



## HEART OF EVIL



Heart of Evil is an adventure supplement for the Star Wars RPG. The story is actually the fourth in a long series of campaigns I have played over the past ten years. Although the adventures are written around certain characters, it can be easily modified to suit individual campaigns. Each act is designed to be played in one evening.

The main characters of Dark Heritage: Heart of Evil are a band of young Jedis-in-Training. They are all students of the old Jedi Warrior, Kirin O'Neill. Kirin is by no means a Jedi Master, and what he can teach his students is limited. But the New Republic will take what they can get and not complain.



## Player Characters

### **Mikyll Starchild, Quixotic Jedi.**

The son of Imperial Admiral Dirg Kargin and an unknown Jedi, Mikyll was the subject of an intensive Imperial search as a child. Now as an adult, Mikyll seeks to hone his Jedi skills under his master Kirin Onell, whom he helped rescue from the Spice Mines of Kessel.

### **Aubrey Hawkes, Minor Jedi.**

Aubrey comes from a disadvantaged childhood. Now he trains to be a Jedi under Master Onell.

### **Ortega LeMotte, Young Senatorial.**

Privileged son sent to learn the Jedi Arts in order to hone his leadership skills.

### **Dagnar Starsbane, X-Wing Pilot turned Smuggler.**

As a former X-Wing pilot, Dagnar helped defeat the Empire. Now that the fighting's over, Dagnar must turn to smuggling to make ends meet.

## Gamemaster Info

### **Non-Player Characters for Heart of Evil**

### **Spaceships of Heart of Evil.**



## Player Characters

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### Mikyll Starchild

Mikyll Starchild (Kargin), Quixotic Jedi

Player Name: Woobee Low

Height: 6'2"

Weight: 170 lbs

Sex: Male

Age: 17

DEXTERITY: 3D+2

KNOWLEDGE: 2D+1

MECHANICAL: 2D+2

PERCEPTION: 3D

STRENGTH: 3D

Climbing/Jumping: 4D

TECHNICAL: 2D+1

Medicine: 3D+1 (+1D)

CONTROL: 2D (+2D)

Control Pain

Remain Conscious

Force of Will

Accelerate Healing

SENSE: 3D (+3D)

Life Sense

Magnify Senses

Receptive Telepathy

Instinctive Astrogation

Postcognition

ALTER: 1D (+1D)

Control Another's Pain

Shift Senses

Telekinesis

EQUIPMENT:

Lightsaber (green)

2 sporting blasters

1 hold-out pistol (3D+1)





BACKGROUND: "My first memories were of my mother. She was beautiful and kind. We were seperated by the Empire when I was very young. I grew up an orphan in the lower levels of a space station in the Core Systems. My family was a gang of young thieves and packrats who lived off anything they could steal or scrounge. My only friend was a little Fox-Squirell named Foxy. I was later discovered by a smuggler named Shawl Taggler. He let me tag along with him and his buddies, MacKenzie and Viper, in exchange for keeping hi s freighter, the Kundali Scout, somewhat clean."

"From an early age I loved adventure. Shawl hooked me up with the Rebellion, and with an old has-been named Kirin Onell. Kirin was a washed out broken Jedi student who was breaking his back in the Kessel Mines. He had given up on life until he had met me . Within me, Kirin sensed great potential. I gave him renewed purpose. He began to teach me everything he could remember. Soon others would join. Now I'm taking Jedi training, what little Kirin can offer, with two other students: Aubrey Hawkes and Ortega LeMotte. Our little academy is still a secret, however. In order to serve the new republic, we can't let our powers fall into the wrong hands, like my father's."

"Oh yeah, that's the other thing. When I was travelling with Shawl, I found out that I was the son of Admiral Dirg Kargin, the dreaded Imperial officer who oversaw the genocide of the entire Centalia system. I figure my mother was strong in the Force, because my sister, Raisa Kargin, is a Dark Jedi. She served alongside our father while he led an entire wing of Star Destroyers to find me. He failed and died when his Star Destroyer was destroyed near Rellin. My sister died with him. I hope."

**Aubrey Hawkes, Minor Jedi**

Player Name: Jeff Dodd

Height: 6'2"

Weight: 235 lbs

Sex: Male

Age: 20

DEXTERITY: 3D

Lightsaber: 4D (+1D)

KNOWLEDGE: 3D+2

Streetwise: 4D+2 (+1D)

MECHANICAL: 2D

Starship Shields: 3D (+1D)

PERCEPTION: 3D+1

STRENGTH: 2D+2

Brawling: 3D+2 (+1D)

TECHNICAL: 2D+1

CONTROL: 2D (+1D)

Control Pain

Remain Conscious

Force of Will

Accelerate Healing

SENSE: 1D (+1D)

Life Sense

Magnify Senses

Receptive Telepathy

ALTER: 1D (+1D)

Control Another's Pain

Shift Senses

Telekinesis

EQUIPMENT:

Lightsaber

1000 Credits.



**BACKGROUND:** "I grew up in the Imperial ghetto quads on the planet Sisko. The streets of the segregated community were dangerous, filled with roving gangs and criminals. I grew up tough, didn't have much of a choice. I always had a knack, though. Call it a hidden sense. It kept me out of trouble, and when it didn't, it got me out of it. After the Empire fell on Sisko, our people had freedom. A lot of good it did 'em. Nothing changed. We were still trapped in the cycle of poverty, dependence, and violence."



"I want more than that. I want to do what's right, for me and for my world. I was invited by this guy Kirin Onell to come to his secret Academy. He says I'm strong in The Force. If I can become a Jedi, maybe I can return home and set things right, once and for all."

**Ortega LeMotte, Young Senatorial**

Player Name: Jeff Mason

Height: 5'9"

Weight: 165 lbs

Sex: Male

Age: 22

DEXTERITY: 3D

KNOWLEDGE: 4D

    Alien Races: 5D (+1D)

    Bureaucracy: 5D (+1D)

    Cultures: 5D (+1D)

MECHANICAL: 2D+2

PERCEPTION: 3D+1

STRENGTH: 3D

    Brawling: 4D

TECHNICAL: 2D



Equipment:

Stylish Clothing

Hold-out Blaster

Comlink

5000 Credits.

Background: "The only thing I know is that I'm destined to take my father's place in the new colonial senate. From a very young age, I was trained in the arts of statecraft, language, and leadership. Now I'm spending time in Jedi Training under the secret tutelage of the former Jedi Ki'Rin. I'm showing little promise, but my father has great hopes for me. Hopes, I'm afraid, I will not be able to fulfill."



**Dagnar Starsbane, X-Wing Pilot turned Smuggler**

"It's gotta be on a Star Chart somewhere!"

Player Name: Trevor Hanson

Height: 5'11"

Weight: 164 lbs

Sex: Male

Age: 27

DEXTERITY: 3D

Blaster: 4D (+1D)

KNOWLEDGE: 2D

Languages: 3D (+1D)

MECHANICAL: 4D

Starship Gunnery: 5D (+1D)

Starship Piloting: 6D (+2D)

Starship Shields: 5D (+1D)

PERCEPTION: 3D

STRENGTH: 3D

Brawling: 4D

TECHNICAL: 2D+1

**EQUIPMENT:**

Heavy Blaster

CommLink

600 Credits.



**BACKGROUND:**"I piloted my own X-Wing Fighter throughout the Rebellion's rise to power. I retired from military service after the Battle of Endor. I flew convoy escorts until I had enough money to sell my X-Wing and buy a freighter. Standard cargoes weren't lucrative or exciting enough, so I started smuggling. Sure there's a little more profit, but I mainly do it for the rush."





## Non-Player Characters



There are many non-player characters appearing in Heart of Evil. Here are some pictures of them with a short description.

## Kirin O'Nell

"I'm getting too old for this..."



Kirin O'Nell was once a Jedi Warrior fighting for the Old Republic. When Palpatine declared himself Emperor and began a purge of the Jedi Knights, Kirin succumbed to fear. Disguising himself, he was captured and taken to work in the Spice Mines of Kesse I. He was imprisoned, but at least he was alive.

Over the next thirty years of slave labor, Kirin slipped slowly over to the dark side. He began drinking to suppress the urge to commit evil. He withdrew into himself. The guilt he felt for hiding made him angry and bitter.

Years later, following a rumor for the Rebel Alliance, a smuggler named Shawl Taggler and his crew found Kirin and emancipated him. At first, he was resistant. He did not want to face the outside world that he had fled. But the band was persistent and forcibly took Kirin onto their ship and escaped. One of the crew was a young boy named Mykee Starchild.

In Mykee, Kirin sensed a powerful link with the Force. The boy thought Kirin a hero and looked up to every thing he did. Kirin, in turn, feared what the Empire might do with such a young boy, so he took it upon himself to reform. He took the boy under his tutelage and began the slow process towards redemption. Now, Kirin is a new man, he teaches a small group of Jedi in the ways of the Force. Some day, he feels, he might fully redeem himself and once more fight for the Galaxy.

DEXTERITY: 2D+2

Dodge: 5D+2

Blaster: 4D+2

Lightsaber: 4D+2

KNOWLEDGE: 3D+1

Survival: 5D

MECHANICAL: 2D

Beast Riding: 4D

PERCEPTION: 3D+1

STRENGTH: 2D+2

TECHNICAL: 2D+1

Medicine: 4D

CONTROL: 3D, Absorb/Dissipate Energy, Accelerate Healing, Control Pain, Force of Will, Hibernation Trance



SENSE: 4D, Combat Sense, Danger Sense, Farseeing, Instinctive Astrogation, Life Detect, Life Sense, Magnify Senses, Postcognition, Receptive Telepathy, Sense Force, Sense Path

ALTER: 3D, Injure/Kill, Telekinesis

CONTROL+SENSE: Farseeing, Lightsaber Combat, Projective Telepathy

CONTROL+ALTER: Accelerate Another's Healing, Control Another's Disease, Control Another's Pain, Detoxify Poison in Another, Force Lighthses, Place in Hibernation, Return Another to Consciousness, Transfer Force

CONTROL+SENSE+ALTER: Affect Mind, Control Mind, Force Harmony, Telekinetic Kill

SENSE+ALTER: Dim Other's Senses

**Gossht**

Bounty Hunter

"I sssaid DROP IT!"



Gossht is a bounty hunter looking for Dagnar Starsbane so that he can collect the 5000 credit reward put on him by the Freighter Pilot's Guild

DEXTERITY: 4D (3D in armor)

Blaster: 8D (7D in armor)

Dodge: 11D (10D in armor)

KNOWLEDGE: 2D+2

MECHANICAL: 2D+2

PERCEPTION: 3D

STRENGTH: 3D+2 (4D+2 in armor)

Brawling: 6D+2

TECHNICAL: 2D

He owns Bounty Hunter Armor (1D), a Medium Repeating Blaster (7D), a Chronometer, and a Jetpack.

**Shafrin Atoz, librarian of Obroa Skai**

"Hrmph, I suppose you wish to view the Holovid collection. Very Well..."

Shafrin is the arrogant and snobbish curator of the Galactic Archives on Obroa Skai. He was trained in the Imperial Academy and views this New Republic with patrician disdain. He is, however, ultimately loyal to the archives and the knowledge they represent and will reluctantly help anyone from the Republic find the information they need.



DEXTERITY: 3D

Dodge: 4D

Melee Parry: 3D+1

KNOWLEDGE: 4D

Alien Races: 6D

Bureaucracy: 7D

Culture: 8D

Languages: 6D

Planetary Systems: 6D

Technology: 8D

MECHANICAL: 2D+2

Astrogation: 3D

PERCEPTION: 3D+2

Command: 4D

Search: 4D

STRENGTH: 2D+2

TECHNICAL: 2D

Computer Program/Repair: 4D

Medicine: 3D+1

Security: 2D+2



### **KR-15T, Industrial Automaton KR-Tech Droid**

"Well, Excuse ME Sir!"

A 30-year old Starship-repair droid trapped in the Fornax system. Over the years, it has developed a rather sensitive attitude towards humans and will take strong offense at every little thing.

Height: 2.15 m

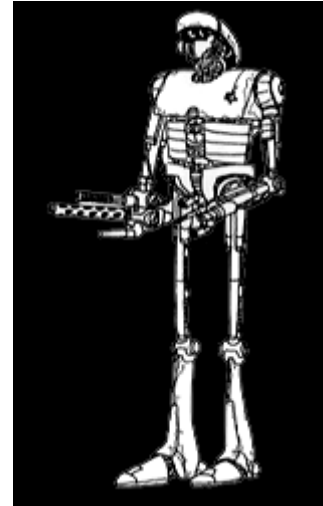
Weight: 75 kg

Skills:

Starship Repair: 5D

Repulsorlift Repair: 5D

- # computer link
- # fire extinguisher
- # laser cutter
- # plasma welder
- # fusion power generator
- # power scanner
- # beam drill



**Kek'Nel, Gambler and Informant**

"Look, what do you want from me? Why can't you just leave me alone?"

Kek'Nel is just another lost soul stranded in the Fornax system. He wastes his time gambling in the mess hall on Fornax One.

DEX: 3D+2

Blaster: 6D+2

KNOWLEDGE: 3D

MECHANICAL: 2D+1

PERCEPTION: 4D

Gambling: 6D

STRENGTH: 2D+2

TECHNICAL 2D+1

He carries a Holdout Blaster (3D)





**Gebedai, Trader**

Hmmm... Let me think about it, NO!"

Gebedai is a dealer in questionable goods. He has been around the Galaxy and back and has peddled everthing from Kessel Spice to used organs. Now he has found himself trapped in the Fornax System. He makes his way by working for the Crime Lord Slynn Vo nn.

DEXTERITY: 2D

KNOWLEDGE: 2D

Bureaucracy: 4D

MECHANICAL: 2D

PERCEPTION: 2D

Bargain: 4D

Con: 4D

STRENGTH: 2D

TECHNICAL: 2D

He carries a Holdout Blaster (3D+1) and a datapad.



**Takesh, Twi-Lek Guide**

"Chessheg Arbra...Come, this way..."

Takesh is another trapped fortune hunter in the Fornax system. He has found his niche acting as a guide for miners among the ore-rich asteroid fields. It is said that Takesh knows the individual orbits of each planetoid and asteroid in the Fornax system. He was once a great guide and served the Imperial Survey Corps as an interpreter and explorer. He hates droids because of their ability to perform the same functions without pay or rest.

Takesh carries a Holdout Blaster (3D+1).

DEXTERITY: 2D

Blaster: 4D

Dodge: 3D

KNOWLEDGE: 2D

Planetary Systems: 5D

Cultures: 3D+1

Languages: 4D

Alien Races: 2D+2

MECHANICAL: 1D+2

PERCEPTION: 2D

STRENGTH: 1D

TECHNICAL: 2D



**Qothal, Elomin Freighter Captain**

"Nesh-Nesh! No! Not there! Goes over here it does!"

Qothal is the owner and captain of the Minstrel. He is a perfectionist and keeps everything in his ship in exact order. He won this ship in mortal combat with it's former owner in the pits of Fornax One. He has a scar on his face to prove it. That was in his younger, rougher days. Now he's older and more experienced, and takes less risks.

Qothal carries a Blaster (4D).

**DEXTERITY: 2D**

Blaster: 3D

Melee Parry: 2D+1

Dodge: 3D

Melee: 2D+2

**KNOWLEDGE: 1D+2**

Bureaucracy: 3D+2

Planetary Systems: 2D+2

**MECHANICAL: 2D+1**

Astrogation: 3D+1

Starship Gunnery: 3D+1

Starship Piloting: 3D+1

Shields: 3D+1

**PERCEPTION: 2D**

Bargain: 3D

Search: 2D+2

**STRENGTH: 1D+2**

Stamina: 2D+2

**TECHNICAL: 2D+1**

Computer Program/Repair: 3D+1

Droid Program/Repair: 3D+1

Starship Repair: 3D+1





## **Jergo and Krell, a boy and his robot**

"Oh, uh.. Hiya."

Jergo is the son of Mikayla. He is a 12 year old boy and is guarded by his robot, Krell. He is always stowing away on system ships and getting into trouble. He is just an innocent kid, however, and doesn't mean any harm. Tariss Vimm would love to get his hands on Jergo to use him to get Lightsabers from Mikayla's asteroid.

DEXTERITY: 3D+2

Dodge: 5D

KNOWLEDGE: 2D+2

Alien Races: 3D

Survival: 4D+1

Streetwise: 3D+3

MECHANICAL: 3D

PERCEPTION: 3D+2

Hide/Sneak: 4D

STRENGTH: 2D+1

Swimming: 3D

TECHNICAL: 2D+2



## **Krell**

"Grrrr....d-preep!"

Blaster: 7D

Technology: 3D

Planetary Systems: 2D



### **Lynna Kenobi, Quixotic/Failed Jedi**

"Meet your DOOM, Dark-Spawn!"



Lynna Kenobi is the daughter of two miners who were trapped in the Fornax system 16 years ago. They died years ago and she was consequently adopted by Mikayla and trained in the ways of the Force. Now, Lynna is a Jedi, or a version of Jedi skewed by her isolation from the rest of the Galaxy. She is over-melodramatic to an extreme and every battle is a battle to save the universe. She is also dangerous. She is a wild-card who takes orders poorly and acts on her own adventurous whim, but her abilities can make her a powerful ally.

She is armed with a Lightsaber (5D) that she jealously guards and a Blaster Pistol (4D).

DEXTERITY: 3D+2

Blaster: 4D

Dodge: 3D+3

Lightsaber: 3D+3

KNOWLEDGE: 2D+1

Technology: 2D+2

MECHANICAL: 2D+2

Beast Riding: 3D

Astrogation: 3D+1

Pilot: 3D+2

PERCEPTION: 3D

STRENGTH: 3D

Brawling: 4D

Climbing/Jumping: 3D+2

TECHNICAL: 2D+1

SENSE: 1D

**Mikayla, Failed Jedi**

"Who the Hell are you?"

Mikayla was a Jedi knight who came to the blockaded Fornax system to find the planetoid Kaiburr so that she could use the crystals to fight Palpatine. She never found the planetoid but she did find herself hopelessly trapped in the Fornax System. She set up shop in a mined-out asteroid and began training warriors to become minor-Jedi knights to fight Slynn Vonn, the criminal overlord.

DEXTERITY: 2D+2

Lightsaber: 6D+2

Melee: 5D+1

KNOWLEDGE: 3D+1

MECHANICAL: 2D

Astrogation: 4D

PERCEPTION: 3D+1

Bargain: 4D

Command: 7D

STRENGTH: 2D+2

Brawling: 4D

TECHNICAL: 2D

Security: 4D

CONTROL: 7D

SENSE: 7D

ALTER: 9D



**Slynn Vonn, Twi'Lek Crime Lord**

"Meenock no gracchi, tekki a Batha poodoo."

Slynn Vonn was a minor criminal when the Fornax system was sealed off. With the absence of any authority, he quickly became the undisputed criminal overlord of the entire star system. Since there is no trade with the outside Galaxy, the Fornax system relies on the Hydroponic gardens of Fornax One for food and water, and Vonn controls Fornax one. It was Vonn that set up the favor system, a system that trades favors for goods and services in lieu of credits. Every inhabitant of the system owes Vonn several favors. Vonn goes nowhere without his cadre of thugs and his companion, a pet Howlrunner.



DEXTERITY: 2D

Blaster: 5D

Dodge: 4D+1

Melee: 3D+2

KNOWLEDGE: 2D

Alien Races: 3D+2

Bureaucracy: 6D

Technology: 4D

MECHANICAL: 1D+2

PERCEPTION: 3D+1

Bargain: 6D

Con: 4D+2

Command: 5D+1

Gambling: 5D

STRENGTH: 2D

TECHNICAL: 1D



**Tariss Vim, Failed Jedi**

"Those lightsabers are MINE!"



Tariss Vim was once an apprentice to Mishara on the hidden planetoid of Kaiburr, but he grew restless and petulant. Mishara banished him from the planetoid, but before he left, he managed to steal a shard of the crystal. This crystal abnormally enhanced his Force powers, but at a cost. Tariss became evil and vindictive. Never finding escape from the quarantined system, he made it his goal to conquer it. To this end, he set up an alliance with Slynn Vonn, the crime lord of the system. Now, it is Tariss's dream to be a master Jedi. But he never completed his training, and lacks the skill to build a lightsaber or to use it effectively. His force ability is false, being enhanced by the crystal. He spends most of his efforts trying to steal a lightsaber from Mikayla or her assistant Lynna, neither of whom, of course, will give theirs up.

DEXTERITY: 2D+2

Blaster: 7D

Brawling Parry: 4D+2

Dodge: 6D

Melee: 4D+2

Lightsaber: 1D

KNOWLEDGE: 3D+1

MECHANICAL: 2D

PERCEPTION: 3D+1

Command: 4D+2

STRENGTH: 2D

Brawling: 7D

Stamina: 5D+1

TECHNICAL: 2D+2

CONTROL: 2D (10D with crystal)

SENSE: 1D (5D with crystal)

ALTER: 1D+1 (7D with crystal)

**DED-1, Assassin Droid**

"You are marked for termination."

DED-1 is a gladiator droid in Slyn Vonn's Battle Arena. In the days before the quarantine, the arena was used for Droid battles to entertain the miners. Today, it is used to ejudicate differences, settle grudges, or take something from someone else. Vonn keeps DED-1 around to serve as a judge/executioner.

STRENGTH: 5D

BLASTER: 5D

SEARCH: 5D

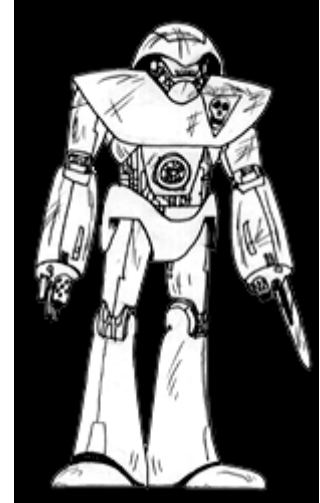
# Vibroblade (6D+2 )

# 2 Medium Repeating Blasters (7D)

# Sword (6D+2, 5 to hit)

# Stungun

# Blaster Pistol (4D)





### **Grodd, Thug in the employ of Slynn Vonn**

Grodd is one of Slynn Vonn's enforcers. He is a hairy brute who smells bad.

He is armed with a Heavy Blaster Pistol (5D).

**DEXTERITY:** 4D

Blaster: 6D

Brawling Parry: 5D+1

Dodge: 4D+2

**KNOWLEDGE:** 2D+2

Steetwise: 3D+1

Survival: 3D

**MECHANICAL:** 2D+2

Astrogation: 3D+1

Beast Riding: 3D

Repulsorlift: 3D

Starship Gunnery: 3D

Starship Pilot: 3D+1

Starship Shields: 2D+2

**PERCEPTION:** 3D

Command: 6D

Search: 4D

**STRENGTH:** 3D+2

Brawling: 4D

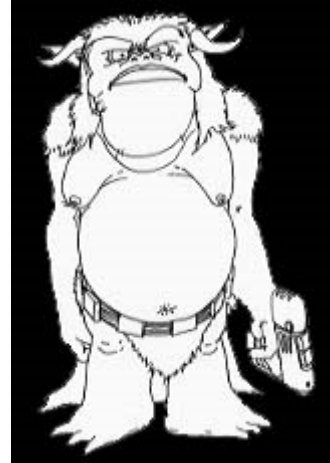
Lifting: 5D

**TECHNICAL:** 2D

Computer Program/Repair: 3D

Security: 2D+1

Starship Repair: 3D



**Kael, Nagai Enforcer**

"Don't feel bad, your defeat was inevitable."

Kael is a cocky arrogant Nagai Warrior. Nagai have silvery skin and dark black hair and culturally prefer knives. Kael is armed with 5 different knives from around the Galaxy. He is also armed with a Blaster Pistol.

DEXTERITY: 3D

Melee: 5D

Melee Parry: 4D

Dodge: 3D+1

KNOWLEGE: 2D

MECHANICAL: 2D

Beast Riding: 3D

PERCEPTION: 1D

STRENGTH: 1D+2

TECHNICAL: 2D+1



**Garnod, Twi'Lek enforcer**

"Chacka! Morsheb! Drop Your Weapon!"

Garnod is one of Slynn Vonn's enforcers. He is young and brash and tends to do stupid things. He is armed only with a Blaster Pistol (4D).

DEXTERITY: 2D

Blaster: 4D

KNOWLEDGE: 2D

MECHANICAL: 1D+2

Astrogation: 3D

Starship Gunnery: 3D+1

PERCEPTION: 3D+1

Hide/Sneak: 5D

Search: 4D

STRENGTH: 2D

TECHNICAL: 1D



**Nelnar Morr, Quarren Enforcer**

"Gresheb, ung-nub."

Nelnar is a calm, serene Quarren in the employ of Slyn Vonn. He is the most experienced of his group. He is smart enough to know that if the battle goes poorly to skip out. He wears body armor (1D) and carries a Medium Repeating Blaster (7D), a Chronometer, and a Jet Pack.

DEXTERITY: 4D (3D in armor)

Baster: 9D (8D in armor)

Dodge: 11D (10D in armor)

KNOWLEDGE: 2D+2

MECHANICAL: 2D+2

Starship Gunnery: 4D+2

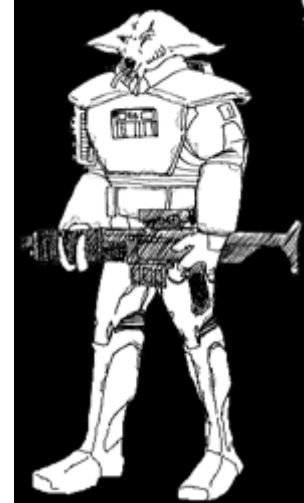
Starship Pilot: 10D+2

PERCEPTION: 3D

Con: 5D+2

STRENGTH: 3D+2 (4D+2 in armor)

TECHNICAL: 2D



## Raisa Kargin



Raisa Kargin is the only daughter of Admiral Dirg Kargin of the Empire and sister to Mykyll Starchild. At a young age, Dirg's children showed a great connection to the Force, so the Emperor ordered Kargin's children taken to be raised by his Dark Side Ad epts.

Mykyll escaped, but Raisa was fully trained as a Dark Jedi. Darth Vader was Raisa's main teacher and influence. She adopted the teachings of the Sith and became a powerful warrior. Later, after her training, she was assigned to work with her Admiral father to hunt down and capture the young Mykyll. During their first confrontation, the ship she was on was destroyed, and presumably her with it.

This was proved wrong, however, when 6 years later she re-appeared in the Fornax system, this time in search for her mother, Mishara Starchild, and the fabled planet of Kaiburr.

### DEXTERITY: 5D

Blaster: 7D

Brawling Parry: 6D

Dodge: 7D

Heavy Weapons: 6D

Melee Parry: 5D+1

Melee: 6D

Lightsaber: 7D

### KNOWLEDGE: 2D+1

Steetwise: 3D+1

Survival: 6D

### MECHANICAL: 2D+2

### PERCEPTION: 2D+2

Bargain: 3D+2

Command: 5D+2

Con: 3D+2

Hide/Sneak: 6D+2

Search: 6D+2

### STRENGTH: 3D





Brawling: 6D  
Climbing/Jumping: 6D  
Lifting: 5D  
Stamina: 6D  
TECHNICAL: 2D+1  
Demolitions: 5D+1  
Medicine: 3D  
Security: 4D+1  
  
CONTROL: 5D  
SENSE: 6D  
ALTER: 6D



## Special Agent 29, Comnor Compforce

Special Agent 29 is the Imperial in charge of the World Devastator. He is a loyal Imperial and is on a secret mission to capture and disassemble the Kaiburr Planetoid. He will defend this mission to the death. He honors Raisa's commands but considers himself a full partner in her endeavors. He wears Security Armor (1D) and carries a Heavy Blaster Pistol (5D).

DEXTERITY: 2D+2 (1D+2 in armor)  
     Blaster: 4D+2 (3D+2 in armor)  
     Dodge: 3D+2 (2D+2 in armor)  
     Grenade: 3D+2 (2D+2 in armor)  
 KNOWLEDGE: 3D  
     Bureaucracy: 4D  
 MECHANICAL: 3D+2  
 PERCEPTION: 3D+1  
     Command: 5D+1  
 STRENGTH: 2D+1 (3D+1 in armor)  
     Brawling: 3D+1  
 TECHNICAL: 3D  
     Security: 4D



## Mishara Starchild

"Hello, my son..."



Mishara Starchild was a Jedi-in-Training in the days of the Old Republic. During Palpatine's purge of the Jedi Knighthood, young Mishara, whom at the time had two children and a husband in the Republic Fleet, was selected to go to the Fornax star system to guard the near-mythical planetoid of Kaiburr. Kaiburr is the source of Force-enhancing crystals which, if it fell into the wrong hands, would mean ultimate power for whomever possessed it and certain doom for the galaxy.

The knighthood did fall, and Mishara, with one assistant, Tariss Vim, created a cloaking field over the entire planetoid. The emperor, not being able to find the planetoid yet fearing someone else doing so, blockaded the entire star system with Hyperspace mines. Now, the planet would belong to no one, and anyone caught in the system was trapped forever. Thus Mishara was separated from her children forever.

Unfortunately, her assistant, Tariss Vim, was corrupted by the power of the crystals, and was banished. Years later, he became powerful enough to defeat Mishara, so she summoned her children across time and space to come to her aid. Unfortunately, unbeknownst to her, her daughter Raisa had fallen to the Dark Side.

DEXTERITY: 3D+2  
 KNOWLEDGE: 2D+1  
 MECHANICAL: 2D+2  
 PERCEPTION: 3D  
 STRENGTH: 3D  
 TECHNICAL: 2D+1

CONTROL: 13D  
 SENSE: 12D  
 ALTER: 11D