgiving

At 10th level the Avalanche Warrior learns how to perform a coup de grace as a move action. They do not provoke an Attack of Opportunity while performing a coup de grace.

Grandmaster Jurai Dereso

The current Grandmaster of the Avalanche, Jurai Dereso is a venerable Inoji. Once widely renowned as the greatest swordsman in the galaxy, Dereso spends his days in peaceful meditation and teaching younger members of the Avalanche the secrets of the Dasai blade. A powerful man only in presence, Dereso stands slightly below the average for humans, with blue-black hair that is only slightly white at the wings and piercing blue eyes. He typically wears loose-fitting robes with a wide silken sash supporting a scabbard. He is an outgoing and jovial person, unless questioned about the martial arts. Anyone outside of the Avalanche inquiring about Inoji martial arts will be politely asked to leave the aging Grandmaster alone.

Grandmaster Jurai Dereso; Venerable Inoji Force Adept 6/Warrior of the Thaw 4/Warrior of the Avalanche 10; Init +5 (+1 Dex, +4 bonus); Defense 27 (+14 class, +1 Dex, +2 shield); Spd 18m; VP/WP 140/14; Atk +18/+13/+8/+3 BAB, +19/+14/+9/+4 melee (2d6+4, crit 15-20, Dasai blade); SQ Improved movement rate, uncanny dodge (Dex bonus, can't be flanked), 4m step, improved threat range x2, uncanny survival, perfect strike, unforgiving; SV Fort +11 Ref +13 Will +18; FP 8; DSP 4; Rep +9; Str 10, Dex 12, Con 14, Int 20, Wis 18, Cha 20.

Equipment: Dasai blade and scabbard, loose fitting robes.

Skills: Balance +3, Climb +6, Craft (Dasai blade) +9, Entertain (blade kata) +15, Diplomacy +15, Hide +8, Intimidate +23, Jump +6, Knowledge (Inoji heraldry) +12, Knowledge (Inoji Force lore) +11, Listen +12, Move Silently +6, Repair +11, Sense Motive +13, Search +7, Spot +12, Survival +11, Tumble +8.
Force Skills: Battle Meditation +8, Battlemind +12, Empathy +12, Enhance Ability +14, Force Stealth +13, Heal Self +11, Inspire +10, Malacia +23, Move Object +10, See Force +10, Telepathy +6.

Feats: Alertness, Exotic Shield Proficiency (scabbard), Exotic Weapon Proficiency (sword), Force-Sensitive, Improved Critical (Dasai blade), Improved Disarm, Improved Initiative, Power Attack*, Skill Emphasis (Malacia), Quick Draw, Weapon Focus (Dasai blade), Weapon Group Proficiency (simple weapons).

Force Feats: Alter, Battle Meditation, Control, Force Mind, Sense.
* Due to his advancing age, Jurai Dereso cannot make use of the Power

Follower of the Iceflow

An ancient order of Inoji philosopher-warriors, Followers of the Iceflow carry the traditional philosopher's weapon, the ice-forged Sanoshi-ra. Their skill with the Sanoshi-ra, attributed to their thoughtful meditation, is nearly unparalleled.

Requirements

Base Attack Bonus: 3+.

Skills: Knowledge (philosophy) 6 ranks, Speak Old Corellian.

Feats: Improved Initiative, Dodge.

Game Rule Information

Vitality: A Follower of the Iceflow gains 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Follower of the Iceflow's class skills, and the key ability for each skill, are as follows:

Balance (Dex), Bluff (Cha), Climb (Str), Craft (any) (Int),



Grandmaster Jurai Dereso

Diplomacy (Cha), Entertain (any) (Cha), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Repair (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Thoughtful Defense

The Follower's mental instincts often win out over his physical ones, and he possesses a thoughtful defense and may use his Intelligence modifier instead of his Dexterity modifier when determining Defense.

Mobility

At 3rd level, the Follower becomes aware of the need for Mobility, and gains the bonus feat Mobility even if he does not meet the prerequisites.

Enhanced Weapon

The Follower's ice sanoshi-ra may seem like a weaker weapon than a standard sanoshi-ra, but the Follower's understanding of the sanoshi-ra makes it an enhanced weapon. The ice sanoshi-ra's hardness, WP and break DC are increased by 2 when wielded by the Follower, while he inflicts an additional +2 damage. A Follower's sanoshi-ra will only melt if he wants it to. This applies first at 4th level, and then is applied again, cumulatively, at 7th level.

Bitter Cold

A Follower quickly learns that the ice sanoshi-ra is useful for more than just swinging. As a full-round action, the Follower can create a bitter cold by blowing on the ice sanoshi-ra. This creates a cone of cold 6m by 4m in effect, dealing damage to everyone in the affected area as a sanoshi-ra strike.

Spring Attack

A Follower continues their focus on mobility, gaining the Spring Attack bonus feat at 6th level.

Wise Defense

A wise defense often defeats even the most expedient attack, and the Follower quickly comes to understand this. They add their Wisdom modifier to their Defense.

Whirlwind Attack

At 9th level, the Follower masters the Whirlwind Attack bonus feat, gaining the ability to strike at all adjacent opponents.

Hail of Strokes

A 10th level Follower has come to understand his sanoshi-ra in a way most fighters can only hope to. When using a full-round attack they can make an additional two attacks per round with their sanoshi-ra, imposing a -2 penalty on all attacks in that round.



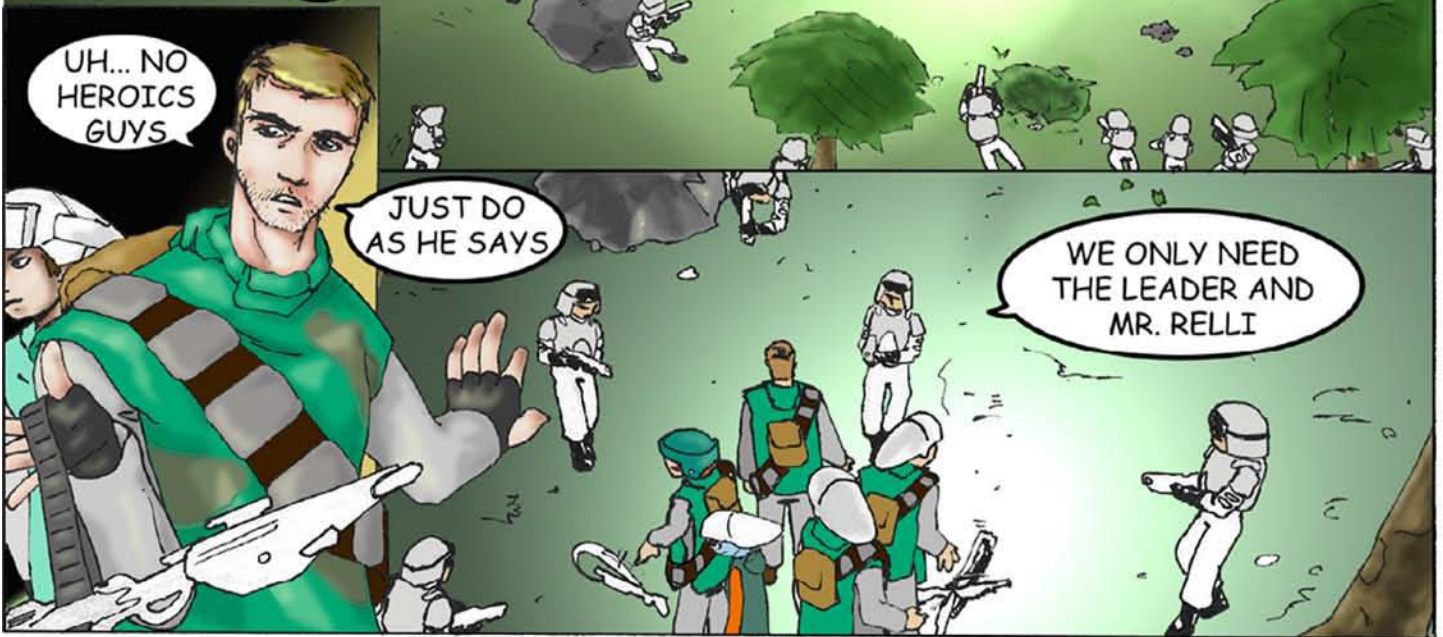
Follower of the Iceflow

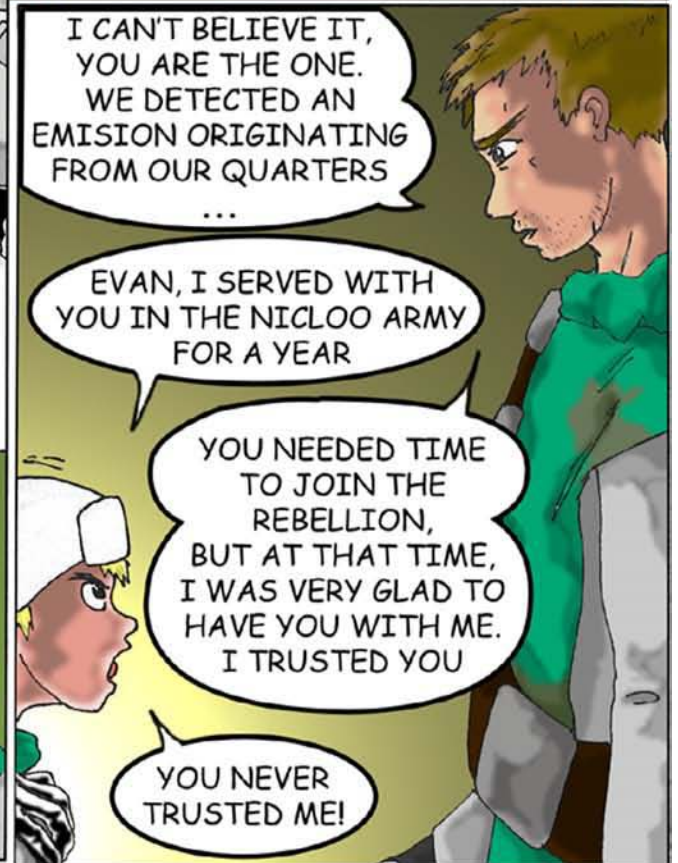
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+1	+1	Thoughtful defense	+1	+1
2nd	+2	+1	+2	+2	--	+2	+2
3rd	+3	+1	+2	+2	Mobility	+2	+2
4th	+4	+2	+3	+3	Enhanced weapon	+3	+3
5th	+5	+2	+3	+3	Bitter cold	+3	+3
6th	+6	+2	+4	+4	Spring attack	+4	+4
7th	+7	+3	+4	+4	Enhanced weapon	+4	+4
8th	+8	+3	+5	+5	Wise defense	+5	+5
9th	+9	+4	+5	+5	Whirlwind attack	+5	+5
10th	+10	+4	+6	+6	Hail of strokes	+6	+6

Star Wars: REBEL DREAM



Story and Artwork by: Cuqui





YES, I DID. BUT SARAH DIDN'T, SHE IS VERY PERCEPTIVE



SIR, WE CAN'T AFFORD TO TAKE HIM WITH US. HE COULD COMPROMISE THE OPERATION. WE SHOULD VAPE HIM



NO, YOU CAN'T DO THAT... IT'S NOT RIGHT



SHE'S RIGHT. STUN HIM, THEN SHACKLE HIM TO THAT TREE. WE'LL COME BACK FOR HIM AFTER THE MISSION



IT'S HARD TO ACCEPT THAT IT WAS HIM... WHAT'S THE PLAN NOW?

PRETTY MUCH THE SAME PLAN AS BEFORE, JUST A DIFFERENT LOCATION. FIRST TEAM WILL ENTER THE COMPLEX IN IMPERIAL UNIFORMS



THEY WILL SECURE THE ENTRANCE

WE ARE THE ASSAULT TEAM. OUR MAIN OBJECTIVE WILL BE TO DESTROY ANY SHIELDING EQUIPMENT AND TAKE OUT ANY SURFACE-TO-AIR WEAPONRY



WHAT ABOUT THE LOCAL FORCES?

THESE GUYS ARE THE BEST OUR LOCAL ALLIES COULD PROVIDE

THERE WILL ALSO BE DOZENS OF LOCALS IN THE AREA TO DELAY THE LOCAL ARMY

WHAT EXACTLY IS IT THAT THEY STORE AT THIS PLACE?

THIS COMPLEX IS A STOREHOUSE FOR THE REPULSOR SUPPLIES OF THE IMPERIAL DIVISION ON NICLOO. ITS DESTRUCTION WILL SEVERELY LIMIT THEIR ABILITIES FOR A WHILE

SPEED IS THE KEY. WE HAVE TWO BOMBERS COMING IN TO DESTROY THE WAREHOUSE, SO WE NEED TO KEEP THE AREA SECURE UNTIL THEY DO THEIR JOB AND PULL OUT



LET'S GO



THE GUARDS ARE GONNA DISCOVER 'EM ENOUGH OF THAT TALK, LITY

WHAT KIND OF DEFENSES SHOULD WE EXPECT?

AN ASSAULT BATTALION, MOST OF THEIR REPULSORS SHOULD BE OUT ON PATROL. FOUR OF OUR MEN WILL DISABLE THE POWER GENERATOR, ANOTHER THREE WILL DESTROY THE SHIELD. ONCE WE'RE IN, I'M GONNA TAKE RICK AND TRY TO STEAL A COUPLE LAV'S FOR OUR ESCAPE



WHAT DO YOU WANT ME TO DO?

I'M SURE I CAN HELP!

YOU WANNA FIGHT?

OK, PICK A TEAM,

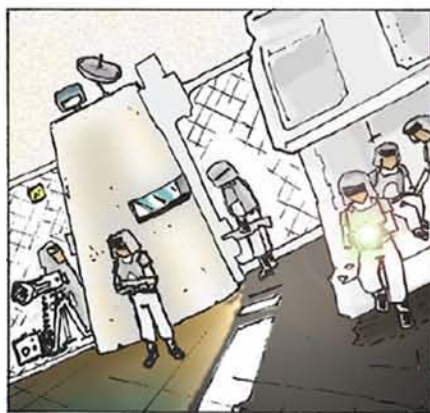
BUT BE VERY CAREFUL



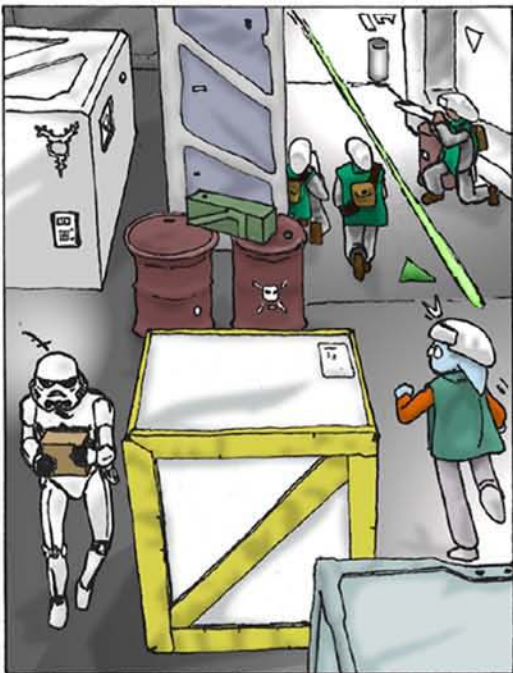
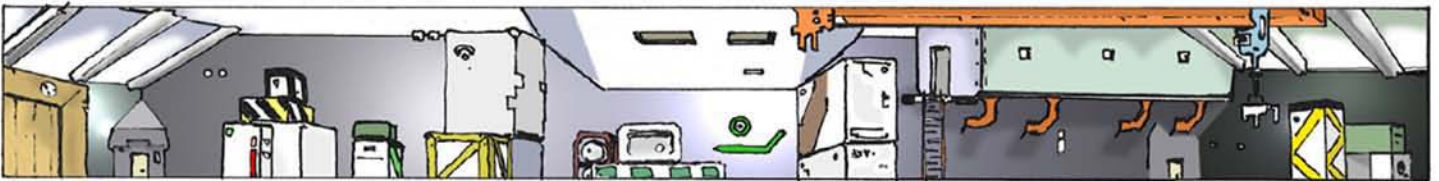
THERE'RE MORE THAN 600 SOLDIERS, SERGEANT! WHAT IF THEY GET THEIR HEAVY WEAPONS UP?

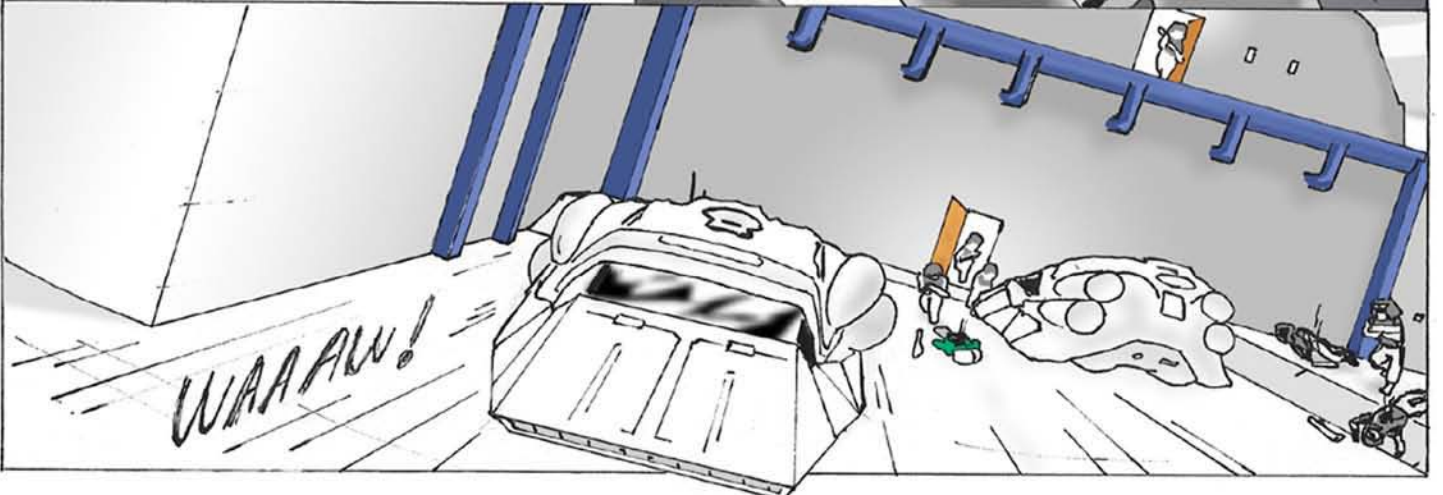
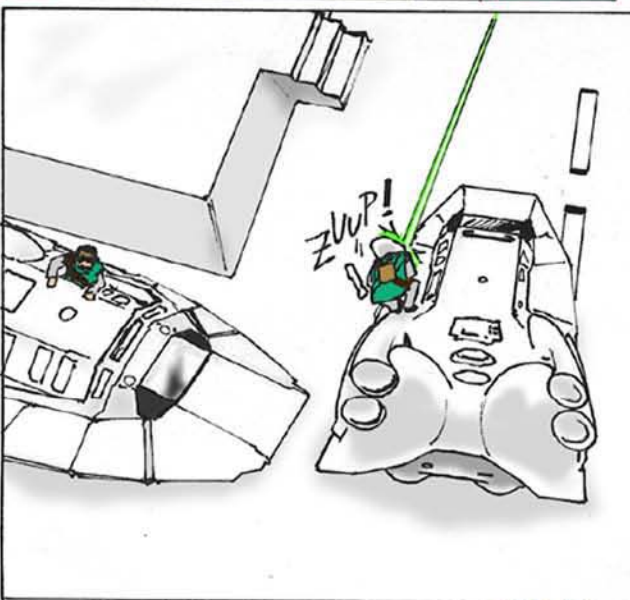
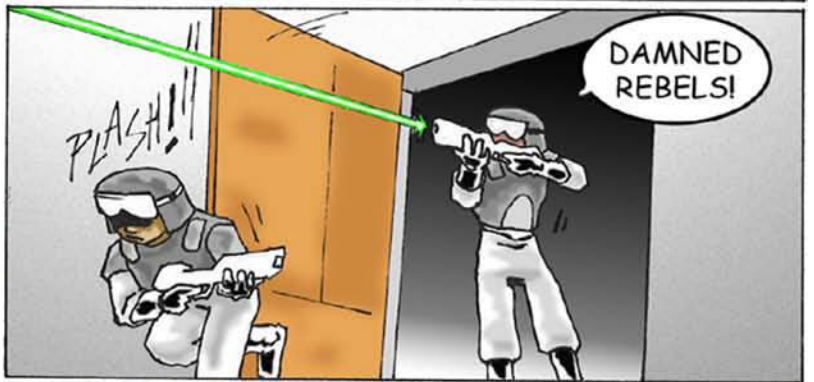
YEAH, THAT'S WHY WE GOTTA GET IN AND GET OUT. REMEMBER... THEIR HEAVY WEAPONS ARE OUTSIDE,

MOST OF THE IMP'S SHOULD STILL BE SLEEPING WHEN WE HIT



THAT'S OUR SIGNAL, LET'S MOVE









I HAVE THE TARGET IN SIGHT

30 SECONDS TO CONTACT

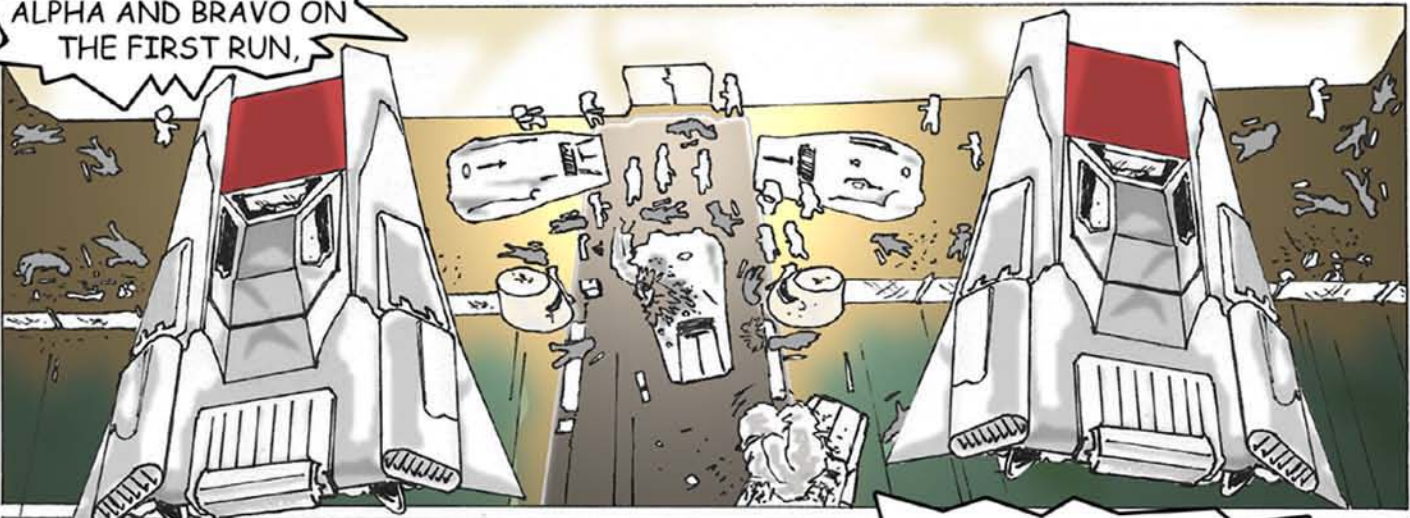


IT SEEMS THE SHIELD TEAM MAY HAVE BEEN CAUGHT

WHAT ABOUT THE LOCALS?

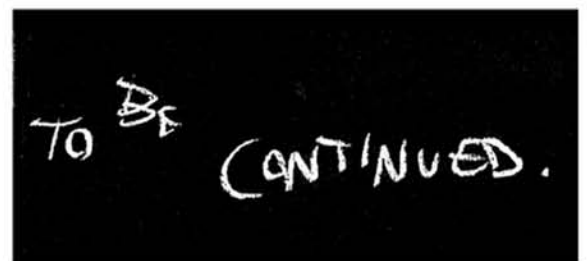
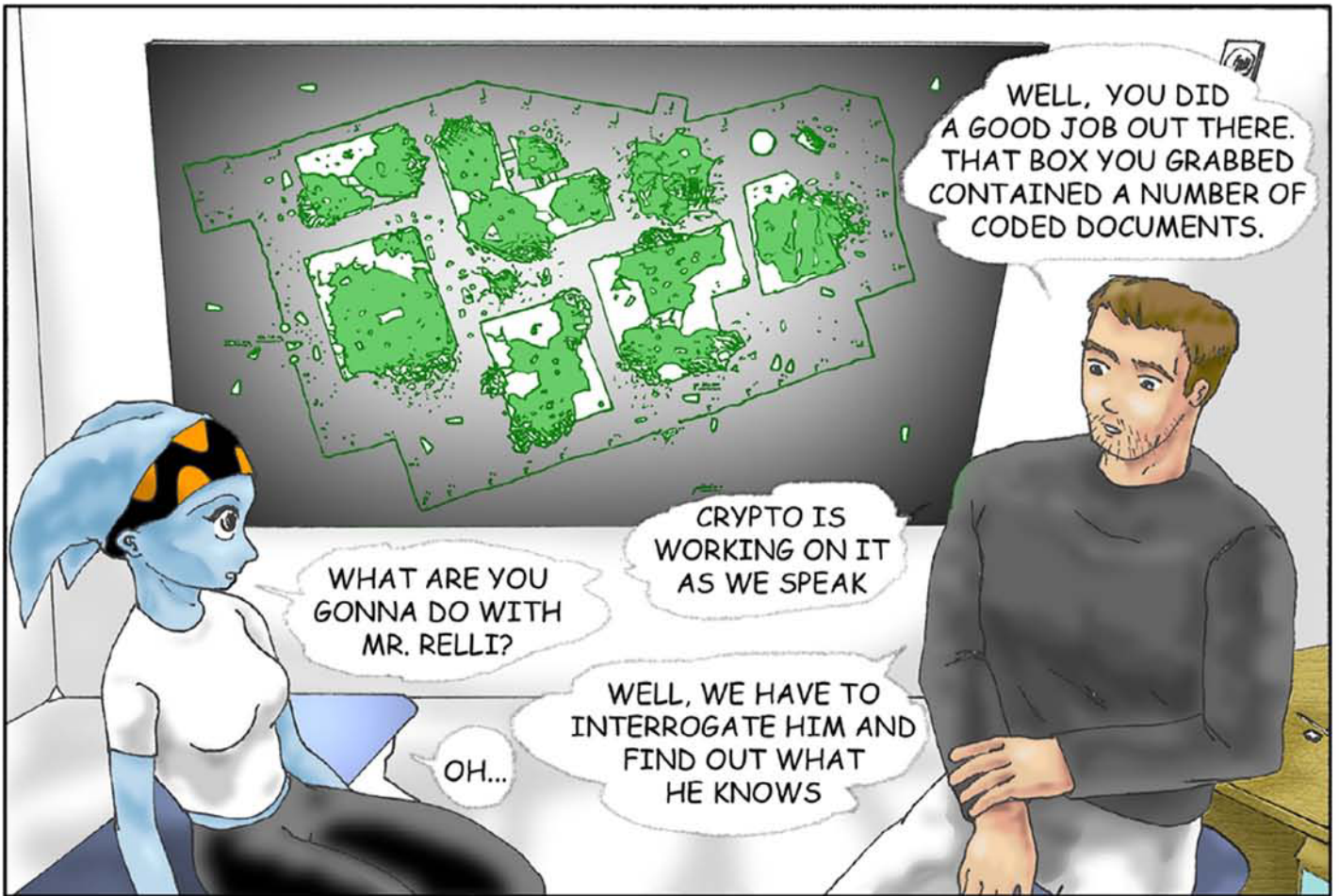
OUR AIRBORN FRIENDS'LL MAKE AN EXIT FOR THEM

DESTROY OBJECTIVES ALPHA AND BRAVO ON THE FIRST RUN,



WE'LL TAKE THE REST ON THE RETURNING RUN





Realizations

He was someplace; of that much Donovan was sure. Sure only because everyone had to be someplace. And he was alive, though his body was racked with pain. Of course, that his body hurt meant he was very much alive, since it's hard to feel pain when you're dead. Or at least that was the popular theory...

He looked around and saw that he was in one of the meditation chambers in the Jedi Temple on Coruscant, but that couldn't be right. Last he could remember he was on Almas. He'd been fighting a tall, imposing man dressed in gray robes, with red and gold hair. And he'd lost... During the fight he'd heard a voice, a female one. But then, in response to getting slammed into a metal wall, he had blacked out.

Barely aware of his surroundings, he turned towards the other occupant of the room, a small wizened figure who seemed to carry the weight of centuries on his tiny shoulders, his hair long since turned to tufts of white.

"Forgotten so much already have you?" Yoda said. "Forgotten the lessons Master Quatre imparted to you?"

"No," was Donovan's reply. "Of course not." He wondered to himself, "How could Yoda of all beings ask that question?"

The Jedi master interrupted his thoughts, "Then why did you lose today?"

Millions of reasons raced through Donovan's mind, and then, without any conscious effort, the true answer came to him.

Yoda was right. In the years since Quatre's death, he had forgotten what his master had taught him. Not the specifics, but the truth of it.

There are only two voices that you truly need to heed in your life. The first is the mind. The second, but equally important, is the heart. All other voices mean nothing compared to the power of those two. Listen to them and you'll be amazed at what you can accomplish.

But there was another part, a part that had been left unsaid. A part that Donovan had known once before, but only in fleeting moments. When he had needed help the most, he had unconsciously listened to both mind and heart in equal measure. And he had accomplished amazing things. As a mere hopeful, he had bested a Padawan several years elder. As a Padawan, he had slain a Dark Jedi who had embraced the terrible fury of the Dark Side. And on the verge of becoming a Jedi Knight, he had defeated that same Dark Jedi, risen from the grave, who had just earlier slain his Master. Throughout each of those times, he had felt a complete connection to the Force.

But he did not have time to bask in his realization. In the deep recesses of his subconscious, he knew that a friend was in danger.

He drew the Force around him like a blanket, drawing on it to strengthen his body and heal his wounds. He could dimly hear what sounded like a song, though it came from no source he could identify. With all else that was on his mind he did not dwell on it.

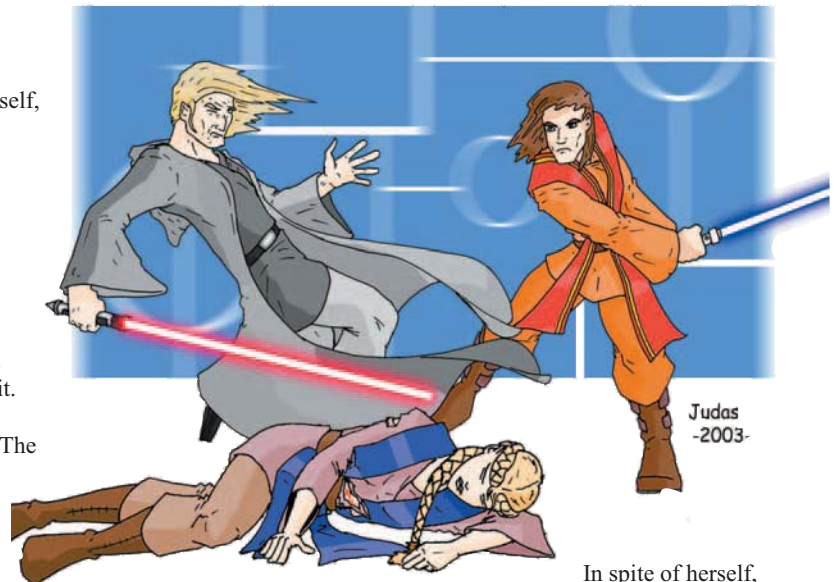
A friend was in danger. He was a Jedi. The Force was with him.

* * * * *

Destiny's Calling

Z'Rissa could only look up in numb horror. In her most private thoughts, she'd wondered how her life would end but she had never thought that it would end this soon, and in this way. She was helpless before a man enraptured of the Dark Side, his lightsaber held high, ready to deliver a death blow.

"I suppose the very least I could do is show some measure of courtesy before you die. I know much about you, but you don't even know my name," the tall man said, his voice cruel and mocking. "If anyone in the next life asks, you may tell them it was Marek Cai that sent you on your way." And with that, his lightsaber swooped down like a bird of prey.



In spite of herself, Z'Rissa closed her eyes, but the blow never came. Instead, she heard the sound of two lightsabers pressed against one another, and opened her eyes to see something she didn't quite expect.

Standing just to her right was Donovan, his blue lightsaber halting the death blow of Marek's crimson one. Though he looked a little the worse for wear, she could see a grin on his face, and a scowl on Marek's.

"I'm sorry, did I catch you at a bad time?" Donovan asked, a flippancy in his voice that to Z'Rissa's ears was totally at odds with the bleakness of the situation.

Marek stepped back, a smugness returning to his handsome face. "It would appear that you are in need of a refresher course, Master Jedi Donovan. One which I will be more than happy to provide." He began to raise his left hand, and was starting to make some sort of gesture, when Donovan reacted.

But it wasn't pain or anything else that Donovan reacted with. She knew

he was fast, but she barely saw Donovan cover the distance between himself and Marek. Marek must have just barely seen it himself, stumbling backward to fend off the younger Jedi's sudden flurry of attacks, which almost appeared to come from all angles at once.

During their sparring match, Z'Rissa had noted that Donovan's preferred fighting method was a defensive version of Form IV. But all she could see of that style, in the way Donovan was fighting now, were the circular motions. While he had always been fast, his blade now seemed to be a solid sheet of light as it danced to and fro, it's wielder moving as if in tune to some melody that only he could hear. Donovan himself was little more than a blur of motion as he ducked, rolled, flipped and tumbled about. It was as if Marek was at the center of a blue maelstrom that was occasionally streaked with red and white.

Marek made several lunges that would have punched a hole straight through his foe's chest, but such blows were almost casually knocked aside. Each time Marek tried to increase the distance between them, to give himself room to maneuver and draw upon the Dark Side to attack, Donovan pressed in, a whirl of motion, keeping the pressure on. She saw close strikes slowly cutting the expensive-looking gray robes to ribbons. She also saw a look of growing exhaustion and fear on the older man's face, while Donovan's held a look of total focus. In all her years of training others in the use of a lightsaber, Z'Rissa had never seen such a look on a Jedi's face in combat. Only when totally focusing on the Force did a Jedi wear that sort of expression. Was that what Donovan was doing at this very moment? Had he so attuned himself to the moment, to the Living Force, that it almost literally guided his actions? If this was the case, then Marek didn't stand a chance.

It seemed that Marek came to the same conclusion, especially when attempting to block an expected attack, Donovan's blade whipped around in the opposite direction and cut across the older man's face at a diagonal angle. The screams of pain as his flesh sizzled from the cut echoed through the ship and through the hangar outside. His free hand clutching his face, Marek stumbled back, his lightsaber wildly swinging. Z'Rissa could see that one of his eyes was ruined, and the other held naked hatred as it glared at the Jedi that had maimed it's sibling. Another flash of blue and the crimson lightsaber's hilt was sliced in half, and again Marek screeched in pain as Donovan's blade disarmed him, cutting close enough to the hand to burn the flesh without actually striking it.

And for the first time since the battle had begun, Donovan was still. Though it seemed at any moment he would pick up right where he left off.

"It's over Marek," Donovan said, a cool confidence in his voice. "You can't win, and deep down inside, you know it."

"Over for now maybe, but not forever," snarled Marek, his voice no longer cultured, but instead almost bestial. And with those words, he thrust out his right hand, making a savage ripping motion.

Z'Rissa heard a sound above her, and almost shrieked when she realized that a whole section of the wall was about to crush her. She tried to slow it down with the Force, but the fight with Marek had left her without the strength to do so. In spite of herself, she closed her eyes again, trying to prepare herself for the end. Then, there was a loud crashing sound, but it seemed a lot further away than it should have been. And she was still breathing. Opening her eyes, she saw Donovan, his left hand outstretched in the pushing gesture used by the Jedi to channel the Force into a wave of motion. She was dumbfounded for a moment, then looked

behind her to see that there was a huge hole in the side of the ship, partly from where Marek had torn it loose, and partly from that torn section being hurled back out of it. Numbly, she turned back to Donovan, then realized something was very wrong.

"He's escaped!" she cried, but Donovan just headed towards her.

"He used you as a diversion," he said, re-attaching his lightsaber to his belt as he knelt next to her, clipping her lightsaber back onto her thigh holster. "The moment my attention turned, he took off like a monkey-lizard with it's hind-quarters on fire." This close, she could see that he was teetering on the edge of exhaustion. The combination of that last fight and his last-minute rescue had drained him. She felt a little nervous as he gave her body a once over, though she knew that it was only to judge just how bad a shape she was in.

"But we have to go after him! If he escapes ..." Z'Rissa's words were cut off by the muffled sound of an explosion.

"We don't have a ship, you're in no condition to move, and I'm not leaving you here."

"I think he already has. Probably used one of the smaller shuttles. He may have been thinking reinforcements would

be arriving soon. Speaking of which, I suppose I better call for a pick-up," Donovan said, getting his comlink from his belt. He stood up, said a few words that she couldn't hear, then switched off the comlink and knelt back down. "A shuttle should be here in a couple of hours."

"You seem awfully calm about this."

"We don't have a ship, you're in no condition to move, and I'm not leaving you here." Shivering, Donovan began rubbing his arms to try and fight off the encroaching cold. "Is it just me or is it starting to get really cold, really fast?"

"Probably from the hole in the bulkhead," Z'Rissa observed. "We need to put those breath masks back on." The cold worried her as much as the toxic air. She'd been escort on enough rescue missions to know that both Jedi, in their wounded states, were just hovering on the edge of shock, and the cold temperatures wouldn't help either of them. "Lie down next to me, and use our robes to cover us." Seeing the quizzical look on Donovan's face, she quickly explained. "For warmth. If either of us gets too cold, we'll slip into shock, and could likely die out here."

Nodding his agreement, Donovan stood and fetched their robes. Then, spooning their bodies as close as possible, covered by their respective maroon and midnight blue robes, breath masks re-affixed, the two Jedi waited, trying to keep warm against the encroaching cold. Donovan felt a little uncomfortable being this physically close to Z'Rissa, but shelved that discomfort with the thought that they were only doing this to survive. Z'Rissa had shut her eyes and just pressed close. In less life-threatening situations, Donovan might have enjoyed this moment. Then a thought struck him.

"I don't think Dantris will be thrilled with getting two new patients in the same day."

"Why do you say two?" Z'Rissa asked, turning her head so that her blue eyes looked into his green ones. She knew full well that Dantris would go ballistic upon seeing her in such a state, and she was not looking forward to any sort of stay in the infirmary, especially since the nature of her wounds and the time elapsed meant she would likely have to take a dip in the bacta tank. But Donovan didn't look that bad off, or at least not as bad off as she was, though she could see traces of drying blood

around his mouth. "Are you in pain?"

"Only when I breathe," he said, though a lopsided grin slowly slipped across his boyish face.

The two were silent for a moment, and then both began to laugh, which quickly changed into a series of pained wheezes.

* * * * *

A Friendly Wager

One week later

Place: Almas Academy

After a few days under Dantris' expert care, Donovan felt as good as he ever had. While the healer had argued about keeping Donovan a few more days to make sure, he'd convinced Dantris that if he experienced any lingering pain, he'd come right back. At least he didn't need a dip in the bacta tank. From all the stories he'd heard, that stuff tasted even worse than ration bars, and stayed in your mouth for weeks. As it turned out, he had several broken ribs, a couple of which looked like they had punctured one of his lungs. Dantris had remarked that it was nothing short of amazing that Donovan had been able to move, much less fight, in the condition he was in, but agreed that Donovan's quick bout of Force healing had likely repaired the worst of the damage. Of course, the majority of Dantris' attention had been directed towards Z'Rissa, who made as miserable a patient as Dantris made an excellent healer. It seemed all she cared to do while being forced to stay in bed was pout, especially after a day spent floating in the bacta tank. Donovan had tried to cheer her up, but the glances she gave him when he tried made him quickly shut up.

Sakura and Lon had wanted to stay by the sides of their respective masters, but Dantris would not hear of it, and shooed them both out, though Sakura had managed to stay just long enough to tell Donovan that she was relieved he was alright. *Now that's considerable progress*, Donovan had thought to himself. Maybe Z'Rissa was right. He did have a rapport with Sakura. He might just be able to make a Jedi out of her yet. If he didn't get himself killed in the meantime.

Master Lanius had returned. Lon had taken it upon himself to put together what was going on, and had called the Academy's Headmaster to inform him. Of course, this action got Lon in trouble, since Padawans were not permitted to use the holo-comms without consent. Over Dantris' objections, Lanius had questioned both Donovan and Z'Rissa about the events near the Sith Temple as they lay in the Infirmary. He nodded at the mention of Marek, both name and description. The Sith artifacts had all been recovered, save for the tablet, of which there had been no sign. And there had been no sign of Marek, though it would be fairly safe to assume that he would return. "The Jedi will have to be more vigilant," Lanius said before Dantris finally shooed him out.

It was almost a week later before Z'Rissa was released with Dantris' grudging approval. But it seemed some of her fire was missing. It was pretty obvious to everyone that her defeat had been eating at her. A few times Donovan had caught wind of her practicing her saber techniques to the point of near-exhaustion. He wanted to help her, but really didn't know the best way how.

While sitting in one of the small gardens, watching a group of younglings at play, Donovan sensed Dantris approaching him.

"I'm fine Dantris. Really. You don't need to worry about my injuries,

they've long since healed," Donovan said, not looking behind him.

"Actually, I'm not here about you," Dantris answered, sitting on a nearby bench.

Donovan turned to regard the healer, a quizzical look on his face. Healers, by their nature, concerned themselves with those who were injured or on death's door, not the healthy.

After several moments of silence, Dantris spoke up. "It's about Z'Rissa."

"Whatever I can do to help, just ask," Donovan said, meaning every word. Despite how little time he'd known her, he considered her a close friend.

Dantris shot up, as though a great weight had been lifted, a grin on his face. "Great! That's just what I wanted to hear. And I have the perfect way for you to help."

Uh-oh, Donovan thought to himself.

"You know that 'Ris has been spending almost all her free time practicing her lightsaber techniques?" Dantris asked, though both men knew it was a rhetorical question.

"And the point would be...?" Donovan asked, not sure if he should be concerned yet or not.

Uh-oh, Donovan thought to himself.

Dantris leaned close, his voice lowered to a conspiratorial tone, "Well, here's the plan ..."

And so it was an hour later that Donovan found himself standing outside the main lightsaber dueling chamber. He knew Z'Rissa was inside, and a quick scan via the Force showed that nobody else was inside either. He wasn't entirely sure what made him agree to Dantris' plan, but it was too late for reconsider the choice now.

Keying the entry pad, Donovan entered the room, to see the female Jedi in the midst of a series of physically demanding katas. She was again wearing her exercise leotard, hair tied back to keep it out of her eyes, her gold lightsaber slicing the air. He stood there, transfixed, for some unknown amount of time. When she stopped, Z'Rissa slumped her shoulders. One didn't need Dantris' gift for sensing the emotions of others to see that she was not pleased. She seemed almost ... obsessed.

"Something the matter, Z'Rissa?" Donovan asked, announcing his presence. She must have been totally absorbed in her efforts, since she almost jumped at the sound of his voice.

"Did Dantris send you?" The tone in her voice was almost accusational. It was no big secret that he was concerned for his friend's well-being, even above the usual level of a healer for his patient. And Z'Rissa had made a very lousy patient.

"Nope. I'm here of my own free will," Donovan admitted, trying to sound as casual as possible. While Dantris had suggested a course of action, he hadn't told Donovan how to go about doing it. "I just heard that you'd locked yourself in here, and was concerned."

That had struck a nerve. He could see the despondent look on her face just before she turned away and looked out a window at the very distant twin suns.

He was half way across the room when she spoke, her words stopping him in his tracks.

“I’ve never lost like that before.”

It was as if a veil had been lifted from his eyes. Donovan understood all too well what Z’Rissa was going through. She prided herself on her skill with the lightsaber. She was one of the finest swordspersons in the entire Jedi Order. And she had nearly been killed. It might have not been so bad had she lost due to Force trickery, which was how Marek had first bested Donovan but the dark man had beaten her with sheer skill. That was a humbling thing to live with.

Unbidden, something Master Quatre used to say came to the forefront of his thoughts. “It’s not how we accept victory that tells us who we are, but how we handle defeat. If you recall, I wasn’t in the best of shape after fighting him either.”

“But you still managed to defeat him, where I could not”

“I only bested him the second time because I remembered a truth I’d long since forgotten.”

Z’Rissa turned to face him, a curious expression on her face, a question on her lips.

“Master Quatre always told me that a Jedi need ultimately heed only two voices. That of the mind and that of the heart. But what he never said, but always implied, was that when you listen to both in equal measure at the same time, a Jedi can accomplish amazing things.”

The expression on Z’Rissa’s face changed from curious to confused, and Donovan continued.

“Marek drew upon the Dark Side to empower himself, to make himself stronger and faster, but he still relied on stances and prescribed moves. I also drew on the Force, but I let go of any precepts of style and let my actions be guided by the moment.”

Realization spreading over her face, Z’Rissa smiled. “You beat him at his own game.”

Donovan couldn’t resist the urge. He drew himself up to his full height, trying to look as austere as possible, and in his best Yoda voice, said, “Ah, enlightenment.” It had the desired effect, as Z’Rissa quickly broke out into laughter, with Donovan not far behind.

After the laughter had subsided, Donovan decided it was now or never.

“How about you try putting it into practice?”

“What do you mean?”

Silently, Donovan drew his lightsaber, and assumed a ready stance. Instantly Z’Rissa understood, and did likewise. She was about ready to begin when Donovan spoke.

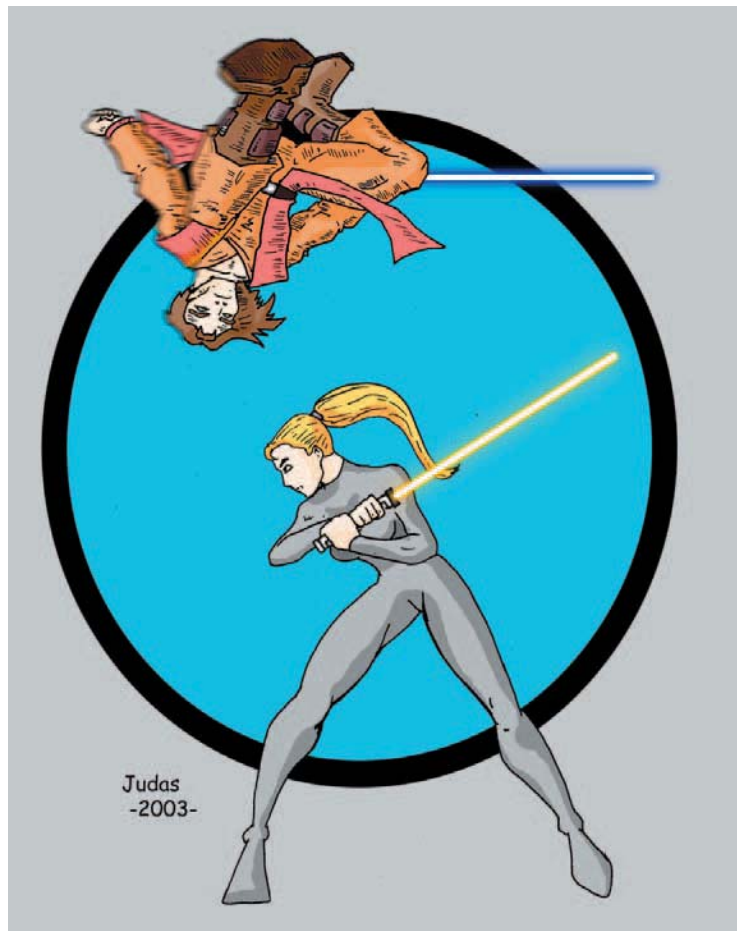
“How about we make this interesting?” he asked, a smile on his face.

Now Z’Rissa was curious. “How so?”

“If you win I’ll do any one task you ask, with no complaints. But if I win ...” he started, a glint of mischief in his eyes.

Z’Rissa cut him off, “But since you won’t win, I needn’t worry about it. I accept.”

And with that, the two Jedi, lightsabers ignited, danced their deadly



dance, intricate and beautiful...

Dancing, Dinner and Discoveries

The next night

I still can’t believe I’m doing this, Donovan thought to himself for the umpteenth time. Maybe I should have let her win instead.

He was waiting outside the door the of a high-class restaurant on the resort-moon of Doruuma, and had been waiting for about 20 minutes.

It had been a hard match, physically and mentally draining for both of them, but Donovan had ultimately proven victorious, ending the match with his lightsaber pointed right at Z’Rissa’s heart. She wasn’t upset that she’d lost, since she admitted that she had learned quite a bit. But she was definitely surprised when Donovan told her what the other part of the wager was.

Donovan felt it would best for him to greet Z’Rissa when she arrived. It was the gentlemanly thing to do, Dantris had said after Donovan told him the results of the duel. In fact, Dantris had spent most of the day giving Donovan all sorts of last minute advice on how to act gentlemanly. So, here he was, waiting, with a bouquet of Naboo glitterlillies, which had cost a small fortune, but were worth it as far as he was concerned. Several women had approached him, but when he said that he was waiting for someone, and that none of these ladies were that someone in question, they had walked off more than a little disappointed.

But finally, a speeder pulled up, one that Donovan recognized as

belonging to the Academy. The door opened, and out stepped Z'Rissa.

Through most of the day, Donovan had been wondering what exactly she would wear. He'd managed to buy a dress suit that wasn't too uncomfortable, and still gave him ample freedom of movement. Out of habit, he'd brought his lightsaber, though it was tucked away on the inside of the suit's jacket and largely out of sight. He'd figured since this was supposed to be a date, he might as well dress the part.

But whatever thoughts he'd had about Z'Rissa's attire were quickly dashed. She was wearing a deep blue robe that stopped just above her boots, though for a moment he'd thought they were slippers of some sort. He could see whispers of her red and blonde locks underneath her hood. *At least she undid her hair*, Donovan thought to himself. *But I was hoping she'd wear something other than robes*. A quick mental image of Z'Rissa in dancing veils dashed through his thoughts, but he quickly squashed it. There was no way she'd ever wear something like that. And if she ever caught him thinking of her wearing something like that ... well, the consequences were too terrible to imagine.

As she approached, Donovan offered Z'Rissa the flowers. She smiled as she accepted them, and then, arm in arm, the pair stepped inside. A waiter escorted them to their table, and a bottle of chilled Alderaanian wine awaited them along with two glasses. The waiter offered to take her cloak, but she demurred with a simple hand wave, settling instead for letting the waiter pull out her chair and seat her before Donovan sat across from her.

"You look ... nice," Donovan said, hoping to mask the disappointment that she wore only robes, while pouring a glass of wine each.

"Thank you. You look quite handsome in that suit," Z'Rissa replied, taking a sip from her glass.

Despite himself, Donovan blushed a bit. He recalled Fallon saying at one time that Donovan was too humble for his own good. But anytime he got a compliment on his appearance, he couldn't help it.

The waiter returned, they placed their orders, and the waiter left again.

"It will probably be a little while before our meal arrives. Would you ... care to dance?" Donovan asked, trying hard not to stammer. It was funny. He could face down a rampaging horde of battle neks without flinching, but something as simple as asking Z'Rissa to dance took every ounce of courage he had.

Z'Rissa smiled warmly at him. "I would be honored to, Master Jedi." Standing, he offered his hand, but instead her hands reached up and pulled off her robes. And in that moment, Donovan was rendered absolutely speechless.

Her hair was indeed loose, a cascading waterfall of fire and molten gold, confined only by a headband of tiny, faceted crystal beads. Some part of his mind that still worked recognized it as Naboo-styled, and likely a gift from her mentor. But the rest of his mind was far more interested in the gown. The shimmering fabric was the same sapphire blue as her eyes, and clung slightly. The neckline showed only the barest hint of curve. The upper seams of the wide sleeves were open, attached at spacious intervals by crystal fastenings. The long skirt was divided, ensuring she

could move as fluidly and gracefully as if she were wearing her Jedi robes. The eye makeup was even more decorative and elaborate, giving her features an almost ethereal quality. And instead of the boots he'd first thought of her as looking like a princess, and the sight before him only solidified that thought. Dimly, he could hear several gasps, and imagined they belonged to several others who felt much the same way he did. *A dream come true*, Donovan thought. *Tonight, she truly is a fairy-tale princess*.

"Of course I did bring my lightsaber." Z'Rissa's soft voice was like a splash of cold water, bringing him back to his senses. She pulled back a section of the skirt fabric, making a partially opened thigh seam visible, through which he guessed was her lightsaber. Donovan wasn't sure if he was relieved or disappointed that the Aldraanian Jedi had misinterpreted his scrutiny. "I know, I look nice," she said, a slight hint of disappointment in her voice.

"I was going to go more with 'wow'," Donovan answered, standing awe-struck for a moment

before remembering to re-offer his hand. Smiling warmly, very glad for the other Jedi's words, Z'Rissa accepted and the two made their way to the dance floor, the gathered crowd parting for the new arrivals. It seemed as though every set of eyes in the place was on

them. The band was playing a soft, lilting melody, and paused briefly when the two Jedi walked to the center of the floor before picking right up where they left off.

Without a word, Z'Rissa placed one of his hands on her hip, and took the other in her own. Before he really knew what was going on, they were gliding across the dance floor in time to the music. Or more correctly, Z'Rissa was gliding. Donovan was doing his best not to stumble.

Z'Rissa looked at him quizzically, as though wondering why he wasn't as graceful dancing as he was in battle.

"I never really learned how to dance," Donovan admitted, trying to not seem too embarrassed.

"But at the party ... ?" Z'Rissa started to ask.

"I'd call that more being dragged around than dancing."

"But isn't a lightsaber duel just another form of dancing?"

Donovan considered Z'Rissa's words for a moment. He'd never thought of it that way. Varia had tried to give him some pointers, but he just never quite got the knack of it. He could see his dance partner's point. A lightsaber duel was probably one of the most elegant forms of dancing, since both participants put every bit of themselves into it, knowing it was an all-or-nothing proposition. At that moment, he decided that he might just as well put everything he had into it, and let the power of the moment wash over him.

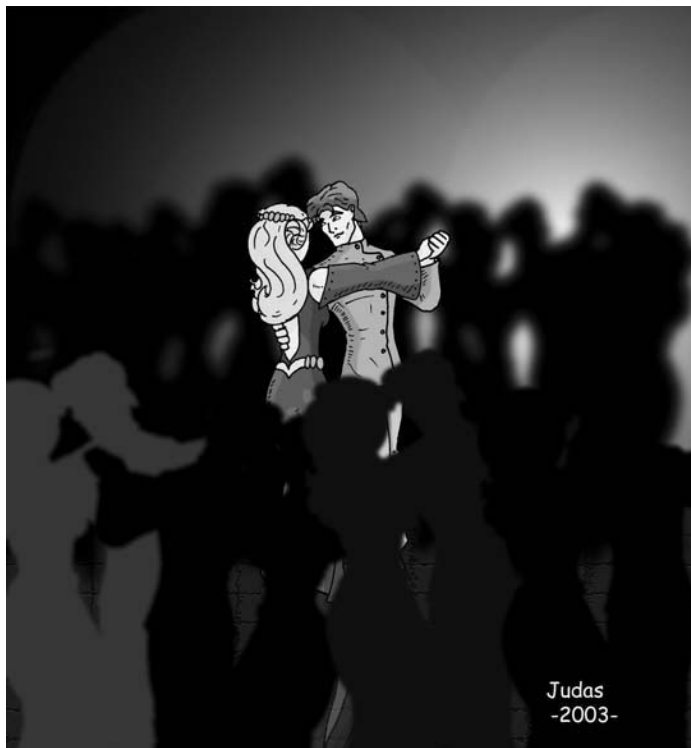
Z'Rissa almost let out a cry of surprise when Donovan suddenly twirled her. It was almost as if she were dancing with a different person altogether. The rest of the people on the dance floor parted to give the two Jedi room. The band changed its tune to match the duo, who from

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all appearances looked as if they were dancing upon the air, their feet not even coming close to touching the ground. It was slow and graceful, each matching the other's moves as if they shared one mind.

After what seemed a painfully short eternity, the music, both from the band and from the silent song the two Jedi shared, stopped. The next sound Z'Rissa and Donovan heard was profuse clapping from the gathered patrons of the restaurant.

"That was ..." Z'Rissa started, trying to find the right word, still a bit flush at what they had just shared.



"Beautiful," Donovan finished, referring mostly to his partner but also the dance.

They returned to their table just in time for their meals to be delivered. Again Donovan pulled out Z'Rissa's chair and pushed it in before sitting down. As far as he was concerned, right now he was living a fairy tale. They ate, talking about little things that were of minimal consequence.

"So how are things going between you and your Padawan?" she asked after a sip of wine.

"A lot better. It would appear Lon said or did something that gave her a change of attitude," Donovan answered as he finished cutting a piece of nerf cutlet.

"A change of attitude?" she responded, more than a little curious.

He looked right into her glittering eyes. "She seems to have accepted that I actually have a pretty good idea of what I'm doing, even if it flies in the face of conventional wisdom."

"Has she finally lost that snide attitude of hers? It was getting on my nerves."

"There's quite a bit more respect in her tone, if that's what you mean. She's realized her weaknesses, and that she still has a great deal to learn.

What about Lon? Any better luck with him?"

Z'Rissa just shook her head, poking her salad with her fork. "I haven't really paid much attention to him. I've been so centered on what happened that I lost the rest of my focus."

Donovan smiled, affection and concern plain on his boyish face. "No one's perfect. We all have our failings."

"But I can't afford to! I'm a teacher, and I have a Padawan that I have to train! How can I afford to be anything less than perfect?" Frustration was evident in her eyes.

"Because you're a living, breathing sentient. When I first took Sakura as my Padawan Learner, I had all kinds of doubts if I could do half as good a job as Master Quatre did. But I realized something early on."

"And that was?" Z'Rissa asked, leaning forward, definite interest on her soft features.

"There's no one set way to teach a Padawan. You have to adapt the lessons to fit the student, not the other way around." Donovan said, finishing a mouthful of nerf cutlet.

"You mean I shouldn't try and force Lon to learn the way I want him too, but just help guide his development?"

"More or less. And the teacher might just learn a thing or three about the student and themselves along the way."

A slight blush became evident on Z'Rissa's face, as she let Donovan's words sink in. She'd never considered that approach. She had tried to train Lon in much the same fashion as Master Cyrelle had trained her, never realizing that what worked for one Padawan might not work for a different Padawan. She'd always seen it as a failing on her part, and in a way it was. But it wasn't the failing she'd always considered it to be.

"Don't feel too bad. It took me a while to figure it out myself."

She turned her head back up to face Donovan, who had a simple and genuine smile on his face. *He really is handsome, especially with that smile of his. And his eyes, those emerald green eyes. I could spend the rest of forever just looking into them. And the way he moves ...* Z'Rissa brought her napkin to her face under the pretense of dabbing her mouth, but in actuality to hide her flush cheeks. If her date noticed this, he gave no sign, having returned to his meal. It took a minute for her face to cool enough. The only other person she'd ever had those sort of thoughts about before was Dantris, and she knew he returned those feelings in full. But did this man sitting across from her feel the same way? From the bits of information and rumor that Lon had dredged up during her stay in the infirmary, Donovan was just as popular with the females at the Coruscant Temple as he was here. A couple snippets mentioned that he spent quite a bit of time in the company of a Twi'lek smuggler who was no slouch in the looks department either.

She looked out toward the dance floor, which was rather empty, mustered a bit of courage, then looked back to Donovan.

"Do you wanna ..." she began, a mix of childish glee and hope in her eyes.

Donovan's own eyes twinkled a bit as he stood, offering Z'Rissa his arm. "I was hoping you'd ask."

Once again, the Jedi duo took the dance floor. On the way, Z'Rissa had pulled a waiter aside and whispered something that Donovan couldn't

hear, but he saw the same waiter talking to the leader of the band. He turned to ask Z'Rissa what she'd said when she put a finger to his lips, shushing him.

"A request," was all she said.

The band started up, this time playing a slow, soothing, romantic tune. To his surprise, Donovan recognized the tune, and from the looks of things it was a perfect fit for Z'Rissa. Without a word between them, the duo began to dance. Everything else faded away as Z'Rissa and Donovan danced in time with the music.

The words of the song, even though they weren't being sung, drifted into Donovan's mind ... (following verse italicized)

Ten minutes ago I saw you, The moment you stepped thru the door.
 My head started reeling, You gave me the feeling
 The room had no ceilings or floor.
 I have found her! She's an angel
 With the dust of the stars in her eyes
 We are dancing, We are flying...
 And I like it so well, That for all I can tell
 I may never come down again!
 And I may never come down to this world again ...

To anyone observing, it appeared as though their movements were part of an expertly choreographed dance sequence near the end of a romance-holovid. But it was nothing more than two people who cared very deeply for one another, sharing a moment in such a way neither had thought possible only a short while ago.

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Midnight Stroll

After spending a few more hours dancing, mostly to ballroom music, which was Z'Rissa's favorite type, the two left the restaurant, arm in arm. They'd decided to go for a quiet stroll in a nearby park, each just enjoying the other's company. Finally stopping at a railing overlooking the artificial pond, Donovan and Z'Rissa just admired the way the moonlight reflected on the water's surface.

"I almost wish this night would never end," Z'Rissa said, breaking the silence. "It feels strange, but there are times it's wonderful to just be 'Ris and not Master Organa."

"It's like a real-live fairy tale," Donovan added, not really thinking about his words.

Z'Rissa sighed. "The beautiful princess and her brave prince." She turned to face Donovan. "Thank you."

"For?" Donovan asked, not quite sure, so wrapped up in the moment he was.

"Helping me get over my depression at what happened at the Sith Temple. I know Dantris put you up to it."

"But if you knew, then why .."

An impish little smile light up her face, giving her regal presence an even more alluring quality. "And pass up a chance to go dancing with one of the hunkiest men in the galaxy? Besides, it seems you weren't exactly bashful about the idea either, Master Jedi."

"I'd have to be crazy to pass up a chance to go on a date with someone

as beautiful as you are," he said, holding both her hands in his, meaning every single word. While not as strong as the feelings he had towards Jasmine by any stretch, he did love Z'Rissa.

But she looked away, a hint of painful shyness in her otherwise flawless features. "I'm not that beautiful."

Deciding to not think about it, or else lose his nerve, Donovan lifted on of his hands, gently talking hold of her chin, turning her face to so that he could look right into her sapphire blue eyes.

"Yes you are 'Ris. And it's more than just physical beauty. It's a beauty of spirit as well."

Before she could respond, and before he could reconsider his actions, Donovan leaned forward and kissed Z'Rissa full on the lips. He could feel her body relax as she returned the kiss, whatever reservations she maintained almost melting away.

After a brief eternity, their lips parted. Both were flush, both breathless.

"I've been dreaming about doing that for days," Donovan guiltily admitted.

"I'm not complaining either," Z'Rissa said, her breathing becoming more controlled. "It's something I could get used to."

"What about Dantris? I know you and him are pretty close."

"Well, the healer mixed the medicine, so he's the last person that should complain about the results."

And with that, Z'Rissa wrapped her arms around Donovan's neck and pulled him close to share in yet another long kiss.

*** **

At that same moment ...

He was still wondering what had come over not only him, but Sakura as well. When Master Z'Rissa had given him the night off, he knew something was up. When Sakura had told him that Master Donovan had done the same, then it was proof positive that something was definitely up.

But there was no crisis at hand, so where could they have gotten too? Letting their curiosity get the better of them, they had snuck out of the Academy, and with a little work had tracked them to the resort moon Doruuma, though they had left at separate times. And so, instead of relaxing, perhaps planning his next big prank, he had ended up convincing his non-Jedi friends to help get him and Sakura to Doruuma on extremely short notice, and spent the night actually getting to know Sakura a bit better. Seems that she was indeed less than thrilled with her room, but Lon was, as always, not suspected of doing anything wrong other than breathing. He'd masterminded a couple other small pranks aimed at Sakura, but she didn't really seem to notice them, or just simply didn't care to notice them. He also discovered that she wasn't so bad of a person, once you got past the exterior.

And now, they found themselves in a small park, trying to traipse through the bushes without making too much of a racket. Or more correctly, Lon was maneuvering, and Sakura was almost stumbling. Though from the sounds of things, there were other beings in the bushes, and they were far too occupied with each other to notice two Padawans skulking about.

Lon was just about ready to tell Sakura he was going to head back when he spotted her looking out, her jaw slack with amazement and shock. His curiosity even further intrigued, he moved up alongside to see what had surprised her, though he figured she may have just stumbled upon two beings sharing a physically intimate moment.

But when he saw what she saw, he felt his jaw do the exact same thing.

Standing not more than 10 meters away, next to a railing overlooking the small pond, was Donovan Morningfire and Z'Rissa Organa. Donovan was wearing some sort of dress suit, while Z'Rissa was wearing an absolutely stunning gown. And they were both deeply entwined in a kiss.

Both Padawans looked at each other, their faces mirror images of each other, and both quickly decided that it would be most prudent if they were elsewhere before they were caught. Elsewhere preferably being all the way back at the Academy and each in their respective rooms.

As they were leaving, Lon could have sworn he saw, out of the corner of his eye, another set of Padawans from the Academy, both of whom had been in the midst of rearranging their clothes when they had spotted the two Masters embracing each other. But he was in too much of a hurry to leave to really pay it any serious mind.

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The Rematch

Place: The Jedi Temple on Coruscant
Time: One month later

Some things had changed since that night, others hadn't. Donovan

After five minutes or so, it was Donovan's turn.

and Z'Rissa's date became the talk of the Academy for the following week. Sakura seemed a bit upset that her Master would try and seduce such a pure and honorable Jedi as Z'Rissa Organa, but with a bit of tactful explanation about the nature of a friendly date, she relented. With the Council's approval, Sakura was allowed to travel with healer Dantris Solomani, as part of the Rescue Corps, to learn more about preserving lives than taking them. From the weekly reports Donovan got, Dantris was having more than a little difficulty in dealing with the taciturn Padawan. Dantris's antics, seen by some as polite and gentlemanly, and by others as overbearingly foppish, had elicited more than a few pointed remarks from Sakura, who seemed intent of late on raising dead-pan humor to an art form. At least she was showing that she had a sense of humor. She had returned yesterday, and Dantris seemed almost glad to finally be sending her back, and asked just what had he done to Donovan to deserve getting stuck with her. The change in Sakura was evident. Apparently after seeing Dantris in action, she realized that not all Jedi were somber and serious, and that having a sense of humor and a zest for life wasn't quite the crime she had originally thought it to be, and had apologized for her rude behavior over the past few years.

He still spoke with Z'Rissa when he could. While they might never share the sort of relationship that she had with Dantris or he with Jasmine, both still loved each other, though in a more platonic way than anything else. There had been no further sign of Marek Cai, though a few older members of the Council had seemed unusually interested when the name was brought up. The recovered artifacts had been delivered to the Temple Archives and sealed away, along with several dozen other such items. It also seemed his words had struck home, and she and Lon had a much better understanding of the other. Instead of trying to make Lon conform to her methods, she adapted her methods to encourage his talents, many of which involved solving mysteries and truth-searching. She'd also been putting into practice Donovan's advice on letting the

Force guide her in combat, and was quite pleased with the results. In their last communique, Z'Rissa had mentioned that she was going to consider taking a more active stance in her role as a Jedi.

But today was important in its own peculiar way. It had been a little over two months since that demonstration match with Mace Windu. And once again, Master Windu was hosting a class demonstrating lightsaber techniques. Most Jedi who participated avoided doing so for at least a year. But the moment Donovan heard about it, he volunteered to be one of the 'aides.' When asked why, he just smiled, as if enjoying a private joke.

Like before, Master Windu spent about an hour discussing the various styles, starting with Form I, which formed the basis of all other styles, to the straight-line, back-and-forth movements of Form II, the tight, defensive motions of Form III, the fluid, circular attacks of Form IV, the more aggressive strikes and power lunges of Form V, leading up to the demanding yet powerful Form VII, of which Mace Windu was one of the few living masters. But instead of the class of 60, it was smaller, mostly of younglings and recently-selected Padawans, with a few of the younger Knights intermixed. Once again, Obi-Wan had gotten out of being an 'aide,' though this time it was a legitimate reason, being off on a mission with Anakin in tow. When his old friend had commented on Sakura's change and what caused it, Donovan had recommended letting Anakin serve a month or two with one of the Jedi Corps, quite possibly the Agri-Corp, though the mention of that brought a slight cringe to Obi-Wan's face. Both men had laughed, though Donovan could see that Obi-Wan was giving the matter some serious thought. Sakura stood towards the back, holding a small something in her hands.

As before, Master Windu made the announcement of the demonstrations of the

various styles in practice. And the five aides lined up. This time, Donovan had drawn the final lot. Like before, Master Windu made quick work of his sparring opponents. After five minutes or so, it was Donovan's turn.

Windu took a moment to regard his opponent, a curious look on his strong features, but said nothing. Donovan simply nodded, and activating his lightsaber, adopted a loose stance, letting the Force flow freely through him.

On a silent signal, both men lunged forward. Apparently Windu expected much the same tactic Donovan used last time, of flipping away, and aimed accordingly. But instead, Donovan ducked low and swung upward, putting the older Jedi on the defensive, but not for long. Adjusting accordingly, Mace launched into a barrage of swings, but Donovan simply rolled away, the purple blade missing by mere centimeters. As Donovan came out of his roll, he made a straight-line lunge, something completely out of synch with Form IV. Mace was forced to step back, not able to parry in time, and Donovan took advantage of that backstep to whip his saber around in a one-hand overhead swing that came crashing down on Windu's purple blade, raised just in time to block the follow-up attack.

Windu tried several times to bait Donovan, but each attempt was blocked, the younger Jedi's lightsaber swinging into just the right place to block the swing. He tried to analyze just exactly what style his opponent was using, but few of Donovan's movements really fit into any one category, aside from the circular motions of Form IV, but the openings usually presented there were closed. And the incorporation of straight line movements and power lunges made it even more difficult to anticipate his moves. Then it struck Windu, and he almost chided himself mentally for not seeing it earlier. He couldn't decipher Donovan's style

because he wasn't using any one particular style, he was letting the Force guide his actions. *So Yoda's been handing out pointers, has he?* Mace ruefully thought, though a slight smile escaped his lips. Deciding that it was time to take this match a bit more seriously, Mace expanded his perceptions, so that all around him appeared to be moving in slow motion, but even still Donovan's attacks were fast, and still difficult to predict, and thus difficult to block.

Seizing the initiative, Windu launched into a figure-8 spin, combining speed and power, forcing Donovan to yield ground. But as the younger Jedi did, he lunged forward, catching Windu's blade with his own, locking them for a moment, and putting the older Master off-balance for a moment. But in that moment, Donovan launched into a whirlwind flurry of swings, retaking the ground just as quickly as he had given it. Several of the blows had come very close to penetrating Windu's defenses. And to his amazement, Donovan's own movements had become even faster than before, even to his Force-enhanced senses. The fluidity with which the blue lightsaber moved, coupled with its speed, made it nearly impossible to predict, and Mace Windu fond himself almost completely on the defensive, making small jabs to try and break the flow of attacks just enough to launch his own assault.

Then he saw it. Donovan was about to attempt the same move that he tried the last time they sparred. That jumping spin attack. *The boy's gotten better, but he still has a long way to go if he's trying that again.* Mace lunged forward, his body like a charging bantha, only to find that his target wasn't there anymore. Almost inhumanly, Donovan had twisted his body so that he just narrowly avoided Windu's charge. Spinning quickly to block the expected attack, he instead found something rather odd.

Donovan was half-kneeling, half-lunging forward, his right arm stretched forward as far as possible, his lightsaber making a straight line, one that just happened to end a centimeter from the base of Mace's throat. The position was off-balance, but were this a real duel, it wouldn't have mattered, since Mace would have been dead. The gathered class looked on with stunned silence. It was almost unheard of for any Jedi to best Master Mace Windu in a lightsaber match. Some weren't even sure Yoda could defeat the master of the Jedi fighting arts. Yet right before them, a boy less than a quarter of Mace Windu's age had done just that.

After a few brief moments, a sly smile grew on Mace Windu's face. He pointed his lightsaber to the ground, indicating he accepted his defeat. Donovan relaxed his own blade, and stood up. As if on cue, both men saluted each other, lightsabers pointing up. It was also clear to see that both men were perspiring heavily. Ultimately, neither man had taken this match lightly. Nodding at the other, each deactivated their lightsaber, and put them to their hips.

During the lecture part, a young girl, with snow white hair, had asked Mace Windu if you always had to use a set style of fighting, if it would be possible to fight using no set style. Windu's response had been that doing so was nearly impossible, and that all beings had a pattern to their movements, whether it was conscious or not. He would now have to re-think that answer, given Donovan's recent performance and the success of his highly unorthodox method of fighting. One of the few beings he had ever seen do so successfully had been Master Yoda, as well as the near-legendary Blademaster Lee'ba'ruce. While Yoda was more contemplative, his skill simply coming from hundreds of years of

meditating on the nature of the Force as well as having nearly mastered its usage, Donovan had picked up, at a very early age, on how to do much the same thing. *Seems we may well have another Blademaster in our midst. And if he keeps this up, my stature as master of the Jedi fighting arts might well be up for debate,* he added with a mental chuckle.

It was a bit difficult to discuss the tactics Donovan used, since as far as he could tell, he hadn't really used any. Donovan, however, was more than willing to help pick up some of the slack, and explained as best he could that he kept his attention focused on the moment, and didn't try to plan ahead, just letting the Force guide his lightsaber to where it should be.

As the class dispersed, going back to their usual schedules and duties, Mace Windu stepped up to Donovan, extending his hand. "Well fought Master Donovan. I see you've improved greatly."

Taking Windu's hand, Donovan smiled and shrugged. "Thank you, Master Windu. I just had to remember something I learned a long time ago."

Seeing Sakura walk up, Mace turned to regard her. "You would do well to heed your Master's advice. There is much you can learn from him."

Letting go of Donovan's hand, Mace turned and left the room. Only Donovan and Sakura remained in the chamber now.

"Master Windu is quite talented," Sakura remarked, as though just noticing something about the elder Jedi.

Donovan looked at his Padawan skeptically. "He should be. He is the master of the Jedi fighting arts after all."

Sakura faced her master. "I was referring to his ability to state the obvious."

The straight-forwardness of her comment caught Donovan completely by surprise, leaving him stunned for a moment before laughing. Sakura allowed herself a slight grin, which from her was quite a lot. Then her expression went back to its usual serious self.

"I do have a question Master."

"Yes," answered Donovan, quickly regaining his composure.

"Why did you try that same move, the one that cost you the match last time?"

He shrugged, as if having to explain the obvious. "Because I knew, without really knowing, that he was looking for something familiar, and upon seeing that, he'd try much the same tactic as he did last time."

Sakura thought on this a moment before asking another question. "But what if he didn't fall for it?"

Donovan put a hand on her shoulder and grinned, a sly and conspiratorial sort of grin. "If he didn't, then I might have been in real trouble."

His expression quickly shifted to a more serious one. "Simply put Sakura, battle is a complex and ever-shifting thing. You have to adapt as it changes. There's no one way to defeat every opponent. You have to adapt how you fight every time, even if it's the same person."

Sakura thought on those words for a moment. “That’s why you wanted me to not rely on a blaster so much?”

“Exactly. Now a question for you, my young Padawan. Did you get it?”

Sakura opened her hands to reveal a small holocam, a gift from Alexis. It was tiny enough to be difficult to see, yet it would be able to record the going-ons. Taking it, Donovan checked, and was glad to see that it had recorded his sparring match with Mace Windu perfectly, keeping both men in focus at the same time, though Donovan was a bit more centered in the image. But that was probably due to the small auto-tracker he wore on the inside of his belt. Alexis always did have a gift when it came to machines, and this little holocam proved no exception.

“If I may ask Master, why did you want a recording of that match?”

“It’s not for me. It’s for Z’Rissa. I promised that I’d send her a recording of the next sparring match I had with Master Windu.” Putting his arm around Sakura’s shoulders in a fatherly gesture, he directed her towards the door. “Now, let’s go get some dinner. That match worked up quite an appetite.”

She looked up at Donovan. “Just one last question, Master. Where did you learn that final move from? I’ve never seen it in any of the training docs.”

He shrugged, a sly grin returning to his face, one that gave it a sort of roguish look. “That? I saw it in a holofilm once.”

- Fin

Acknowledgements:

First, a humongous amount of thanks to Linda C-W (aka Cyrelle on the WotC Star Wars Boards and as Ris on the Holonet Forums), both for letting me use Z’Rissa, Dantris and Marek in this story, but also for all the feedback and suggestions, especially for the date scene. Also thanks to her husband Mark for the use of Lon, and the idea of the garishly colored room prank, though the target changed. May you one day find a set of those Movie Hero dice, one for each of you.

Thanks also to Tiara Brightsaber. The fan-fic pieces you sent me helped inspire the descriptions of the fight scenes, something I was dreading actually having to write out. Keep up the great work!

A hearty thanks to the fine folks behind the Online Journal, not only for publishing this story, but also for bringing back a much beloved source for Star Wars RPG material.

A general heads-up to the crew of misfits that populate the No Need to Be Sober thread, found in the depths Holonet Forums. If nothing else, you guys gave me an outlet for some of my more goofy ideas that might have instead made it’s way into here. (Sorry Lokar, no Insanians as of yet.)

Song lyrics are actually from a galaxy not-so-far away, and a time not-quite-so-long-ago. It’s *Ten Minutes Ago*, and is from the Rodgers & Hammerstein musical *Cinderella*. Again, thanks to Linda for that one.

As always, a huge vote of thanks to all of you that have read and commented on my early work *Unexpected Destiny*, either by post, by e-mail, or by instant message. It was you people that gave me the encouragement to write this latest chapter of the adventure that is the life of Donovan Morningfire. This is far from the final installment of Donovan’s story, so keep your eyes open for more.

Last but definitely not least, a big thanks to George Lucas, even though he may never read this. Thank you for giving my generation a heroic mythology we can call our own, and for letting us fans have a chance to play around in that great big sandbox called Star Wars. (And should you ever read this not-so-short-story, or any of my other works Mr. Lucas, is there any chance you could include Donovan in Ep3? Even if it’s just a brief appearance or a mention of his name. :-D

Dramatis Personae of Cadences

d6 Stats by Shannon Farrel

Credits:

Donovan Morningfire, Sakura Gall'van, & Jaster Fanor: Jonathan "Donovan Morningfire"

Stephens

Z'Rissa Organa: Linda "Ris" Cheshire-Whitson

Dantris Solomani: Linda "Ris" Cheshire-Whitson, Healer's Stance by

Jonathan "Donovan Morningfire" Stephens

Lon Blackstone: Mark "Plys Tay" Whitson

Marek Cai: Concept & background by Linda "Ris" Cheshire-Whitson, stats & Pain Force Technique by Jonathon "Donovan Morningfire" Stephens)

Z'Rissa Organa: Linda "Ris" Cheshire-Whitson

Dantris Solomani: Linda "Ris" Cheshire-Whitson, Healer's

Stance by Jonathon "Donovan Morningfire" Stephens

Lon Blackstone: Mark "Plys Tay" Whitson

Marek Cai: Concept & background by Linda "Ris" Cheshire-Whitson, stats & Pain Force Technique by Jonathon "Donovan Morningfire" Stephens)



Judas

D20

Donovan Morningfire

Male Human Jedi Guardian 8/Jedi Master 3; Init +4 (+4 Dex); Defense 22 (+8 Class, +4 Dex); Speed 10m; VP/WP 122/16; Atk +16/+11/+6 melee (4d8+2, crit 19-20, Lightsaber*), +13/+8/+3 melee (1d4+2, crit 20, unarmed), +15/+10/+5 ranged (by weapon); SQ Deflect (Attack -4, Defense +1, Extend Attack and Defense), Force Affinity (Epic; +4 competence bonus on all Force skill checks, gains +2 to the result of any Force Points spent), Force Secret (Improved Battlemind; increase the attack bonus from Battlemind by +1); SV Fort +11, Ref +12, Will +9; SZ M; FP 8, Rep +6; Str 14, Dex 18, Con 16, Int 14, Wis 14, Cha 15

Equipment: Lightsaber*, Jedi robes and tunic, utility belt [jedi], 1500 credits

*Donovan has constructed his own lightsaber

Skills: Balance +8, Climb +3, Craft (Lightsaber) +5, Entertain (Dance) +3, Jump +10, Knowledge (Jedi Lore) +8, Pilot +5, Read/Write Basic, Repair +3, Sense Motive +4, Speak Basic, Speak Shyriiwook, Speak Sullestese, Tumble +14, Understand Lekku
Force Skills: Affect Mind +6, Battlemind +14, Empathy +6, Enhance Ability +9, Enhance Senses +8, Force Defense +6, Force Strike +10, Heal Self +10, Intuit Danger +4, Move Object +10, See Force +8, Telepathy +6

Feats: Acrobatic, Exotic Weapon Proficiency (Lightsaber), Force-Sensitive, Martial Arts, Quick Draw, Weapon Finesse (Lightsaber), Weapons Group Proficiency (simple weapons)

Force Feats: Alter, Burst of Speed, Knight Defense, Lightsaber Defense, Control, Sense

Force Techniques: Quicken, Sense Surroundings

Lightsaber Forms: Form I, Form IV (Master)

"Cadences" finds Donovan a few years older and a little bit wiser. His old doubts about his abilities have largely been laid to rest, though they've been replaced with new doubts about not only his lightsaber skills, but his ability to train a Padawan, having taken the mantle of Jedi Master at a very young age. Not helping matters is the fact that his Padawan is less than respectful. He has also formed an odd sort of mentor-student relationship with Master Yoda, whose cryptic council Donovan values more than that of any other sentient ... even if the young Jedi is prone to impersonations of the diminutive Jedi Master.

D6

Donovan Morningfire

Type: Jedi Master

DEXTERITY 4D+1

Blaster 5D+2, Brawling Parry 6D, Dancing 4D+2, Dodge 11D, Lightsaber 7D+2, Melee Weapons 5D+1, Melee Parry 5D+1

KNOWLEDGE 3D+1

Languages 4D+1, Scholar: Jedi Lore 6D, Willpower 4D+2

MECHANICAL 4D

Space Transport Piloting 5D, Starship Gunnery 5D, Starship Shields 4D+1

PERCEPTION 3D+1

STRENGTH 3D+2

Brawling 5D, Climbing/Jumping 8D

TECHNICAL 3D+1

Lightsaber Repair 5D, Starship Repair 4D+1

Special Abilities:

Force Skills: Control 7D, Sense 8D, Alter 3D+1

Control: Accelerate Healing, Control Disease, Control Pain, Detoxify Poison, Emptiness, Enhance Attribute, Force of Will, Hibernation Trance, Reduce Injury, Remain Conscious, Remove Fatigue

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

2003 Sense Force, Sense Path, Shift Senses

Alter: Farseeing

Control and Sense: Lightsaber Combat, Projective Telepathy

Control, Sense and Alter: Affect Mind

This character is Force-sensitive.

Force Points: 8

Dark Side Points: 0

Character Points: 24

Move: 10

Equipment: Lightsaber*, Jedi robes and tunic, utility belt [jedi], 1500 credits

*Donovan has constructed his own lightsaber

Sakura Gal'vinn

Female Humanoid Jedi Guardian 3; Init +3 (+3 Dex); Defense 17 (+4 Class, +3 Dex); Speed 10m; VP/WP 30/14; Atk +6 melee (2d8+1, crit 19-20, Lightsaber), +4 melee (1d3+1, punch), +6 ranged (3d6, crit 20, range 10m, blaster pistol); SQ Deflect (Attack -4, Defense +1); SV Fort +5, Ref +6, Will +3; SZ M; FP 3; DSPs 1, Rep +1; Str 12, Dex 16, Con 14, Int 13, Wis 12, Cha 11

Equipment: Lightsaber, blaster pistol, Jedi robes and tunic, utility belt, 700 credits

Skills: Balance +5, Computer Use +2, Craft (Lightsaber) +4, Intimidate +3, Knowledge (Jedi Lore) +3, Knowledge (Life Sciences) +2, Listen +2, Read/Write Basic, Speak Basic, Speak Rodese, Spot +2, Treat Injury +2, Tumble +6

Force Skills: Enhance Ability +9, Force Stealth +4, Heal Self +6,

See Force +3

Feats: Ambidexterity, Exotic Weapon Proficiency (Lightsaber), Force-sensitive, Weapon Finesse (Lightsaber), Weapons Group Proficiency (Blaster Pistols) (Simple Weapons)

Force Feats: Control, Lightsaber Defense, Sense

Force Techniques: Sense Surroundings

Lightsaber Forms: Form I, early stages of Form IV

The somewhat reluctant Padawan Learner of Donovan Morningfire, Sakura seems to be the archetypical problem student. As time goes on however, she comes to realize just how much she has to learn from her new master, not just about being a Jedi, but also about being a living being. The time she spent attached to Dantris Solomani taught her increased respect for life in all its forms, including her Master.

D6

Sakura Gal'vinn

Type: Jedi Padawan

DEXTERITY 4D

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

Melee Parry 4D+1

KNOWLEDGE 3D

Intimidation 3D+1, Languages 4D, Scholar 3D+2, Scholar: Jedi Lore 4D

MECHANICAL 3D+2 **PERCEPTION** 2D+2

Search 4D

STRENGTH 3D

Brawling 3D+1

TECHNICAL 3D

Computer Programming/Repair 3D+2, First Aid 3D+1, Lightsaber

Repair 4D+1

Special Abilities:

Force Skills: Control 3D+2, Sense 1D

Control: Accelerate Healing, Control Pain, Detoxify Poison, Emptiness, Enhance Attribute, Hibernation Trance, Remove Fatigue

Sense: Life Detection, Life Sense, Sense Force

Control and Sense: Lightsaber Combat

This character is Force-sensitive.

Force Points: 3

Dark Side Points: 1

Character Points: 9

Move: 10

Equipment: Lightsaber, blaster pistol, Jedi robes and tunic, utility belt, 700 credits

Jaster Fanor

Adult Male Human, Fringer 6/Soldier 4; Init +3 (+3 Dex); Def 20 (+3 Dex, +7 Class); Spd 10m; VP/WP 78/12; Atk +10/+5 mele (1d6+2 plus poison, crit 20, Sith rapier), +10/+5 melee (1d3+2, punch), +11/+6 ranged (3d8, crit 20, range 8m, heavy blaster); SQ Barter, Fringer bonus class skill (Astrogate, Intimidate), Jury-rig +4, Survival +2; SV Fort +10, Ref +7, Will +4; SZ M; FP: 2; DSPs 11; Rep: +5; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 14.

Equipment: Sith rapier, Sith gauntlet, Force-enhancing talisman, blast vest (DR 2), heavy blaster, comlink

Skills: Appraise +4, Astrogate +6, Bluff +4, Computer Use +4, Demolitions +4, Gamble +7, Gather Information +4, Intimidate +14, Knowledge (space lanes) +8, Knowledge (torture techniques) +6, Listen +6, Pilot +10, Read/Write Basic, Repair +2, Search +6, Speak Basic, Speak Huttese, Spot +6, Survival +5, Swim +3, Treat Injury +4

Force Skills: Enhance Ability +9

Feats: Ambidexterity, Armor Proficiency (light), Exotic Weapon Proficiency (Sith Sword), Force-sensitive, Headstrong, Infamy, Point Blank Shot, Quick Draw, Starship Operation (Space Transport), Weapons Group Proficiency (Blaster Pistols) (Blaster Rifles) (Heavy Weapons)

(Primitive Weapons) (Simple Weapons) (Vibro Weapons)

Sith Artifacts

The looted plunder of several ancient Sith temples, Jaster has been allowed by his 'employer' to utilize these treasures. Their stats are as follows:

- **Sith Rapier:** does 1d6 piercing damage plus Strength bonus, and is a Medium-sized weapon. With a successful attack, the target must make a DC 18 Fortitude Save or be poisoned (effects as per contact poison, pg 289 RCR). The wielder can use the Weapon Finesse feat in conjunction with this weapon if they so choose.

- **Sith Gauntlet:** Wearer can make a ranged touch attack that does 2d6 damage, and has a maximum range of 20 meters. Wearer must be Force-sensitive to utilize this effect.

- **Force-enhancing Talisman:** Gives the wearer a +6 equipment bonus to all Force Skill checks, but the wearer must make a DC 21 Will Save each time the bonus is used or gain a Dark Side Point. (Bonus has been included to Jaster's Enhance Ability modifier.)

Jaster is a pirate with a reputation for despicable deeds as long as a Wookiee is tall. His few comrades joked that the vile thoughts that routinely ran through Jaster's head made a trash bin the proper place for his mind.

D6

Jaster Fanor

Type: Despicable Pirate

DEXTERITY 4D

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

4D+2, Melee Parry 4D+2

KNOWLEDGE 2D+1

Intimidation 8D, Languages 3D, Survival 3D+2, Value 4D

MECHANICAL 3D+2

Astrogation 4D+2, Space Transport Piloting 6D, Starship Gunnery 5D,

Starship Shields 4D

PERCEPTION 2D+2

Con 4D+2, Gambling 4D+1, Investigation 4D+2, Search 4D+2

STRENGTH 3D

Brawling 4D+1, Swimming 4D+1

TECHNICAL 2D+2

Armor Repair 3D, Blaster Repair 3D, Computer Programming/Repair

4D, Demolitions 4D, First Aid 3D+1, Space Transport Repair 3D

Special Abilities:

Force Skills: Control 1D

Control: Enhance Attribute

This character is Force-sensitive.

Force Points: 2

Dark Side Points: 11

Character Points: 6

Move: 10

Equipment: Sith rapier (STR+1D, 3D/Poison), Sith gauntlet (Uses Blaster Skill, Range 20m, STR+2D), Force-enhancing talisman (+1D to all Force Skills, Must make a Difficult Control check on each use or receive a Dark Side Point), blast vest (DR 2), heavy blaster, comlink

Darkholme

Female Human Scout 2/Soldier 6/Bounty Hunter 4; Init +8 (+4 Dex, +4 Bonus); Defense 23 (+7 Class, +4 Dex); Speed 10m, VP/WP 115/16; Atk +13/+8/+3 mele (1d4+2, crit 20, unarmed), +17/+12/+7 ranged (3d8+2, crit 19-20, range 20m, blaster carbine), +17/+12/+7 ranged (2d6, crit 20, range 6m, wrist blaster)*, +17/+12/+7 ranged (1d6+poison, crit 20, range

4m, rocket dart launcher)*, +15/+10/+5 (4d6+2, frag grenades), +15/+10/+5 (3d4, crit 20, range 6m, hold-out blaster); SQ Sneak attack +2d6, Target bonus +2; SV Fort +11, Ref +10, Will +8; SZ M; FP 5; DSPs 5; Rep +5; Str 14, Dex 18, Con 16, Int 14, Wis 14, Cha 16

Equipment: Blaster carbine (mastercraft +2), hold-out blaster, 2 stun grenades, battlesuit*, 2 medpacs, 3000 credits

Skills: Astrogate +8, Bluff +12, Computer Use +8, Demolitions +8, Diplomacy +8, Disable Device +8, Disguise +12, Gather Information +11, Hide +10, Intimidate +12, Knowledge (Law Enforcement) +8, Knowledge (Streetwise) +9, Listen +11, Move Silently +10, Pilot +12, Repair +8, Search +10, Sense Motive +10, Spot +11, Survival +10, Treat Injury +7

Feats: Armor Proficiency (light) (medium) (powered), Defensive Martial Arts, Improved Initiative, Martial Arts, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Starship Ops (space transports), Track, Weapons Group Proficiency (Blaster Pistols) (Blaster Rifles) (Heavy Weapons) (Simple Weapons) (Vibro Weapons)

Note: Darkholme exchanged her Trailblazing SQ for the feat Improved Initiative.

Darkholme's Battlesuit

Made of shell spider silk, this form-fitting garment offers far more protective value than one might first think. The addition of minute armor plates on the shoulders, forearms, thighs, torso, and back give Darkholme even more protection, giving her an added edge in combat. The addition of wrist-mounted weapons means that she is rarely without a means of attack.

Cost: Unique; not available for sale

Damage Reduction: 6

Max Dex Bonus: +5

Armor Check Penalty: -0

Required Feat: Armor Proficiency (powered)

Features: Integrated breath mask (2 hour supply), integrated comlink, sensor suite (+4 equipment bonus to Listen, Search and Spot checks, Darkvision 20m), +4 to Fortitude saves vs. hostile environments, targeting link-up (+2 equipment bonus to attack rolls with blaster carbine and armor-mounted weapons; this bonus has already been figured into Darkholme's stat block).

Weapons: Wrist blaster and grapple spike launcher are mounted on the left forearm; rocket dart launcher is mounted on the right forearm. Armor Proficiency (powered) feat grants full proficiency with the listed weapons. Weapon statistics are listed under Darkholme's attacks in the above stat block.

Darkholme is a bounty huntress whose true name and face are unknown to the public at large. She was hired by some unknown concern to kill Master Jedi Donovan Morningfire, though her efforts have been turned against her. She's a capable warrior and her prowess is boosted by the customized combat jumpsuit she wears.

New Force Technique: Quicken

Prerequisites: Enhance Ability 6+, Burst of Speed, Force level 7+, Con 13+

Knowledge DC: 25

You are able to use the Force to boost your reaction time to superhuman levels.

Effect: Use of this technique grants the character a bonus move (not move-equivalent) action in the same round. You can use this technique a number of times per day equal to your Constitution bonus.

Special: You cannot use this technique in conjunction with any other feat or ability that gives you a bonus action.

Time: Quicken is a free action.

Vitality Point Cost: 8

D6

Darkholme

Type: Bounty Huntress

DEXTERITY 4D+2

Blaster 8D, Brawling Parry 6D+2, Dodge 6D, Melee Weapons 5D+2, Melee Parry 5D+1

KNOWLEDGE 3D+1

Intimidation 8D, Law Enforcement 6D, Streetwise 6D+1, Survival 6D+2, Willpower 6D+2

MECHANICAL 4D

Astrogation 6D, Powersuit Operation 6D, Space Transport Piloting 6D+2, Starship Gunnery 5D+2, Starship Shields 5D

PERCEPTION 4D

Con 8D, Con: Disguise 8D, Hide 8D, Investigation 7D+2, Persuasion 6D+2, Search 9D, Search: Tracking 14D, Sneak 8D

STRENGTH 3D+2

Brawling 6D **TECHNICAL** 3D+1

Armor Repair 5D, Blaster Repair 5D, Computer Programming/Repair 6D, Demolitions 6D, First Aid 5D+2, Security 6D, Space Transport Repair 5D+1

Force Points: 5

Dark Side Points: 5

Character Points: 15

Move: 10

Equipment: Blaster carbine, hold-out blaster, 2 stun grenades, battlesuit*, 2 medpacs, 3000 credits

***Battlesuit:** +3D Physical Damage, +2D Energy Damage; Integrated breath mask, integrated comlink, sensor suite (Provides +2D to Search), +1D to Survival, targeting link-up (+1D to Blaster and related skills); Wrist Blaster (3D) and grappling hook on left forearm, rocket dart launcher (2D, 2D/Poison) on right forearm.

Z'Rissa Organa

Female Human, Jedi Guardian 6/Jedi Weapon Master 3/Jedi Master 1; Init +4 (+4 Dex); Def 22 (+4 Dex, +8 Class); Spd 10m; VP/WP 104/15; Atk +11/+6 melee (1d3+1, punch), +14/+9 ranged (by weapon), +17/+12 melee * (4d8+1, crit 18-20, Lightsaber); SQ +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Deflect (Attack -3, Defense +2, Extend Defense and Attack), Increase Lightsaber damage +1d8, Increase Weapon Damage, Superior Weapon Focus (Lightsaber); SV Fort +10, Ref +12, Will +9; SZ M; FP: 0; Rep: +4; Str 12, Dex 18, Con 15, Int 16, Wis 14, Cha 12.

Equipment: Aquata Breather, Breath Mask, Comlink, Gold Lightsaber*, Utility Belt [Jedi], Jedi robes (beige/midnight blue), Alderaanian formal gown & dancing slippers, Naboo beaded jewelry, various personal items, assorted training items

* Z'Rissa Organa has constructed her own lightsaber. Lightsaber includes a "training" setting (per POTJ, p. 54): 4d8 + 1 VP; does a max. 1d3 + 1 WP; DC10 Fort Save or stunned for 1d6 rounds. Rather than hanging off her belt, Z'Rissa's lightsaber rests in a custom thigh holster.

Skills: Balance +8, Craft (lightsaber) +8, Intimidate +11, Jump +6, Knowledge (Biology) +4, Knowledge (Jedi lore) +9, Read/Write Basic, Ride +5, Speak Basic, Speak Kel Dor, Speak Ryl, Speak Shyriiwook (Understand Only), Spot +5, Survival +4, Tumble +9

Force Skills: Affect Mind +8, Battlemind +14, Enhance Ability +12, Enhance Senses +7, Farseeing +6, Force Defense +12, Force Light +3, Heal Self +6, Move Object +9, See Force +8

Feats: Blind-fight, Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Improved Disarm, Weapon Finesse (lightsaber), Weapon Focus (lightsaber),

Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Attuned, Burst of Speed, Control, Mettle, Sense

Z'Rissa has always been quiet & reserved--except in the training arena. Now that she's a Knight, Ris has exaggerated these traits, as a way of appearing more mature and authoritative. She often comes off at first to non-Jedi as arrogant or even uncaring--those who recognize her surname often attribute it to "royal DNA"--a good way to offend her. Her students--and her own padawan--have nicknamed her the "Ice Princess" for her teaching personality; her lightsaber style; & her biological family. Z'Rissa is not unemotional; much of her reserve is armor for her feelings.

Ris has sapphire blue eyes that can darken noticeably when annoyed/suspicious, set in pale skin with gold undertones. Her eyes are elaborately made up and her long (past her back) hair is fiery red with blonde streaks. It's usually in a braided coronet with the streaks artfully placed, but may be loose or in a ponytail. She appears younger than her 25 years. Ris's Jedi garb is a fairly traditional cut beige gi tunic with close-fitting leggings, & high-necked Lycra-clone sports garment can be seen above the tunic neckline. Her outer robes & leatherwork are Prussian (midnight) blue.

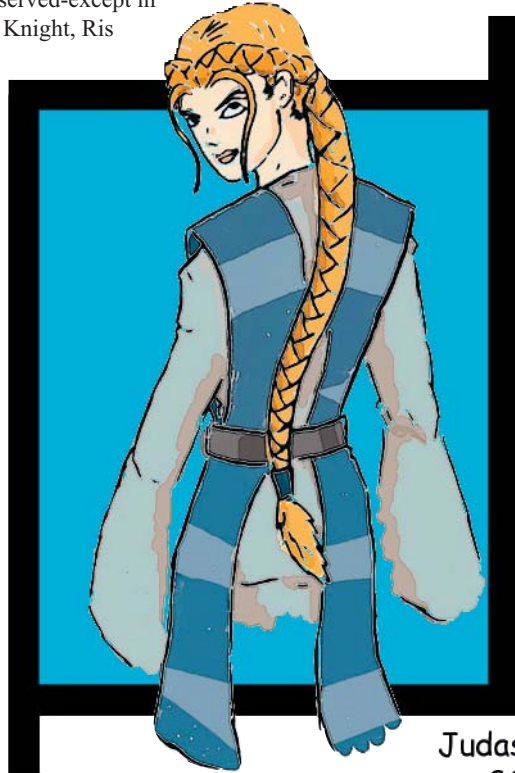
Z'Rissa is one of those Jedi who finds her surest connection to the Force through her lightsaber. In fact she is the only modern-day practitioner of Form II aside from former Jedi Dooku. As an instructor, she is also familiar with several other forms, but II is her favorite. She is a natural at Blind-fighting. In the field she's seldom flashy, but may show off a bit when sparring. She will employ Force skills such as Move Object--or even just make the gesture as a feint to gain an opening (or "take down" an overconfident student.)

Master Z'Rissa Organa would have been a princess were it not for her Force-sensitivity. A (non-human) Mentor/padawan team was in Alderaan's capital monitoring a trade summit & things were amazingly quiet. The only bit of excitement came when the pair were contacted by a royal physician, who told them that his dying patient, Princess Rysa Organa, had requested her just-born daughter be trained by the Order. Why the Organas were so eager to have the girl in Jedi hands is undoubtedly known to the Council, & the team she was given to. Ris has never asked about this or her father's identity, however.

At 12, Z'Rissa was apprenticed to Master Cyrelle Lunarion, an older Naboo Jedi, whom she adored & still stays in contact with. On their first long mission together, Ris was critically injured & med-evaced back to the Temple.

About 3 years ago, Z'Rissa took Lon, one of her lightsaber pupils, as Padawan Learner. Like Donovan Morningfire, she has not yet found her balance as the mentor of a Padawan Learner. She hoped that his different interests & talents would give them more options on missions. She did not think about the downside of these contrasts, though. Z'Rissa

is frequently torn between admiration of her padawan's cleverness & annoyance at some of the ways he uses it. Lon is much more subtle than she will ever be.



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Z'Rissa's oldest & closest friend among the Jedi is the Healer-Knight Dantris Solomani, who arrived at the Temple the same day she did. The inseparable pair, so different in personality & talents, nonetheless reminded their teachers of twins. As teenaged padawans, their relationship deepened & began to shift into physical attraction.

In spite of Z'Rissa's devotion to the Order, she cannot deny her affection & attraction for both her friends, Dantris & Donovan.

D6

Z'Rissa Organa

Type: Jedi Master

DEXTERITY 4D+2

Blaster 5D+2, Blind Fighting 5D, Brawling Parry 5D+1, Dodge 8D, Lightsaber 8D, Melee Parry 6D+1, Melee Weapons 5D

KNOWLEDGE 3D+2

Intimidation 6D+1, Languages 5D, Scholar: Biology 5D+1, Scholar: Jedi Lore 7D, Survival 4D+2

MECHANICAL 4D+1

Beast Riding 6D+1

PERCEPTION 3D+1

Search 5D

STRENGTH 3D+1

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

TECHNICAL 4D

Lightsaber Repair 6D+2

Special Abilities:

Force Skills: Control 7D, Sense 5D+1, Alter 5D

Control: Accelerate Healing, Control Pain, Detoxify Poison, Emptiness, Enhance Attribute, Force of Will, Hibernation Trance, Remove Fatigue

Sense: Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Sense Force, Sense Path, Shift Senses

Alter: Telekinesis

Control and Sense: Farseeing, Lightsaber Combat

Control, Sense and Alter: Affect Mind

This character is Force-sensitive.

Force Points: 0

Dark Side Points: 0

Character Points: 3

Move: 10

Equipment: Aquata Breather, Breath Mask, Comlink, Gold Lightsaber*, Utility Belt [Jedi], Jedi robes (beige/midnight blue), Alderaanian formal gown & dancing slippers, Naboo beaded jewelry, various personal items, assorted training items

* Z'Rissa Organa has constructed her own lightsaber. Lightsaber includes a "training" setting. Rather than hanging off her belt, Z'Rissa's lightsaber rests in a custom thigh holster.

Dantris "Dani" Solomani,

Male Human Jedi Consular 3 / Jedi Healer 8; Init +1 (+1 Dex); Def 19 (+8 classes, +1 Dex); spd 10m; VP/WP 64/13 Attack (Lightsaber* +8, 3d8, crit: 19-20), (unarmed +7, 1d3), (ranged +9, by weapon); SV Fort 8, Ref 6, Will 12; SQ Deflect (Def +2/ Att -3/ Ext.), Jedi Knight, Healing, Improved Healing (VP/WP/Ability); SZ M; rep +4; FP: 9; DSP: 0; Str 9, Dex 13, Con 13, Int 16, Wis 16, Cha 16.

Equipment: Lightsaber* (lime green), medical bag (med & surg. kits), comlink, makeup kit, massage supplies, synth-lyre, datapad (w/

med. programs, music tutorial, etc), Jedi robes, MedCorps jumpsuit

* Dantris has constructed his own lightsaber.

Skills: Bluff+9; Computer Use +9; Craft Lightsaber +5; Craft Toy +4, Diplomacy +9; Entertain: Storyteller +4; Gather info +13; Handle Animal +5; Intimidate +5; Know: Anatomy +8; Know: Jedi Lore +7; Know.: Medicine +10; Prof.: Masseur +7; Read/Write Basic; Speak Basic; Speak Cerean; Speak Ryl; Sense Motive +5; Treat Inj. +16; Understand Shyriiwook

Force Skills: Affect Mind +9; Empathy +18; Force Defense +8; Friendship +15; Heal Another +18; Heal Self +11; Illusion +5; Move Object +6; See Force +9

Feats: EWP: Lightsaber; Force-Sensitive; Persuasive; Sharp-Eyed; Surgery; Trustworthy;

WGP's: simple weapons & blaster pistols

Force Feats: Alter, Compassion, Control, Cure Disease, Force Mastery, Sense

Although young, Dani is already one of the strongest Healers & Empaths in the Circle of Healers. Like most Healers, Dani is very much a "people person," kind, friendly, & fun-loving. He has a particular soft spot for child patients, engaging them with stories & handmade toys. Dani uses Force skills also to distract, comfort & ease pain.

Dani is also well-known for his sense of humor -- and as a flirt. Any female being is treated gallantly, with compliments, plus (outside a dr-patient situation) hand-kissing, dancing, etc. Dantris is a very good-looking man in his mid-twenties. He is slightly built, with olive skin and curly dark brown hair reaching to his shoulders and a goatee. His green eyes dance with good humor and mischief. Dantris usually wears the longer "scholar"-type robes: moss green tunic with dark brown tabard, pants & outer robe, plus low "indoor" suede boots. He often works with MedCorps & may wear the uniform jumpsuit with a senior surgeon's insignia. In any case, his lightsaber will be hanging alongside his medical bag.

Fighting tactics: While not a master of the lightsaber, Dani is competent with it, using a variant of Style VI known as "Healers' Stance," which focuses on defeating an opponent as mercifully as possible, using a combination of precision stabs and anatomical knowledge to leave an opponent incapacitated. (In D20 game terms, instead of doing damage with a successful attack, you may force your opponent to make a Fortitude saving throw with a DC of 10 +2 for each die of damage you would normally do. If failed, the opponent is dazed for 2d4 rounds.)
Background: Sunny-tempered Dantris is from a family of artisans & was identified during routine screenings & taken to the Temple when he was 8 months old. As a Temple student, young Dantris was alternately receiving academic honors & discipline for (good-natured) pranks. Dani was initially reluctant to train as a Healer because it didn't fit his 12 year old idea of a Jedi Knight. That changed when his friend Z'Rissa was critically injured on her first mission as a Padawan. The Healers used his eagerness to help his friend to help him discover it was truly his path. Dantris is currently attached to the Almas Jedi Academy as its physician and to instruct likely students in Healing arts. Dani is highly oriented to the Living Force. Like many ROTE-era Healers, he utilizes modern medical technology as well as Force-Healing, and is a fully qualified physician.

Dani's closest of many friends is his fellow-instructor, Z'Rissa Organa, who arrived at the Temple the same day he did. The unlikely pair grew up regarding each other as siblings--some teachers even mentioned their twin-like bond. Today their relationship appears the same--but the reality is one which the Council would not approve.

Dani's motives for "prescribing" a "date" for his 2 friends are not clear even to him.

D6

Dantris "Dani" Solomani

Type: Jedi Healer

DEXTERITY 3D

Blaster 3D+2, Brawling Parry 3D+2, Dodge 4D+1, Lightsaber 4D+2, Melee Parry 3D+2, Melee Weapons 3D+1

KNOWLEDGE 4D

Intimidation 5D+2, Languages 4D+2, Scholar: Anatomy 6D+2, Scholar: Jedi Lore 6D+1, Scholar: Massage 6D, Scholar: Medicine 6D, Willpower 5D+2

MECHANICAL 3D+2

Beast Riding 5D+2

PERCEPTION 4D

Con 7D, Investigation 8D+1, Persuasion 7D, Persuasion: Storytelling 8D

STRENGTH 2D+1

Brawling 3D

TECHNICAL 4D

Computer Programming/Repair 7D, First Aid 7D, Lightsaber Repair 5D+2, (A) Medicine 3D

Special Abilities:

Force Skills: Control 6D, Sense 6D+2, Alter 5D

Control: Accelerate Healing, Control Disease, Control Pain, Detoxify Poison, Emptiness, Force of Will, Hibernation Trance, Reduce Injury, Remain Conscious, Remove Fatigue

Sense: Life Detection, Life Sense, Receptive Telepathy, Sense Force, Sense Force Potential, Sense Path

Alter: Telekinesis

Control and Sense: Farseeing, Lightsaber Combat

Control and Alter: Control Another's Disease, Control Another's Pain, Detoxify Poison in Another, Place Another in Hibernation Trance, Remove Another's Fatigue, Return Another to Consciousness, Transfer Force

Control, Sense and Alter: Affect Mind

This character is Force-sensitive.

Force Points: 9

Dark Side Points: 0

Character Points: 27

Move: 10

Equipment: Lightsaber* (lime green), medical bag (med & surg. kits), comlink, makeup kit, massage supplies), synth-lyre, datapad (w/med. programs, music tutorial, etc), Jedi robes, MedCorps jumpsuit

* Dantris has constructed his own lightsaber.

Lord Marek Cai

Male Human Jedi Consular 4/Sith Acolyte 8/Sith Lord 2; Init +2 (+2 Dex); Defense 24 (+12 Class, +2 Dex); Speed 10m, VP/WP 118/15; Atk +13/+8 melee (5d8+2, crit 19-20, lightsaber*), +12/+7 melee (1d3, punch), +12/+7 ranged (by weapon); SQ Deflect (Attack -4, Defense +1), Resource Access, SV Fort +9, Ref +6, Will +9; SZ M; FP 5; DSPs 19; Rep +6; Str 14, Dex 14, Con 15, Int 17, Wis 16, Cha 17.

Equipment: Lightsaber (crimson)*, expensive robes and tunics, Sith tablet, loads of credits

*Marek has constructed his own lightsaber

Skills: Bluff +15, Craft (lightsaber) +8, Diplomacy +10, Gather Information +9, Intimidate +17, Knowledge (Jedi lore) +8, Knowledge (Life Science) +8, Knowledge (Sith lore) +14, Read/Write Basic, Read/Write Old Galatic Standard, Read/Write Sith, Sense Motive +11, Speak Basic, Speak Old Galactic Standard, Speak Sith, Treat Injury +8

Force Skills: Alchemy +15, Affect Mind +15, Battlemind +8, Fear +12, Farseeing +13, Force Grip +13, Force Strike +13, Heal Self +11, Move Object +15, See Force +12, Telepathy +12

General Feats: Combat Expertise, Exotic Weapon Proficiency (lightsaber), Frightful Presence, Improved Disarm, Persuasive, Weapon Focus (lightsaber), Weapons Group Proficiency (blaster pistols) (simple

weapons) (vibro weapons)

Force Feats: Alter, Control, Drain Force, Force Whirlwind, Lightsaber Defense, Sense, Sith Sorcery

Force Techniques: Pain**

Marek began as a promising Padawan studiously learning the arts of a Healer. Marek's mentor died unexpectedly of natural causes when he was about 20 & the Council did not think he was ready for the trials. Rather than accepting a new mentor, the devastated Marek choose to leave the Order. (Since he was not Knighted, Marek is not counted amongst the Lost 20.) Having many other concerns, the Council did not bother to monitor the young man, so the point at which he took up the methods and teachings of the Sith, and where he gained this knowledge, is unknown.

They did discover that around BBY 54-52, Cai was on Alderaan, posing as a scholar & Jedi. Apparently his actions & attitudes gave no one who knew him there, including a minor princess, reason to doubt this. His most recent activities have been the gathering of Sith artifacts, and an attempt to breach the Sith Temple on Almas. The Jedi Council has no idea as of yet whether Marek has any connection to Darth Maul's surviving colleague, or if he might even be that second Sith. After his encounter with Masters Morningfire & Organa, he has apparently decided to lie low for a while--to plot revenge, wait for the Jedi Order's attention to once more turn away from him, or both.

Marek, who is in his early to mid 50's, is still a strong & fit man, who can hold his own against much younger opponents. He is tall and good-looking, with a regal, compelling, and evil air. His most striking features are his intense blue eyes, and his unusual hair color. His hair is streaked dark blond and copper, but is beginning to gray, mostly at the temples, which has dulled the brightness.

Fighting Style and Tactics: Marek learned the basics of Style II while training to be a Jedi, but after beginning a more in-depth study of Sith lore, he learned to focus his anger and hatred into his attacks, as well as adopting the more physical and vicious methods of Sith combat.

Notes:

- Force Training Progression: Sense, Alter, Control

New Force Technique: Pain** (Dark Side)

Prerequisites: Fear 6+, Force Grip 6+, Force level 4+

Knowledge DC: 21

You are able to render a foe helpless, their bodies racked with pain. Jedi scholars believed that the ancient Sith first developed this power using a twisted variation of the Jedi discipline Malacia, substituting agony for mere disorientation. This belief is enforced by records of Sith torture experts making ample use of this power.



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Effect: Select one person within 10m of you, who must make a Fortitude saving throw of DC 10 + your Force level, or be stunned for 2d6 rounds.
Time: Pain is a full-round action and draws an attack of opportunity.
Vitality Point Cost: 6

D6

Lord Marek Cai

Type: Sith Lord

DEXTERITY 3D+1

Blaster 4D+1, Brawling Parry 4D+1, Dodge 5D+1, Lightsaber 6D, Melee Parry 4D+1, Melee Weapons 3D+2

KNOWLEDGE 4D+1

Intimidation 10D+2, Languages 5D, Languages: Old Galactic Standard 5D+1, Languages: Sith 5D+1, Scholar: Jedi Lore 7D, Scholar: Life Science 7D, Scholar: Sith Lore 9D

MECHANICAL 4D

PERCEPTION 4D+1

Con 9D+1, Investigation 7D+1, Persuasion 7D+2

STRENGTH 3D+2

Brawling 4D+2

TECHNICAL 4D+1

First Aid 6D+2, Lightsaber Repair 7D

Special Abilities:

Force Skills: Control 8D+2, Sense 9D+2, Alter 8D+2

Control: Accelerate Healing, Control Disease, Control Pain, Detoxify Poison, Emptiness, Hibernation Trance, Reduce Injury, Remain Conscious, Remove Fatigue

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

Potential, Sense Path

Alter: 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, Control Mind, Drain Life

Essence, Telekinetic Kill

This character is Force-sensitive.

Force Points: 5

Dark Side Points: 19

Character Points: 15

Move: 10

Equipment: Lightsaber (crimson)*, expensive robes and tunics, Sith tablet, loads of credits

*Marek has constructed his own lightsaber

Lon Blackstone

Adult Male Human, Jedi Guardian 5; Init +3 (+3 Dex); Def 18 (+3 Dex, +5 Class); Spd 10m; VP/WP 32/16; Atk +5 melee (1d3, punch), +8 melee (3d8, crit 19-20, Lightsaber), +8 or +4/+4 ranged (3d8, Blaster [Heavy Pistol]), +8 ranged (3d4, Blaster [Hold-out]); SQ Deflect (Attack -4, Defense +1), Increase Lightsaber damage +1d8; SV Fort +7, Ref +7, Will +5; SZ M; FP: 0; Rep: +2; Str 10, Dex 16, Con 16, Int 14, Wis 14, Cha 13.

Equipment: All-Temperature cloak (+2 to Fortitude saves made to resist severe weather), Blaster [Heavy Pistol], Blaster [Hold-out] x2, DataPad (+2 computer bonus on Intelligence checks relating to Computer Use checks involving downloading. With related datacards +2 bonus to Knowledge checks.), Field Kit (Contains 2x condensing canteens with water purification, 1x sunshield roll, 1x week's worth of food rations, 2x glow rods, 2x breath masks, 24x filters, 12x atmospheric canisters, and an all-temperature cloak.), Lightsaber, Recording rod x3, Security kit (+2 equipment bonus on Repair checks for security systems.)

Skills: Astrogate +3, Bluff +3, Computer Use +7, Craft (lightsaber) +4, Diplomacy +3, Disguise +3, Escape Artist +5, Gather Information +3, Hide +5, Knowledge (etiquette) +3, Knowledge (Jedi lore) +3, Move Silently +7, Pilot +4, Profession (investigator) +3, Read/Write Basic, Speak Basic, Speak Huttese, Speak Ryl

Force Skills: Affect Mind +4, Battlemind +4, Empathy +3, Enhance Ability +5, Force Defense +4, Force Stealth +3, Force Strike +3, Friendship +2, Heal Another +4, Heal Self +4, Move Object +4

Feats: Ambidexterity, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Stealthy, Two-weapon Fighting, Weapon Finesse (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Control, Sense

16 year old Lon's ambition is to become an investigator. He often chafes under the restrictions of Master Z'Rissa & her preferences for the Academic life, but the lessons of Cadences may benefit both of them. Also, Lon would never admit that he does like his teacher...

Lon is a near-human from the planet Daunte, which has a very eccentric orbit, resulting in weather extremes over the course of a planetary year. As an adaptation, Lon's hair & skin color (like those of all Daunte natives) both vary from almost stark white to jet black, depending on UV light exposure. The more UV that a Daunte native is exposed to the darker their skin, and the lighter their hair, becomes. When Lon plans to go undercover, he sometimes uses artificial UV sources to alter the pigmentation.

Lon seldom dresses in Jedi robes and always has a long vest with many pockets. When outside the Academy, he prefers not to be recognized as a Jedi.

Lon is quite the prankster, but unlike Dantris, whom he seems to emulate, Lon tries to keep his involvement secret, and usually succeeds.

D6

Lon Blackstone

Type: Jedi Investigator

DEXTERITY 4D

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

KNOWLEDGE 3D+1

Cultures 4D+1, Languages 4D, Scholar: Jedi Lore 4D+1

MECHANICAL 3D+2

Astrogation 4D+1, Space Transports 5D+1

PERCEPTION 3D+1

Con 4D, Con: Disguise 4D+2, Hide 5D+2, Investigation 5D, Persuasion 4D, Sneak 7D

STRENGTH 3D

Brawling 3D+1

TECHNICAL 3D+1

Computer Programming/Repair 5D+2, Lightsaber Repair 4D+2, Security 5D+2

Special Abilities:

Ambidextrous: Lon can use either hand with equal ease.

Force Skills: Control 3D, Sense 1D+1, Alter 1D+2

Control: Accelerate Healing, Control Pain, Emptiness, Enhance Attribute, Force of Will, Hibernation Trance, Remove Fatigue

Sense: Combat Sense, Danger Sense, Life Sense, Receptive Telepathy

Alter: Telekinesis

Control and Sense: Lightsaber Combat

Control, Sense and Alter: Affect Mind

This character is Force-sensitive.

Force Points: 0

Dark Side Points: 0

Character Points: 5

Move: 10

Equipment: All-Temperature cloak, Heavy Blaster Pistol (5D), 2 Hold-out Blasters (3D), DataPad, Field Kit (Contains 2x condensing canteens with water purification, 1x sunshield roll, 1x week's worth of food rations, 2x glow rods, 2x breath masks, 24x filters, 12x atmospheric canisters, and an all-temperature cloak.), Lightsaber (5D), Recording rod x3, Security kit