

The Dying of the Light

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The extermination of the Jedi has begun, and 6 young Jedi apprentices are left very much alone, pursued by a relentless foe. Can even one of the greatest Jedi heroes ever prevent the Dying of the Light? A Star Wars scenario using the old West End Games system and originally run at Gaelcon 99.

INTRODUCTION AND NOTE ON STRUCTURE.

This scenario revolves around six young Jedi aged seven to sixteen. Their master has been slain by a Sith assassin, but before he died he told them to seek out sleeping Jedi from the time before the Clone Wars. This legendary Jedi, Brent, will rise against the dark storm that is coming (the Empire, Vader, etc). He also tells them that there is a traitor in the Jedi council and not to trust anybody. The player are going to have to get to The Planet of the Damned (Brent's resting place) on their own.

This scenario is stuck together rather weirdly. The first section is just something to be read to the players, this should take about two minutes, it's a teaser, just to get them wondering what the hell is happening. The next half hour or so are played in flash back explaining what lead to the events in the section that was read out. This flashback is pure role-playing and there shouldn't be any dice rolling really. It's there to let the players get into the characters before they have to go off and do stuff with them.

The rest of the scenario is like a chase movie, the players will be running away from the Sith warriors out to kill them and to the Planet of the Damned. What I've done is presented a basic plot and included events you can throw at them along the way, you'll have to exercise your own judgement on where to introduce Darth Maul (the Sith Warrior) and some of the other events in the game. Just throw something at them as soon as they look bored. If the players seem to be having fun playing their characters, leave them be, but never let them think they're out of harms way.

If you haven't already guessed it, the theme of this scenario is Tragedy. The players are doomed. There is a traitor in the Jedi council. The Empire will rise, the Jedi will be slaughtered and the Republic will fall. At the end of the scenario, if the players do raise Brent, he will tell them that they are all doomed and will offer them a choice. The players can either stay with him on The Planet of the Damned and die in battle against the Sith Armada that's going to be bearing down on them or they can do an Obi-Wan and hide away, ready to train another generation of Jedi when the time is right. Either course of action (if taken for the right motives) is good, the idea being for the players to get in some really good tragic hero role-playing. The objective of the game is not to survive, but to try and salvage something good and worthwhile in an impossible situation.

How you try and communicate the sense of Tragedy, I don't know for sure. It depends on the players. I would suggest letting them think that they can succeed and hold the Dark Side back for a while and then hint at something from the movies that would suggest otherwise. Make

the adult characters around them sympathetic, but pessimistic. That said, do not crush the players, they have to be capable of succeeding at some things to make the game worthwhile. The difference between tragedy and just plain depressing is that something good can come out of tragedy.

The Beginning (Read to the Players, hand each player their character as they are mentioned.)

It's dark...and a child is crying. It's a not a cry of pain or regret, but deep gut wrenching sobs. Some-one murmurs and the child hushes. We pan across a sea of stars twinkling in empty velvet space and stop at a small green planet, lush and wet with clean air that smells of forest and woods. A starship shaped like a silver teardrop rushed towards us, a needle aimed at our eyes. The gleaming fuselage glows an angry, wounded red with the reflected rays of the sun. The ship sweeps by. A boy of sixteen is at the controls, his brow twisted with concentration. He wears the robes of a Jedi.

A girl sits by the ships only porthole, two smaller children, a boy and a girl, their small faces tear streaked and puffy with crying, are wrapped around her. She murmurs to them every so often, tousling their hair and cooing at them. She blows her hair out her eyes impatiently and looks over to the ships medical area. A young woman sits there, a younger boy talking to her animatedly, too loudly, while mopping up the blood that covers the front of her robes. The woman stares into space for a few seconds and then looks at the boy. She is pale with anger. She springs up and stride over to the cockpit. She whispers in the ear of the boy-pilot. He looks at her, surprised and then determined. He keys in a new destination. As the ship accelerates to the blinding light of hyper-space the children wake and begin to cry once more.

The Flashback

It's a bright balmy morning on the arboreal planet of Spin. The players have just breakfasted and are waiting Tensa-Tor, their Jedi teacher to show up and teach them something. Ask the players what they're doing. The younger kids will be mucking about, playing chasing and so forth, the older kids can pretty much do what they like, Kifka and Max will probably be doing some deep thinking or something. It's up to them. Their home is the only habitation on the planet and is a large complex of tunnels on a cliff face overlooking a valley covered with rainforest with a waterfall at one end. The characters are on a large balcony that comes out from the cliff face.

Tensa-Tor will turn up in about two minutes. He'll say good morning and ask the players what they've been up to, how their studies are going. He'll be encouraging and friendly. Try and get the players to take the lead here, make up what they're doing and so on. Get them to talk about it. You might want one of the players to try sparring with Tensa if you want. Don't roll any dice, just get them to describe what they're doing. What you're trying to create here is a picture of a normal day, the idea is to get the player concentrating on the normality of it so that when Darth Maul turns up, it's actually a surprise.

In the midst of the lesson, the sky begins to darken. Tensa will look surprised and look up to see a starship hovering over the valley. The ship opens fire on the cliff face building with blasters. Tensa will get the players to run for cover as rocks and so forth as rocks and rubble start falling from the ceiling. Just as they are about to leave a blaster bolt hits the balcony and the players are blown towards the entrance.

As the dust clears, a grinning Darth Maul will rise up on his hoverbike level with the balcony and vault towards Tensa who is getting his head together, drawing his lightsabre as he goes. Make this duel brief but memorable, it's here to give the players an example of what they can do with their lightsabre skills. The end result is Tensa is mortally wounded and Maul killed. The players shouldn't have much input into this, these are two master swordsmen, if the players intervene at all, they should merely get in the way and lead to Tensa's fatal wounding (angst).

With Darth Maul lying in pieces, Tensa should be lying in the arms of Losa (preferably bleeding copiously on her) gasping for breath. By now should have an idea of what the players will react to, couch Tensa's last words in whatever terms you think will tug at the heart strings most. This man was their teacher, practically their father, make his dying words count. He is to pass on the following information.

- The warrior that attacked him was a Sith warrior, ancient enemies of the Jedi. The warrior was also a clone, he smells of it, there will be more like him coming. The Sith are great warriors, be very careful of them.

- A Sith warrior was recently slain by one Obi-Wan Kenobi on Naboo. The Jedi council knew of this, the warrior was the creation of the clone science of the ancient Sith. Such warriors were used against the Jedi in the Jedi-Sith wars, until a great hero called Brent destroyed their fortress on their home planet.

- The Jedi council also knew of the location of the slain Sith's ship on Naboo, he had argued that they should take the ship and use its navigation computer to find the location of the Sith home planet. The council decided against this. Only they knew the location of his home. There is a traitor in the Jedi council, they can not be trusted. No-one can be trusted.

- The players are to travel to Naboo and find the Sith ship. The ship is located in a small swamp outside the city called "The Marches". Get the navigation data, travel to the Sith world and find out if it really is as dead as it's supposed to be. They will find an old friend of his in the Spice Market called Montisso Monmori who may be able to help them.

If you want you can then play through the players running for Tensa's ship as the Sith blast their home to rubble around them or you can just cut to the players landing on Naboo, whichever they'd prefer. If the players want to you could play out a chase scene between their ship and the Sith ship using the chase rules in the rulebook.

Arriving at Naboo

- Naboo is a small, peaceful prosperous world full of fat and contented citizens. At least it was until the Trade Federation invaded it. Naboo used to look like Disney-land in the 25th century, white marble towers, vast plazas crowded with people, gleaming boulevards and public monuments. Like classical Greece and Rome meets Space Opera. Now the planet has regained some of its old glory, but the Royal Guard patrol the streets in force, the towers are marred with blaster fire and the population are fearful and tired of war. The point to emphasise here is a once great planet in decline, its people, architecture and landscape scarred by war.

The players should have little difficulty landing in the space port of Naboo's capital city. Doing so however will attract the attention of the Sith. Landing secretly is far more difficult if not impossible as the planets sensor net has been strengthened due to post-war paranoia. While their appearance will be noted, the players will not be singled out by the authorities, Jedi are still relatively common. The players should have little difficulty finding the spice market.

The Spice Market

The Naboo City Spice Market is loud, colourful and full of odd smells and bizarre creatures. Imagine it as a cross between an Arab spice market and the immigration desk on Coruscant at rush hour. Aliens of all sorts are here, selling bizarre potions, piltres, drugs and pills. Street vendors will approach the characters continuously trying to sell them anything from Yillth Mind Cocktails to Wookiee aphrodisiacs. There is plenty for the characters to get involved in...such as...

- ☐ A street vendor puts a potion in a characters hands and then demands that he pays for it. If the player refuses, the vendor very loudly claims that he is being robbed and the player has broken the item and now must pay for it.
- ☐ One of the younger kids can develop a fascination for some insignificant, but very shiny and interesting item and demand to have it.
- ☐ A bantha can run amok in the market, tossing stall holders out of the way in a panic only to be stopped by a well timed Jedi mind trick.
- ☐ Max could be propositioned by one of the local prostitutes. While he isn't stupid, Max is by no means streetwise and will probably not realise what the young woman is talking about. Plenty of embarrassment potential.
- ☐ The characters could spot a dark robed figure who appears to be shadowing them through the market. Play with them for a little bit, let them think it's Maul and then let them discover that it's merely a local leper.

Skin Trade

If either of the two younger kids wander off, they could get approached by Kraxis. Kraxis obviously doesn't know that the kids are Jedi and that they are more than a match for him (a simple mind trick will solve any problems they have), but he is dangerous to a lone child. Should he by some miracle spirit one of the kids away in a speeder, let the player struggle for a while and then either escape or be rescued. People like the characters are not fated to die at the hands of sleazy gangsters.

Montisso Monmori

The players can easily find the Montisso's house by asking any of the street vendors (after buying something of course). It's a nice house, not opulent by any means, but comfortable, hung with silken hanging and well furnished with cushions and divans to sit on. It's in one of the more secluded parts of the spice market. If the players knock they will be greeted by Montisso Monmori (or so it seems). He will be friendly and helpful and will tell them about

the Marches if they want to know. He will insist to hear their story and about his old friend, Tensa.

Montisso is in fact dead. His slowly cooling body lies in the upper storey bedroom, having been shot through the chest while still asleep. The Montisso the players are talking to is in fact RKD-445, a Sith infiltrator Droid. RKD-445's mission is to learn as much as possible and then kill the children. If it all possible he will try and persuade the players to stay the night and then try and blaster them in their sleep. When (or if) the players realise that he's an imposter (he seems to know very little of their master), Darth Maul should appear. The players could either escape in to the hustle and bustle of the bazaar or engage in a roof top chase.

Hard Gambling Noble

As the players will learn sooner or later, the Marches is owned by a noble named Clothos. Clothos has severe gambling problems and his lands are mortgaged to hell and back. He has bet his remaining property (including the Marches) on the outcome of a pod race to be held tomorrow. There is no way the players are getting at the Sith ship without legal title to the land (the Marches is heavily guarded by the Royal guard as it would not be without the bounds of possibility for Clothos to default). There are several ways the players can get their hands on the land.

- ☐ Enter the pod race for themselves. To do so the players would have to have sufficient capital to bet against Clotho's land. The only capital they have is their ship, which will do nicely.
- ☐ They can enter the race for Clothos in return for giving them access if they win. However Pebbles is the only one with the requisite driving skills and the player will have to do some serious talking to get Clothos to accept a 7 year old driver
- ☐ Enter the race for somebody else in return for access to the land. There are three other nobles in the race. They are all suitably unpleasant and decadent, but they will stand by their word if the players win. However convincing them to accept Pebbles may again be a bit difficult.

Pod Racing

The pod race is held in a large Ben Hur-esque racing stadium in the centre of the city. The stadium is thronged with onlookers. How you want to run the pod race is up to you, the race consists of three laps of the track which is roughly oval. All the racers are identical in terms of performance and speed. Completely a quarter of a lap and keeping up with the pack is a Diff. 15 task. However racers who want to take the lead must push the boundaries a little, betting higher difficulty numbers in return for a better position.

E.g. Peebles wants to pull ahead of Franz, so he says he'll roll for diff 20. Franz spots this and guns his engine and also goes for difficulty 20, each racer can go higher and higher until they are satisfied. Once the diff. Numbers have been decided upon the racers roll. A person who succeeds at a higher difficulty pulls ahead. If they fail, but beat their opponents diff. # they stay level. If they fail to beat their opponents diff.# they fall behind.

The Other Racers

Brak. Human with an eyepatch.	Skill 4d
Krosh. Wookiee.	Skill 3d+2
Maka. Human.	Skill 5d
Maul	Skill 6d

Interesting stuff that can happen during the race...

- ☐ Darth Maul has snuck in as one of the racers. He will try and ram Pebbles off the track. It is quite possible that he will simply abandon his racer to try and kill Pebbles with his lightsabre, using Stunts to run along the engines of the pod racer.
- ☐ Other racers will try and ram each other off the track with all the attendant thrills and spill. Racers going spiraling off into the sky or the crowd, exploding and doing other fun stuff.
- ☐ Engine trouble, it could be accidental, it could be sabotage. Either way somebody is going to have to deal with it. Good use of stunts (and buckets of force points) to hop onto the engines, repair 'em and hop off again all while doing 300+ mph will impress.

The Marches

The Marches (actually a corruption of Marshes) is a pretty dank and miserable place made valuable only because of the unusual varieties of medicinal herbs that grow there. The terrain is swampy and boggy and is pretty tough going, however finding the ship isn't that difficult given that the players have an exact location for it.

The Ship

Darth Maul's Sith Intruder is concealed in a mass of greenery and small snaggy swamp trees. The ship is partly submerged and rather difficult to get to. To gain access to the cockpit the players are going to have to swim underneath the swamp water and open the hatch (swim 15 search 20). Once inside the players are OK, there is a pocket of air inside the Intruder and while the ship may be a bit waterlogged, it is fully functional. Powering it up and scanning it's navigational computers is simplicity itself. If the players managed to lose their ship along the way, the Intruder can be used as an alternative. However, the more sensitive members of the group (those with mind tricks of 2+) will find it extremely unpleasant. The entire ship is psychically stained with violence and death. The information on the ship's point of origin will point to a small planet off the main trade routes. Astrogration 20 will reveal that the planet isn't marked on any known star map, the planetary scans on the navigation computer show that it was once inhabited millennia ago, there are a few habitations left standing, but there are no life signs. All of this is more than enough for the players to be able to plot a course there.

The Planet of the Damned.

The Planet of the Damned is a vast ball of irradiated rock and rubble. What appears to have been a large inhabited planet is a ruined wasteland. Two suns glow redly in sky through choking clouds of ash. Scans show nothing but devastation and a planetary surface where nothing can live. Sensors will not be able to detect any life signs whatsoever, they will be able to pick up signals that show that the planet has been subjected to every kind of weapon,

atomic, biological and chemical imaginable. The characters can feel the evil, the pain and the rage flowing from the planet even after all this time.

If the players are going to explore the surface, they're going to have to wear protective gear, breath masks and rad suits. There are a sufficient number in the ships lockers, though they may not fit everybody. If the players attempt to reach out with their feelings or try to search the planet using the force, they will pickup something. The feeling is very weak, but definitely there, it feels like somebody sleeping. It's located in the Northern Hemisphere of the planet, the players can pilot their ship quite easily.

The Hall of the Sith

The hall is intact and surrounded with the ash waste that covers most of the planet. It looks like a fortified church, a New Brutalism Cathedral (cross the Civic Offices with St. Patricks Cathedral and you'll know I mean). The closer the players get, the stronger the sleeping feeling appears. Gaining entrance to the building is simple enough, the doors are unlocked. The interior is a maze of corridors and tunnels littered with the remains of destroyed Sith Death Robots, but the feeling is always insistent and always leads in one direction. At this point, Darth Maul's ship has landed outside the Hall and he has begun to stalk the players again. The dark feeling behind the players should freak them out as much as the sleeping feeling ahead of them.

After following the sleeping feeling for about ten minutes, the players will emerge into a cavernous hall. The hall is dominated by a pool in the centre. The pool is 20ft or so deep and stacked with the rusting remains of Sith Death Robots. In the centre of the pool, a man lies (under the water) in old spacers leathers. He appears to be dead.

Waking Brent.

Brent cannot be woken unless he is needed. This unfortunately means that the players are going to have to be in mortal danger before he can wake and come to their rescue. Give the players about five minutes in the hall, with Maul getting closer and closer with nothing they can do about it. When Maul arrives, he will immediately whip out his lightsabre and start attacking. The players are finally going to have to face him. They are outclassed rather badly and one or more of them will probably be killed or severely injured. As soon as the players are in mortal danger however, Brent will wake and take on Maul. Maul is fighting a legend and he will eventually lose, that does not mean however that he will stop attacking the players while Brent is attacking him. His mission is to assassinate them and he will die trying.

The Dying of the Lights....

Once the final duel is over, Brent will turn off his sabre and talk to the players. He will be friendly and open and more interested in them than what they have to say about the Sith or Jedi council traitors. He looks sort of sad. After using his Jedi powers to heal any of the seriously wounded, he lead them up a stair to a balcony at the top of the hall. There he tells the characters what's happening.

....**One by One.**

Brent tells the characters that they were brave and did well to find him. He also tells them that a dark wind is rising and that the Jedi will be swept away. This is fated. The power of the Sith is about to return. As he explains this the characters should notice that in the sky, one by one the stars are disappearing. The stars are disappearing because there are Sith ships gathering around the planet, a lot of Sith ships. Brent goes on to say that the Sith must be resisted. He is going now to do battle with them.

What the characters have to decide is whether to stay or escape. Ideally the party should split, some escaping to go on to train Jedi Knights in the dark days ahead and some to make a heroic last stand. Ask the players what they want to do, try and get them to think about it before making a decision.

Once the players have made up their minds, the scenario is over pretty much. You can either finished with the kids standing by Brent on the balcony staring up at the sky as it gets darker and darker, or you can play out the escape and the last stand (if you have time). Don't worry about the dice on this one, if they want to do it and it's cool let them.

Darth Maul - More clones than you can shake a stick at.

.....is Darth Maul. He is the nice recognizable bad guy from the movie. Play him like an elemental force, constantly pursuing the characters. He can't be communicated to or reasoned with. They can run from him, they can kill him, but another one will just pop back up again and chase them some-more.

Rules Stuff: 4d in all stats and skills. 8d lightsabre and 6d in climbing/jumping. 20 force points. Lightsabre 3, Mind Tricks 1, other force skills 2.

Brent - Ancient Jedi Warrior

Brent's a tall guy with short cropped hair and three day stubble. He wears old spacers leathers dating back centuries, all buckles and pockets and ties. A lightsabre hangs in a well worn holder at his belt.

Roleplaying: Brent should be played like a cross between a merchant marine and a hero from a Wagnerian Opera (a slightly shop worn Percival is what we're aiming at). While he has a great and tragic destiny, it is fated that he will fall in battle against the Dark Side and so on...he really would murder a pint right now. While he is one of the greatest Jedi's that ever lived, he talks and acts like your disreputable uncle.

Rules Stuff: 5d+2 in all stats. His skills are suitably godlike...7D in anything he's going to need. Bucket loads of force points. 4 in all force skills.

Clothos - Foppish Noble

Clothos is a loud, arrogant foppish young noble, whose interpersonal skills are as rusty as his gambling instincts. Despite the fact that he is teetering on the edge of bankruptcy, he is dressed in the latest and loudest styles. Play him as either incredibly effeminate (think Ruby from The 5th Element) or macho depending on what you think will irritate the players more.

Rules Stuff: 2d+2 in all stats and skills.

FR-40 - Droid Butler

FR-40 is Clotho's robot butler. He is however also steward of the family's estates and must OK all decisions regarding disposing of lands and property. Clotho's parents have set him to watchdog the young pup since he has managed to get himself into such a pickle. FR-40 is immune to Jedi mind tricks, which means the players can't just *wave hand* "Give us the deeds to The Marches", their way out of the situation.

Rules Stuff: Standard Protocol Droid. 2d in all stats and skills.

Montisso Monmori/RKD-445 - Sith Assassin Droid.

RKD-445 is a Sith infiltrator droid. He looks like a standard protocol droid, like a slightly tarnished C-3PO, except that he has a concealed blaster and armour. Montisso was known to be a friend of Tensas and when it became known that the players had escaped, he was killed to close off that particular avenue of escape. RKD-445's job is to pump the players for as much information as possible and then kill them. He isn't much of a match for them, but he can delay them while Maul closes in.

Rules Stuff: 3d+2 in all stats. 5d armour. Blaster (5d) 4d+2.

Kraxis - Skin Trade Merchant

Kraxis is a local gangster and pimp who specialises in procuring children for wealthy pedophiles. He will appear to be very friendly (yes, he will offer them candy) and will ask them all sorts of questions. Are they alone ? Where are the others ? Where are they from ?

Rules Stuff: 2d is all skills and stats. 2d+2 is blaster, ground vehicles and brawl.

Tensa-Tor - Slain Jedi Master

Tensa-Tor is extremely young for a Jedi master. Tall, dark and good-looking, he exudes an easy charm and good humour. He wears standard Jedi robes and carries a lightsabre at his belt. He won't be around for long, but try your best to make the players care about this guy so that when he is killed they'll give damn.

Role-playing: A friendly and flirtatious father figure, like a Jedi version of a young Sean Connery. He always has time for everybody.

FORCE RULES

Hi guys ! Now the Star Wars rules are pretty deadly, you roll loads of dice and stuff happens. Simple, isn't it ? However, the original rules were written to recreate the atmosphere of the original movies, where Jedi were rare and all powerful. Of course back in the days of the Old Republic, Jedi were relatively common and as you all know, Luke Skywalker wasn't really that hot after all compared to people who really knew what they were doing. Because of the scarcity of Jedi and so forth, the Star Wars rules are to be honest a bit clunky when it comes to the force. So to recreate the spirit of the Phantom Menace, I've junked them totally. Jedi characters now have 10-20 force points. They use force points to do cool force stuff. Force stuff is divided into four skills. A Jedi has a score in each skill, this is the maximum number of force points that Jedi may spend in the particular skill at any one time. E.g. If Khosa has Stunts 2, he may only spend 2 force points on any particular stunt. If a Jedi wishes to use two force skills in one round, he pays the force point cost of skills (depending on how difficult what he wants to do is) and then pays an extra force point for combining them.

SKILLS

Lightsabre Dueling - This is pretty much self explanatory. Each force point spent on this adds or subtracts +2d to either your damage or your skill for one round.

Stunts - This is using the force to affect things physically. This in particular applies to all the jumps, kicks and bouncing around that Obi-Wan and Qui-jonn do in the movie. Luke levitating himself would be covered by this.

Jedi Mind Tricks - This is using the force to affect the minds of others. "These are not the Droids you are looking for" and "New Republic Credits will be fine" are Jedi Mind tricks.

Skill Assist - This allows the character to "use the force" to help him with whatever he or she is doing. Each point spent adds 2d to the characters skill for one roll.

DIFFICULTIES

Easy (1) - This is basic stuff. Doing a force assisted leap, Jedi mind tricking a stormtrooper, etc.

Medium (2) - More complex stuff, leaping, then somersaulting in mid air to land with lightsabre drawn and ready. Jedi mind tricking a strong mind.

Hard (3) - Levitating an X-Wing, running along the engine of a pod racer (while it's moving), Jedi mind tricking Darth Vader, juggling light sabres.

Kifka San Teras - Jedi Knight in Training

Gender/Species: Female/Human

Age: 16 Height: 5'4 Weight: 110 lbs.

Physical Description: A plain young woman with shoulder length brown hair in a ponytail.

DEXTERITY 3D

Blaster 3D, Dodge 4D, Light Sabre 4D+1, Running 4D

KNOWLEDGE 2D

Alien Species 3D+2, Planetary Systems 3D+2

MECHANICAL 2D

Astrogation 2D+1, Repulsolift Ops 2D+2, Space Transports 3D+2

PERCEPTION 4D

Bargain 4D+1, Command 5D, Persuasion 5D+2, Search 4D

STRENGTH 2D

Brawling 2D+1, Climbing/Jumping 3D+2, Willpower 4D

TECHNICAL 2D

First Aid 2D+1

Move 10

Force Sensitive YES

Force Points 25

Dark Side Points 0

Characters Points 4

Force Skills : Lightsabre 2, Stunts 1, Jedi Mind Tricks 3, Skill Assist 2

GEAR

Lightsabre (5d), Jedi Robes, 75 credits.

BACKGROUND

You never knew you your parents. You don't know how they died, only that it was a long time ago and they were good people. It was then that the Jedi took you in. You were raised by a Jedi named Tensa-Tor with five other orphans. Tensa is young for a Jedi master, but he is one of the most gifted. Your home is the planet of Spin, a small but beautiful world covered by green and verdant rain forests. It is a peaceful place where you have been trained by Tensa to be a Jedi knight, a protector of the weak and a guardian of the galaxy. Most of your days are spent in training and meditation, but there is time for fun too. With your adopted brothers and sisters, you will continue the great work of the Jedi and keep the peace in the galaxy.

You are Tensa's most learned student. Max may be better with a lightsabre, but you understand the force, feel it's flows and eddies. You have studied Jedi history extensively and are particularly interested in the tales of the Jedi from before the Clone Wars. The others don't have your understanding of the force, they simply use their powers, they do not fully understand them. You generally try and keep a reign on Max and an eye on the others. If some-one sensible like you doesn't do that, who else would ?

The Others

Max - Your older brother. Max will make a great Jedi one day if he learns to think with his head and not with his lightsabre.

Losa - Your little sister and a small and moody bag of hormones right now. She mothers Pebbles and Chil relentlessly. You can't help but feel a little jealous at times, you used to be the big sister they turned to.

Merrick - Your little brother. Some people like you were born with a little bit of common sense, Merrick was born with a light heart and a ready smile. Merrick is the person you turn to when you want to be cheered up.

Chil - Your littlest sister, a small flame haired little hell raiser. She can usually be found crawling around air conditioning ducts looking for lizards. She just lost her first milk teeth.

Pebbles - Your littlest brother. He's called pebbles because he likes levitating pebbles. While you can see the value of this as a training exercise, you really wish he would stop bouncing them off walls and so forth when you're trying to study.

Chil Bay - Jedi Knight in Training

Gender/Species: Female/Human

Age: 7 Height: 4'4 Weight: 65 lbs

Physical Description: Small girl with bright red hair wearing a stained and patched jumpsuit. She usually has a sticking plaster on her chin.

DEXTERITY 3D+2

Dodge 5D, Light Sabre 3D+2, Running 3D+2

KNOWLEDGE 2D+2

Willpower 3D+2

MECHANICAL 3D

Beast Riding 3D+1

PERCEPTION 3D+2

Con 5D, Hide 4D+2, Search 5D, Pick pocket 4D+2, Investigation 4D+2

STRENGTH 2D+1

Swimming 2D+2, Climbing/Jumping 3D

TECHNICAL 2D+2

First Aid 3D

Move 10

Force Sensitive YES

Force Points 15

Dark Side Points 0

Characters Points 4

Force Skills : Lightsabre 1, Stunts 1, Jedi Mind Tricks 2, Skill Assist 2

GEAR

Glowrod, white jumpsuit (w/patches on the knees) and a piece of toilet paper with your first tooth in it.

BACKGROUND

You never knew you your parents. You don't know how they died, only that it was a long time ago and they were good people. It was then that the Jedi took you in. You were raised by a Jedi named Tensa-Tor with five other orphans. Tensa is young for a Jedi master, but he is one of the most gifted. Your home is the planet of Spin, a small but beautiful world covered by green and verdant rain forests. It is a peaceful place where you have been trained by Tensa to be a Jedi knight, a protector of the weak and a guardian of the galaxy. Most of your days are spent in training and meditation, but there is time for fun too. With your adopted brothers and sisters, you will continue the great work of the Jedi and keep the peace in the galaxy.

At least that's what Max keeps telling you. There is much more fun stuff to do, like crawling around in the air ducts looking for lizards. While you are told that you're an uncontrollable little hell raiser it's not really true. It's just that trouble tends to seek you out. You don't go looking for it, it's just that something interesting comes along and all of a sudden your in trouble again. While you like want to be a Jedi and stuff, you'd really like to do some more exploring (maybe the waster disposal) and collect some more of the neat stuff that you tend to "find" around the place.

The Others

Max - Your biggest brother. He's really serious and not much fun.

Kifka - Your biggest sister. She's kinda serious too, but she knows loads more force stuff then you do. Sometimes if you're really good, she'll show you a trick.

Losa - Your big sister. Losa's really neat, she always has stories to tell and stuff to do. Losa is some-one you share secrets with.

Merrick - Your big brother, he's funny.

Pebbles - Pebbles is called Pebbles 'cos he likes levitating pebbles a lot. Your not good at that yet, anyway you don't want to learn how to levitate smelly rocks anyway.

Losa De Brek - Jedi Knight in Training

Gender/Species: Female/Human

Age: 14 Height: 5'2 Weight: 98 lbs.

Physical Description: A plump, sandy haired girl with blue eyes.

DEXTERITY 3D

Blaster 3D+2, Dodge 3D+2, Light Sabre 3D+1, Running 3D

KNOWLEDGE 3D+2

Alien Species 4D, Planetary Systems 4D, Languages 4D

MECHANICAL 2D

Sensors 4D, Communications 3D+1, Space Transports 2D+1
PERCEPTION 3D+1
Bargain 4D, Command 3D+1, Persuasion 4D+1, Search 3D+2
STRENGTH 2D+2
Brawling 3D+2, Climbing/Jumping 3D+1, Survival 4D+1
TECHNICAL 2D+1
Droid Repair 3D

Move 10
Force Sensitive YES
Force Points 20
Dark Side Points 0
Characters Points 4
Force Skills: Lightsabre 1, Stunts 2, Jedi Mind Tricks 1, Skill Assist 2

GEAR

Lightsabre (5d), Jedi Robes, a packet of sticking plasters, tissues.

BACKGROUND

You never knew you your parents. You don't know how they died, only that it was a long time ago and they were good people. It was then that the Jedi took you in. You were raised by a Jedi named Tensa-Tor with five other orphans. Tensa is young for a Jedi master, but he is one of the most gifted. Your home is the planet of Spin, a small but beautiful world covered by green and verdant rain forests. It is a peaceful place where you have been trained by Tensa to be a Jedi knight, a protector of the weak and a guardian of the galaxy. Most of your days are spent in training and meditation, but there is time for fun too. With your adopted brothers and sisters, you will continue the great work of the Jedi and keep the peace in the galaxy.

One of the first things Tensa taught you was that talking to people was as much a part of keeping the peace as protecting them. People need to be listened to and cared for as well as protected. When you were small you realised that having some-one to look after was just as good as being looked after yourself. You're not as serious as Max or Kifka talking about the force and lightsabre duelling, but you like to think you'll grow up to do as good as job just in a different way. Because of this, you tend to be the one that people turn to when they need to talk.

The Others

Max - Your older brother, he takes himself a bit to seriously, trying to act like a Jedi of old all the time, but he means well.

Kifka - Your older sister, she is probably the smartest of the lot of you. She's smart and he's perceptive. She just forgets that people sometimes don't need to hear the truth.

Merrick - Your brother, Merrick's a clown. He gets lonely when he's on his own, so he acts like a fool to get attention.

Chil - Your little sister, a small red haired little hell raiser. Of course it's never really her fault and well you can never really blame her. She lost her first milk tooth last week.

Pebbles - Your younger brother. Self contained little chap, likes levitating pebbles. There is nothing that Pebbles can't drive.

FORCE RULES

Max Buloo - Jedi Knight in Training

Gender/Species: Male/Human

Age: 16 Height: 5'11 Weight: 160 lbs.

Physical Description: A clean cut looking young man, very neat, very clean with dark hair and blue eyes.

DEXTERITY 4D

Blaster 4D+2, Dodge 4D+2, Light Sabre 6D+1, Running 4D+1

KNOWLEDGE 2D

Cultures 3D+1, Planetary Systems 2D+1, Willpower 3D

MECHANICAL 2D

Astrogation 2D, Repulsolift Ops 2D+1, Space Transports 4D+2, Beast Riding 3D

PERCEPTION 3D

Bargain 3D+1, Command 3D+2, Persuasion 4D, Search 3D+1

STRENGTH 2D

Brawling 3D+2, Climbing/Jumping 4D+1, Stamina 2D+2

TECHNICAL 2D

First Aid 2D, Lightsabre Repair 4D+2

Move 10

Force Sensitive YES

Force Points 25

Dark Side Points 0

Characters Points 4

Force Skills: Lightsabre 3, Stunts 2, Jedi Mind Tricks 1, Skill Assist 1

GEAR

Lightsabre (5d), Jedi Robes, 60 credits.

BACKGROUND

You never knew your parents. You don't know how they died, only that it was a long time ago and they were good people. It was then that the Jedi took you in. You were raised by a Jedi named Tensa-Tor with five other orphans. Tensa is young for a Jedi master, but he is one of the most gifted. Your home is the planet of Spin, a small but beautiful world covered by green and verdant rain forests. It is a peaceful place where you have been trained by Tensa to be a Jedi knight, a protector of the weak and a guardian of the galaxy. Most of your days are spent in training and meditation, but there is time for fun too. With your adopted brothers and sisters, you will continue the great work of the Jedi and keep the peace in the galaxy.

You are Tensa's eldest student by a few months, and are to a certain extent the leader of the group (though Kifka would probably disagree with that). You take your responsibilities very

seriously and always try and think what Tensa would do in a situation. You are also the most skilled swordsman, a fact of which you are quite proud. Tensa once told you that it is more important for a leader to be certain at all times than it is for him to be right. You always try to find a definite course of action and stick to it.

The Others

Kifka - Your sister, Kifka is the next oldest after you. She is probably smarter than you are (a fact you're not sure you want to admit), but she lacks determination and drive. She worries too much about the metaphysics of things. The Force is important, you know that, but surely it is better to worry about the physical practicalities first.

Losa - Your little sister. You are told that 14 is a difficult age for girls, you believe it. Losa tends to be moody, but normally you get on with her fine. She is the one Pebbles and Chil turn to when they need someone to talk to or play with.

Merrick - Your younger brother. Merrick is the clown of the group and you really think he should pay more attention to his studies. A light heart is important, but a Jedi should remain focused on the important things in life.

Chil - Your littlest sister. You clash with her on a regular basis. If there is trouble to be found, Chil will find it. Still she is young and she will learn in time. It always makes you happy when you see her smile.

Pebbles - Pebbles is your youngest brother. His nickname comes from his habit of levitating pebbles using the Force. A quiet self-absorbed little chap, you just wonder sometimes whether he's really cut out to be a Jedi.

Merrick Tolsa - Jedi Knight in Training

Gender/Species: Male/Human

Age: 14 Height: 5'2 Weight: 98 lbs.

Physical Description:

DEXTERITY 3D

Blaster 3D+1, Dodge 3D+2, Light Sabre 4D+1, Running 3D

KNOWLEDGE 3D+2

Alien Species 4D, Planetary Systems 4D, Languages 4D, Value 4D+1

MECHANICAL 2D

Sensors 3D+1, Communications 4D, Space Transports 2D+1

PERCEPTION 3D+1

Bargain 3D+1, Command 3D+1, Persuasion 4D, Search 3D+2

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 4D

TECHNICAL 2D+1

Space Transports Repair 3D

Move 10
Force Sensitive YES
Force Points 20
Dark Side Points 0
Characters Points 4
Force Skills: Lightsabre 2, Stunts 2, Jedi Mind Tricks 1, Skill Assist 1

GEAR

Lightsabre (5d), Jedi Robes.

BACKGROUND

You never knew your parents. You don't know how they died, only that it was a long time ago and they were good people. It was then that the Jedi took you in. You were raised by a Jedi named Tensa-Tor with five other orphans. Tensa is young for a Jedi master, but he is one of the most gifted. Your home is the planet of Spin, a small but beautiful world covered by green and verdant rain forests. It is a peaceful place where you have been trained by Tensa to be a Jedi knight, a protector of the weak and a guardian of the galaxy. Most of your days are spent in training and meditation, but there is time for fun too. With your adopted brothers and sisters, you will continue the great work of the Jedi and keep the peace in the galaxy.

You're a clown. While you may be one of Tensa's duller students, you were the first to learn how to levitate upside down. In reality, you're an introverted and quiet guy, comedy is just your way of saying hello, breaking the ice and so on. You can usually be found in the gym practising jumps and acrobatics or trying to cheer up whoever is having a bad day. While as a rule, you are a happy guy, you get lonely too sometimes, you would like to see more of the galaxy. You use laughter to cover that sort of feeling up, no one wants to hang around with somebody who's glum.

The Others

Max - Your old brother, he is going to be a big time Jedi knight someday. He takes himself very serious and it's very hard not to take the piss at times, but still, he's almost as good as Tensa with a lightsabre.

Kifka - Your old sister, the sensible one. Kifka is usually the person who tries to control Max when he's on one of his "Jedi of Old" rants, despite the fact that she probably knows more Jedi history than he does. You know she feels responsible for everything so you try and take the weight off her by telling her jokes.

Losa - Your sister, Losa tends to mother everything in sight including you even if she is just a few weeks old than you. She cheers you up when you're down.

Chil - Your little sister. Chil is most definitely your kind of girl, a real tomboy, she's always getting herself into trouble. Admittedly, it's a bit hard covering for her when the others can tell your lying, but it's always worth a try.

Pebbles - Your little brother. Small, serious little chap, he likes levitating pebbles. There is nothing he can't drive.

“Pebbles” Vin Cenes - Jedi Knight in Training

Gender/Species: Male/Human

Age: 7 Height: 4'5 Weight: 65 lbs

Physical Description:

DEXTERITY 3D+2

Dodge 4D+2, Light Sabre 3D+2, Running 3D+2, Missile Weapons 4D

KNOWLEDGE 2D+2

MECHANICAL 3D

Beast Riding 3D+1, Ground Vehicles 3D+2, Repulsolift Operations 5D

PERCEPTION 3D+2

Con 3D+2, Hide 4D+1, Search 3D+2

STRENGTH 2D+1

Swimming 2D+2, Climbing/Jumping 3D

TECHNICAL 2D+2

Droid Programming 3D, Droid Repair 3D, Repulsor Repair 4D+2

Move 10

Force Sensitive YES

Force Points 15

Dark Side Points 0

Characters Points 4

Force Skills: Lightsabre 1, Stunts 2, Jedi Mind Tricks 1, Skill Assist 2

GEAR

White jump suit, candy bar, pocket full of pebbles.

BACKGROUND

You never knew you your parents. You don't know how they died, only that it was a long time ago and they were good people. It was then that the Jedi took you in. You were raised by a Jedi named Tensa-Tor with five other orphans. Tensa is young for a Jedi master, but he is one of the most gifted. Your home is the planet of Spin, a small but beautiful world covered by green and verdant rain forests. It is a peaceful place where you have been trained by Tensa to be a Jedi knight, a protector of the weak and a guardian of the galaxy. Most of your days are spent in training and meditation, but there is time for fun too. With your adopted brothers and sisters, you will continue the great work of the Jedi and keep the peace in the galaxy.

You're one smart kid, but your also a bit of a nerd. While the others are off practising their force powers, you are more likely to be found underneath your speeder adding bits to make it go faster or higher. While you like machines, you still prefer people, you just tend to be a bit quieter then the average seven year old. You do know how to use your powers and you do want to be a Jedi Knight, it's just that you want to be your kind of Jedi knight. Tensa taught you how to levitate things about a month ago, it's a trick you really like. Recently you've taken to levitating pebbles constantly, just to see how long you can hold them up for, how many surfaces you can bounce them off, etc. Unfortunately, it meant you acquired a new nickname.

The Others

Max - Your eldest brother, of the lot of you Max is probably going to make the best Jedi knight. Tensa has already taught him just about everything there is to know about the lightsabre.

Kifka - Your eldest sister is a bit of a contradiction. While she is a mystic, more knowledgeable in the ways of the force than Max, she is also extremely sensible.

Losa - Your big sister is the person you run to when something goes wrong. A very kind and giving person, she always has time to talk and usually a sticking plaster about her person to put on whatever cut or scrape you have now.

Merrick - Your big brother is a funny guy always cracking wise. Still you think he's a bit insecure or something, there has to be something wrong with somebody who's happy all the time.

Chil - Your sister is the wild one. While you mess around with speeders, you messes around with everything. She plays with fire, does mind tricks on the wild life and gets herself into whatever troubles going. Still you have to respect some-one who is that fearless.