

STAR WARS

G A L A X Y G U I D E 1 3

THE PHANTOM MENACE



THE UNOFFICIAL



ROLEPLAYING GAME SOURCEBOOK

Second Edition

Developed and Written by Mike Hall

Word 95 Conversion by René Hanke

All material herein property of Lucasfilm Ltd...this is an unauthorized work.

Contact information: Mike Hall (mysterylad@hotmail.com), René Hanke (hanker@rpg-domain.de)
Copyright © by Mike Hall, please read the *disclaimer* in the foreword

TABLE OF CONTENTS

Foreword	4
Introduction	6
Chapter One: The Trade Federation	7
Battle Droids	7
STAPs	8
Battle Tanks (AATs)	9
Battle Droid Transports (MTTs)	10
Destroyer Droids (Droideka)	11
Droid Starfighters	11
Neimoidians	12
Droid Control Ships	14
C-9979 Landing Ships	16
Chapter Two: The Planet Naboo	18
The Naboo People	19
The Naboo N-1 Royal Starfighter	20
Naboo Landspeeders	21
Naboo Utility Blasters	23
J-Type Royal Starship	24
The Gungans	25
Tribubble Bongo Sub	26
Troop-Scale Shields	27
Gungan Weapons	28
Creatures of the Planet Naboo	29
Chapter Three: The Jedi and the Sith	30
Jedi Technology	32
Sith Technology	34
Sith Infiltrator Ship	36
New Force Powers	37
Chapter Four: The Republic... A Galactic Cross-Section	40
Republic Radiant VII Cruiser	41
Coruscant Air Taxis	42
Podracers	42
Pit Droids	43
New Alien Races	44
Chapter Five: Adventuring in the Prequel Era	46
Chapter Six: Heroes and Villains	51

FOREWORD

Welcome to the *Unofficial Star Wars: Episode I Roleplaying Game Sourcebook*. The purpose of this book is to try and take all the wondrous new material in the latest installment of the classic Star Wars saga and put it into game terms for players and Game Masters of the Star Wars Roleplaying Game by *West End Games*. This work is *entirely* unauthorized, and has been assembled and developed without the permission of either *Lucasfilm Ltd.* or *West End Games*. This is strictly a fan book, built by an adoring fan for consumption by other adoring fans, and is in no way an attempt to infringe upon any of the legitimate copyrights held by either *Lucasfilm* or *West End Games*. All the material on this site is intended to be distributed among gamers for free, at no profit to the developer (namely, *me*), and only because in light of *West End Games'* current financial woes I don't expect that they'll be releasing a sourcebook of their own for Episode I. Should such a sourcebook be released, I will remove this book from public consumption.

Now with the disclaimer out of the way, let's take the time for some developer's notes...

The information and images in this Sourcebook have been gleaned from a number of official sources, to keep speculation on background data to a minimum. There is still some conjecture on my part, but it should be readily obvious to the reader what and where it is, and that none of the observations I have made seriously affect the official back story in any way... basically, you can rest assured that the stuff you read in here won't be contradicted by future films or books, since I used official *Lucasfilm* sources to develop my background text. If you feel that any of the numerical stats I have cooked up are incorrect, let me know. As stated, this is a work in progress... it is entirely possible that you may find some errors that I have yet to recognize in playtesting.

Among the principal sources combed for information are: the movie itself (of course!); the novelization of the film by Terry Brooks; *Star Wars Episode I Incredible Cross-Sections* by David West Reynolds, Hans Jenssen, and Richard Chasemore (a truly beautiful book that all fans must have!); *Star Wars: Episode I - The Visual Dictionary*, also by David West Reynolds (and another masterwork as well); the *Official Souvenir Magazine* (which has some of Doug Chiang's awesome original design work); *Star Wars: The Essential Guide to Droids* by Daniel Wallace, Bill Hughes, and Troy Vigil; too many items from both *Bantam/Spectra Books* and *Dark Horse Comics* to mention one-by-one; the *Star Wars Insider* magazine; *Star Wars: The Making of Episode I, The Phantom Menace* by Laurent Bouzereau and Jody Duncan; and *The Official Poster Magazines*. A great deal of backstory can be pieced together from these

sources, as well as technical specs, so I think that, in game terms, what I'm presenting here should be pretty darned close.

I've tried to use a layout consistent with many of *West End's* existing *Star Wars* products so that you can print these pages out and enjoy some consistency when adding them to your gaming notes; to that end, I also turned all the pictures in the sourcebook into black and white images (I'm a Second Edition GM, so I stuck with what I'm used to as far as the b&w format). Besides, I think that this site will be looked at as less of a threat to copyright holders if it stays, for the most part, in black-and-white. So print it all out, stick it in a binder, and add it to your stack of books!

As far as playing in the "Prequel-Era", I suggest a time frame either *during* the invasion of Naboo or immediately *after* it. In the first edition game, the ideal time frame was between Episodes IV and V. I think that *during* Episode I is the best place to start a Prequel-Era campaign, since this is the beginning of a tumultuous period in *Star Wars* history (just as the time between Episodes IV and V was the real "beginning" of the end for the Empire and a major growth period for the Rebellion). In regards to capturing the "flavor" of Episode I, I refer you to *Star Wars: Episode I Incredible Cross-Sections* author David West Reynolds (whose excellent work is quoted a LOT in these pages):

"The vehicles of Star Wars: Episode I reveal a time very different from the later day when spacecraft of Empire and Rebels alike will bear the harsh lines and mechanical looks of factory-produced construction. In this era, the Old Republic still rules the galaxy, and craftsmen still rule the world of design -- although in both cases that rule is beginning to unravel. Market forces have only begun to undermine the ancient traditions of craftsmanship, and as a result we see individuality, elegant curves, and true art in many of Episode I's vehicles. Looming over these creations is the specter of the Trade Federation, with its utilitarian cargo vessels converted into armed war freighters, its greedy practices ready to wipe out the mark of the individual craftsman in the heartless pursuit of profit. For now, however, the galaxy remains filled with extraordinary vessels, testaments -- like all things a culture builds -- to the unique identity of their age."

Episode I is full of Art Deco and Art Moderne influences, like 20's and 30's America... one could compare the later years of the 20th century and its less-artistic approach to life and architecture to the era of the Empire, and then compare the looks of a work like Alex Raymond's original *Flash Gordon* strip (a staple of the 30's newspaper, and an admitted influence on Lucas' vision) to the era of

Episode I. One can see some amazingly disparate influences coming together in Episode I's visual style... medieval Japan (and the films of Akira Kurosawa, of course), the artwork of Jean "Moebius" Giraud, the afore-mentioned Alex Raymond's *Flash Gordon*, and the royal fineries of Renaissance Europe. Try to capture that cosmopolitan aesthetic in your Prequel-Era game while maintaining the classic serial cliffhanger-style pacing and action, and you should capture the essence of Star Wars... *Episode I style*... quite nicely.

Notes by the „Converter“ (René Hanke):

I didn't change any of the contents of the fine pages of the Unofficial TPM Sourcebook (<http://www.geocities.com/Pipeline/5728/starwars/page2.html>). The overall layout was taken from the Game *Star Warriors* from West End Games, since I once tried to make a computer version of this great (unavailable) game as paper rots away and thus already had a doc version of this kind of layout. Note that the original pictures were pasted, so if you

copy and paste them into a graphic program, they will be MUCH bigger! I'd really liked to include at least some of them that big (especially the Droid Control Ship), but that mixed up the layout even more. *I'm looking for TPM pics of all kind to include them in this book to get a better layout! If you have some, send them to hanker@rpg-domain.de.*

Word surprised me again and again, putting some passages of text *behind* the "Star Wars" header when graphics were included somewhere, so I adjusted the layout to fit MY printer (an Epson Stylus Color 500); it seems to be probable that you will have to make some adjustments to make it fit YOURS.

I hope you have as much fun as I had with this great piece of work. Copying is free, but please do not edit this book without contacting Mike Hall (mysterylad@hotmail.com) or myself, René Hanke (hanker@rpg-domain.de).

And now, let's give the word back to Mike Hall, author of this all...

INTRODUCTION

This is the *Second Edition* of the *Unofficial Star Wars: Episode I Roleplaying Game Sourcebook*. Although well-received in its first incarnation, the Sourcebook nevertheless deserved a Second Edition to correct errors both minor and major and to "round out" the contents somewhat. In the time since the debut of the First Edition, I have received a great deal of extremely supportive email, even from those who disagreed with my statistical assessments of some of the technology of Episode I. Those who took the time to write and express their appreciation truly deserve the credit for this Second Edition, since the extra motivation they provided enabled me to tackle this project a second time despite my already-crowded schedule.

What's New

First and foremost among the new additions to the Sourcebook is the all-new Fifth Chapter, *Adventuring in the Prequel Era*. Many of the emails I received centered largely around campaign and adventure seeds, or, more specifically, *how to create them* in the strange new territory of this period set decades before the one with which we are most familiar. Rather than bog the reader down with numerous mini-adventures or pre-fabricated scenarios (which I categorically *loathe*) I have endeavored instead to provide an analysis of the themes and currents vital to the "mood" and "feel" of the period, providing GMs with what I feel is a much more useful springboard for campaign storylines. Although relatively brief, it is this Fifth Chapter that I consider to be the most important new addition to the Sourcebook.

In addition, statistics for many of the film's principal characters now appear in the Sourcebook, by popular demand. My thanks to those who submitted statistics of their own, and their opinions on the other stats already presented here. Although I chose instead to draft material of my own, I must mention Damian Bruniany in particular, whose well-contrived stats for many of the major players gave me a very powerful springboard to work from, in terms of comparison and balance. The NPC stats here are as much his as they are mine, and he is to be commended for some very solid work.

What's Different

A great deal of editing has been done to the First Edition to make the transition to the Second. Many of the stats on vehicles were called into question by a few visitors, and I have attempted to address their concerns with the utmost in objectivity. Although I stand by the stats as they were originally written, I have nevertheless made some modifications to them

to accommodate those who were less-than-satisfied. My own style of mastering game sessions crept into a few of the stats, and as such some of the methods I used in writing up more than one item were somewhat confusing to those who don't practice a similar style. Therefore, many vehicle statistics have been retooled to be more user-friendly for GMs with a more traditional approach. Also, there were a few glaring omissions in the original Sourcebook, which were bound to happen in a work of this size, but they bothered me greatly, as they did many visitors! These omissions (exemplified by the omission of the Toydarian Force-resistance) have been corrected.

What's the Same

There are some idiosyncrasies in the Sourcebook that have NOT been "corrected" or altered, and I will address those points now, as well as my motivation for leaving them as they were. Many readers have called into question some of the new Force powers, citing conflicts with the original rules (most notably "Mimic Another Force Power") or lack of necessity. Let me now go on record as saying that... *I don't like the original Force rules*. Although I work within them for the sake of order, and *do* admit that the system works fairly well most of the time, the system as it stands *directly contradicts the films and books* in many ways. In terms of the "Mimic Another Force Power" device, I still stand fast... I designed that power to correct what I perceived as a flaw in the rules (readers of the Jedi Academy Trilogy will notice that the system as it was published directly contradicted many of Luke's teachings, and by creating this power I have found a way around that glitch). Also, in regards to the powers that many felt "unnecessary" (such as "Superleap"), I mentioned in the original text that they existed merely as shortcuts designed to "speed up" the use of Force powers in the game. *Star Wars* action is supposed to be fast, and these powers were developed in order to restore some painfully-absent speed to the existing rules. What I have done with the Force powers I have written is to "repair" what I saw as holes in the system. Perhaps now that the motivation for those changes has been made clear, more readers will come to embrace the changes. Ultimately, however, it is *your* campaign, and you should never feel compelled to adopt an opinion you are not comfortable with... as I have always said in this Sourcebook, take what you like, and only what you believe in.

I hope you enjoy this Second Edition, and I thank you for your continued support.

THE TRADE FEDERATION

From the First Saga, *Journal of the Whills*

"The Old Republic was the Republic of legend, greater than distance or time. No need to note where it was or whence it came, only to know that... it was the Republic.

Once, under the wise rule of the Senate and the protection of the Jedi Knights, the Republic thrived and grew. But, as often happens when wealth and power pass beyond the admirable and attain the awesome, then appear those evil ones who have greed to match.

So it was with the Republic at its height. Like the greatest of trees, able to withstand any external attack, the Republic rotted from within though the danger was not visible from the outside.

Aided and abetted by restless, power-hungry individuals within the government, and the massive organs of commerce..."

The Trade Federation



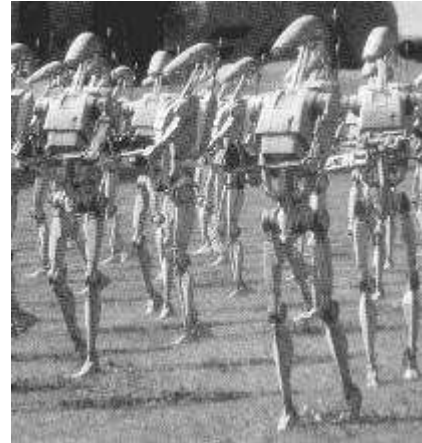
View of a Trade Federation battleship in orbit over Naboo from the cockpit of the Republic cruiser Radiant VII.

At the time of this writing, there is still relatively little known about the Trade Federation. What is known is that the Neimoidians *are* represented in the Republic Senate and are a commercially-obsessed people who have already "assimilated" several smaller cultures (such as the Xi Char) with the commerce they have helped foster in the Outer Rim, and that they are gradually beginning to seek greater power throughout the galaxy by building a mostly-secret droid army of massive proportions. The majority of the galaxy does not *really* believe that the cowardly Neimoidians are raising a truly massive force... although nearly every culture maintains at least a small military, no one is expecting the sheer *size* of the Neimoidian war machine. There is a secret hand behind this escalation, though... and some whisper that the hidden mastermind may be a mysterious Sith Lord, tempting the Neimoidians with vague promises of vast commercial opportunities if the Republic were to fall...

The Trade Federation has been vehemently opposing Republic taxation of some popular trade routes, causing great debate in the Senate and raising more than a few rumors alleging corruption and graft in high places. Is this all part of some greater gambit, or just the Trade Federation's way

of trying to increase its own wealth? Only time can tell... though, if the young Queen of the Naboo, Amidala, is to be believed, the Federation has taken dangerous steps that may leave the entire *galaxy* short on time...

Battle Droids



The backbone of the Neimoidian army, Trade Federation battle droids are the perfect example of Trade Federation philosophies: they're mindlessly loyal, cheap, and they make it so that the Neimoidians never have to fight for themselves. The distinctively-odd body configuration of the battle droids was envisioned by Neimoidian designers as an emulation of skeletal Neimoidians (the Neimoidian brain sac deflates after death, and the body withers into the bizarre parody of life that the battle droid resembles). Although this psychological ploy works well among the Neimoidians themselves, it is largely wasted on other sentients, but the droids' fearsome combat applications more than make up for this failed psychological tactic.

Battle droids are deployed into the field in number of ways. Small squads can be deployed for security reasons, or riding STAPs for recon missions. At their most terrifying, battle droids are deployed *en masse* via the use of massive droid carriers, which can deploy hundreds of the nasty mechanicals in one fell swoop.

Because they are designed to be cheap and easy to mass produce, battle droids aren't all that hardy; although mostly immune to weather (though vulnerable to immersion), they're fairly fragile. The operative tactic in using battle droid armies lies not on the individual soldiers' abilities, but rather in using the "maul and overrun" tactic. Even though they can be dismantled with primitive hand-to-hand weapons if hit hard enough, a few hundred battle droids with blaster rifles are *still* no laughing matter. With that many guns to fire, NO army, no matter how fragile, is anything to sneer at.

Large masses of battle droids are guided in the field by remote communications from orbiting Trade Federation command ships; the battle droids' brains are not very advanced, so as to avoid developing personality traits of any sort (and, once again, to keep them cheap). In smaller groups, certain slightly more advanced battle droids act as officers, and are capable of understanding verbal commands given to them by authorized personnel and then ordering other battle droids to carry out those orders. Although battle droids have a rudimentary ability to process data on their own, they are notoriously bad at it (one job is about all they can process). Battle droids with programming for specific purposes (transport pilots, security functions, etc.) are physically no different from their counterparts except for their painted markings.

Battle droids will only retreat from a losing battle or potential danger when they have been specifically ordered to do so. Small groups are often given self-preservation agendas to help maintain their limited numbers in the field, but large deployments are seldom allowed to act thusly.

GMs should feel free to have fun with battle droids... they are dumb and numerous (even more so than Stormtroopers!) and should be handled as such.

Battle Droid stats

Height: 2 meters

Move: 8

DEXTERITY 1D (Blaster 3D, Vehicle Blasters 3D)

KNOWLEDGE 1D

MECHANICAL 1D (Repulsorlift Operation 4D)

PERCEPTION 2D (Search 4D)

STRENGTH 1D

TECHNICAL 1D

Its lightly-armored body gives a battle droid +1D to STR when checking for damage. Battle droids come equipped with a Blaster Rifle (Damage 4D, Range 3-30/100/300). Battle droids also have transmitters and antennas with which they receive orders and communicate with other battle droids. Although they are capable of limited verbal communication, they generally reserve using their speech centers for communicating with sentients and speak to each other only rarely (one could theorize that the only reason they ever speak at all is to prevent their silence from becoming eerie and making the cowardly Neimoidians feel nervous around them).

STAPs (Single-Trooper Aerial Platforms)



STAPs are another popular type of repulsorlift vehicle used by security and military forces all over the galaxy (in non-military pursuits they are referred to as "airhooks"). Trade Federation STAPs sum up the operative goal in building a STAP: speed, maneuverability, and added firepower. Even though they pack no particularly awesome weaponry, a STAP's guns are still superior to that of a speeder bike's, and the little flying platforms are *almost* as fast... and *very* maneuverable. STAPs are very lightly armored, and as such, cheap to produce. In fact, due to more simplified engines, they are cheaper than speeder bikes and more maneuverable than skiffs... hence, the Trade Federation battle droids are often seen supported by STAP troops acting as recon scouts and battlefield support.

Player Characters wishing to buy STAPs can use these stats as well.

STAP stats

Type: Speeder Platform (Airhook)

Scale: Speeder

Skill: Repulsorlift Ops

Crew: 1

Passengers: none

Cover: none

Cargo Capacity: none

Move: 160/460 kmh

Maneuverability: 4D

Body Strength: 2D

Weapons:

2 Blaster Cannons (fire linked)

Fire Arc: front

Skill: Vehicle Blasters

Fire Control: 2D

Range: 3-50/100/200

Damage: 5D

Altitude Range: Ground level-20 meters

Cost: 4800 credits

Battle Tanks (AATs) (Armored Assault Tanks)



(Text from *Star Wars: Episode I Incredible Cross-Sections*, annotated by the webmaster.)

Designed and built by the Baktoid Armor Workshop for the Trade Federation secret army, the AAT (battle tank) carries a crew of four battle droids into combat, presenting the enemy with a heavily armored facade and a blistering hail of assault fire... Their deployment on Naboo is their first use in open combat (*WEBMASTER: Note that it says **open** combat... keep in mind that means that they could have already been used in more clandestine circumstances!*), but the tanks have seen considerable training action, leaving them scarred and weathered. The AAT is designed for head-on combat in formal battle lines and is accordingly very heavily armored up front. In fact, the nose of the AAT is almost solid armor, designed to crash through heavy walls with impunity.

Inside the Cockpit

A droid pilot guides the AAT and provides targeting information to the two gunners (*WEBMASTER: According to the schematics in the book, each gunner runs all the weapons on one side of the tank, and the commander--NOT the pilot--runs the main cannon.*). The pilot uses a stereoscopic camera which relays information into a periscope scanner.

Motorvation

The reactor and key power and communications gear are kept to the rear for protection. Heavy-duty repulsors (both disc and coils) keep the AAT just off the ground and propel it forward.

Energy Shells

The AAT's six shell launch tubes can be equipped with a range of ammunition types. As they are launched, the shells are cocooned in high-energy plasma, which dramatically improves the shells' penetration power and speeds them on their way, reducing friction. The AAT can be prepared for specialized missions with particular shell loads.

Explosive Combination

The three ammunition types carried as standard issue ordnance on the AAT (battle tank) include "bunker buster" high explosives, armor-piercing shells, and standard high-energy shells for anti-personnel and anti-vehicle use.

Energy Shell Magazines

The AAT's energy shells cannot be replenished by the droid crew on board. Instead, the shells are reloaded when the tank returns to a landing ship or battleship, where mechanical facilities take the

entire inside of the "foot" off the tank from below. A loaded replacement is then installed in its place.

AAT (Battle Tank) stats

Craft: Baktoid Armor Workshop AAT

Type: Battle Tank

Scale: Speeder

Skill: Repulsorlift Operation (Battle Tank)

Crew: 4 (pilot, left and right gunners, commander/main gunner)

Passengers: up to six battle droids can ride on the outside hull of the vehicle via three handholds on each side.

Cover: Full cover for crew, no cover for passengers.

Cargo Capacity: none

Move: 19/55 kmh

Maneuverability: -1D

Body Strength: 6D+1 up front, 4D+2 elsewhere

Weapons:

Main Laser Cannon Turret

Scale: Speeder

Fire Arc: 360 degrees

Skill: Vehicle Blasters

Fire Control: 2D

Range: 3-200/425/900

Damage: 7D+2

2 Blaster Cannons

Scale: Speeder

Fire Arc: Front

Skill: Vehicle Blasters

Fire Control: 2D

Range: 3-50/120/300

Damage: 5d

6 Energy Shell projectile launchers (2 of each type)

Scale: Speeder

Fire Arc: Front

Skill: Missile Weapons

Fire Control: None; firing tubes are fixed in position

Range: "Bunker Buster": no short range/40-200/500; Armor-Piercing: 3-40/120/350; High-Energy

GenPurp: 3-50/200/500

Damage: "Bunker Buster": 6D (8D against structures); Armor-Piercing: 7D; High-Energy GenPurp: 6D

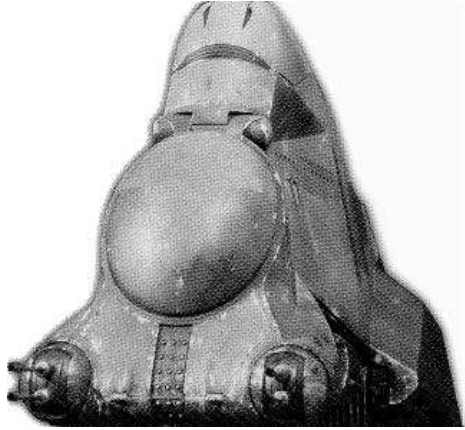
Altitude Range: Ground level-2m

Cost: 84000 credits

Note that the "scale" stat for the AAT no longer switches between "walker" and "speeder" in this Second Edition; although I had no problems running games using the stats as they were before, this system confused some newer GMs, so I have resorted to a more typical method of listing stats..

Battle Droid Transports (MTTs)

(Multi-Troop Transport)



(Text from *Star Wars: Episode I Incredible Cross Sections*, annotated by the webmaster.)

The Trade Federation's Baktoid Armor Workshop has long designed armaments for Trade Federation customers. When called upon to design and build vehicles for the Trade Federation droid army, it easily turned its resources to the creation of deadly weapons made to ensure a long line of future customers. The Trade Federation MTT (Multi Troop Transport, or simply large transport) was designed to convey platoons of ground troops to the battlefield and support them there. Its deployment on Naboo is its first use in major military action (*WEBMASTER: Note that it says "major"... it could've been used in a limited capacity earlier!*), and many large transports have seen only training exercises on remote worlds before being used there. They are designed for deployment in traditional battle lines, hence their heavy frontal armor. Reinforced and studded with case-hardened metal alloy studs, the MTT's face is designed to ram through walls so that troops may be deployed directly into enemy buildings (or "future customer buildings," as the Trade Federation often prefers to say). When ready to deploy, it opens its large front hatch to release the battle droid contingents from its huge storage rack, extended on a powerful hydraulic rail. Two droid pilots direct it according to instructions transmitted from the orbiting Droid Control Ship.

Heavy Lifting

The MTT's engine works hard to power repulsorlifts that carry a very heavy load of troops and solid armor. The repulsorlift generator's exhaust and cooling system is vented straight down toward the ground through several large vents under the vehicle. This creates a billowing storm of wind around the MTT, which lends it a powerful and menacing air.

The Baktoid Signature in Design

The MTT (large transport) was designed by the same Baktoid workshop that developed the AAT (battle tank) for the Trade Federation secret army. The distinctive Baktoid style gives both vehicles a look reminiscent of heavy, jungle-dwelling animals. Both are designed for use in formal battle lines and place vital equipment such as reactor and main engines at the rear, protected by the heavy armor of the front surfaces.

The Deployment Rack

The original design of the MTT called for an open staging chamber inside it, but the Baktoid Armor Workshop is known for its original designs, and the MTT has the unusual job of conveying soldiers that were not living beings, but droids. The Baktoid engineers worked out a system that would load battle droids folded into a very small configuration into a giant deployment rack. This rack would more than double the troop capacity of the MTT, extending to release the compressed troops which would then unfold into fighting configuration. At the conclusion of a battle, troops are reloaded into the rack and safely carried back to their base. The original open-staging chamber MTT design was retained for carrying wheel-like destroyer droids.

Battle Droid Transport stats

Craft: Baktoid Armor Workshop MTT

Type: Troop Transport

Scale: Walker

Skill: Repulsorlift Operation: Heavy Equipment

Crew: 5 battle droids (1 pilot, 1 gunner/engineer, 2 rack operators, 1 lift operator)

Passengers: 4

Cover: Full

Cargo: 40 destroyer droids (open-staging chamber model) or 112 battle droids with blaster rifles (rack-equipped model)

Move: 12/35 kmh

Maneuverability: -2D

Body Strength: 6D; 9D frontal surface

Weapons:

Two Twin-barreled anti-personnel lasers

Fire Arc: Front

Crew: 1 (see above)

Skill: Vehicle Blasters

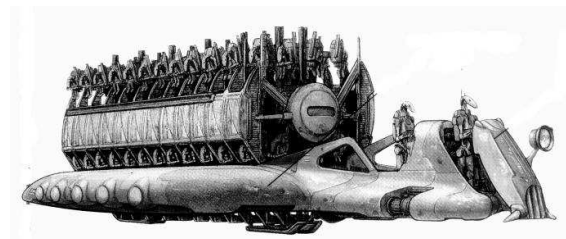
Fire Control: 1D

Range: 5-300/500/1 km

Damage: 3D

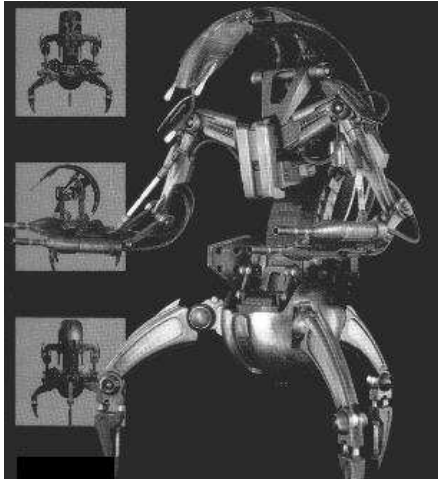
Altitude Range: Ground-4m

Cost: Not sold to non-Federation entities



The Federation also employs troop carriers adapted from civilian cargo skiffs and modified to carry a full rack of battle droids. These unarmed and unarmored vehicles are used for troop deployment in already-secure locations, or under heavy escort. Although an image is included here, I saw no reason to write up stats for one... after all, it's basically just a cargo skiff, and a GM could get by just using those stats.

Destroyer Droids (Droideka)



Trade Federation destroyer droids ("droideka" in the Neimoidian tongue) are pure nastiness wrapped up in a metallic shell. Relentless and implacable, and terrifying to behold, the droideka are the results of design and development by Colicoid designers from the planet Colla IV... frighteningly enough, the Colicoids based the droideka design upon their *own bodies!* Best known for getting themselves into inter-system conflicts because of their habit of eating visiting dignitaries or hapless wayfarers, the Colicoids were perfectly suited psychologically to deliver exactly what the Neimoidian contract called for: brutal and efficient killing machines.

Destroyer droids aren't terribly bright, but they do their job... deployed in wheel-mode, they are armored, high-speed balls of metal. Upon reaching the target zone, they uncurl into a semi-humanoid torso on a set of spider-like legs, while the armor plate over the droid's back is reminiscent of a scorpion's tail. Needless to say, they have a definite psychological "fear factor" about them (hence the Intimidation skill). Then they kick on their shields and start shooting...

Destroyer droids are most frequently used under very specific circumstances, and not just general combat, as their shield-generating ability makes them quite expensive (in the *per unit* sense). The droidekas' abilities are best used when attempting to apprehend or eliminate individuals in an enclosed or crowded area where battle droids would hamper themselves with their mob tactics (such as many areas of your typical space vessel), or to provide emergency fast-response cover-fire for positions not yet bolstered by Trade Federation forces (or,

inversely, for covering retreats). Also, destroyer droids make great "sneak attack" tools, being more effective in small numbers and stealthier than battle droids. They tend to be not-so-bright, however, and can be likened to a trained hunting animal: single-minded and often overly-vicious.

Destroyer Droid stats

Height: 1.8 meters at full height

Move: 10 in walk-mode, 15 in wheel-mode

DEXTERITY 3D Blaster 6D

KNOWLEDGE 1D Intimidation 4D

MECHANICAL 1D

PERCEPTION 3D Search 5D

STRENGTH 4D

TECHNICAL 1D

Weapons:

Two Light Repeating Blaster forearm units (fire separately)

Range: 3-50/120/300

Damage: 6D

Destroyer droids are equipped with a shield rated at 2D, and in wheel-mode have Body Armor giving them +2D to their Strength when resisting damage... these are NOT easy droids to kill! GM's should endeavor to make the arrival of a few destroyer droids a very scary moment in the character's lives, and not just another battle against a mechanical enemy.

Droid Fighters



The Xi Charrians of Charros IV, along with the Baktoid race, are among several cultures that have been all-but-assimilated by the opportunities afforded them by the escalation of the Trade Federation's military preparations. To the Xi Charrians, the pursuit of refining technology is a religion that they follow devoutly, and they certainly outdid themselves in designing and manufacturing the Trade Federation's droid starfighters... I refer you now, once again, to *Star Wars: Episode I Incredible Cross-Sections*, and its author, David West Reynolds...

"The space fighters deployed from the Trade Federation battleships are themselves droids, not piloted by any living being. Showered upon enemies in tremendous swarms, droid starfighters

dart through space in maddening fury, elusive targets and deadly opponents for living defenders. They are controlled by a continuously modulated signal from the central Droid Control Ship computer, which keeps track of every single individual fighter just as it pulses through the processor of every single battle droid. The signal receiver and onboard computer brain is in the "head" of the fighter and twin sensor pits serve as eyes. They are the most sophisticated automated starfighters ever built, carrying four laser cannons as well as two energy torpedo launchers, which pack them with firepower far beyond their size class."

Droid starfighters have several other unusual features as well: they use a solid fuel slug, which produces amazing thrust from a small engine, although it needs recharged after 35 minutes of flight time; they are recharged while hanging from ceiling girders, constantly running self-tests and diagnostics by turning their heads and moving their wings, which makes them appear to be a massive colony of large, mechanical bats; and they have a walk-mode which makes them an equally-useful terror force on the ground, even though the ships cannot use their laser cannons when in walk-mode (the *torpedo tubes*, on the other hand...). And mind you, this isn't just speculation... all of this is *official* data, paraphrased (for brevity's sake) from the afore-mentioned book. One part that I don't want to paraphrase, however...

"The flying, walking, shape-shifting droid starfighter requires extremely specialized manufacturing, of the kind found in the traditional cathedral factories of Xi Char, where ultra-precision manufacturing is a religious practice followed by thousands. The initiates do not concern themselves with the ultimate use of their deadly creations, making Xi Charrians ideal pawns of the Trade Federation's dark purposes."

Can you see where the galaxy started going horribly wrong?

In walk-mode, the droid fighter's wings split down the center, and become four legs. It then walks on its wingtips (which have built-in shock absorber claws), its head jutting forward on its neck strut. As mentioned earlier, they can only use their torpedoes on the ground, but they can just as easily re-launch into the air if need be. The walk-mode is used primarily for high-profile patrol work in areas already under control, where intimidation is a serious advantage over the population.

Droid Fighter stats

Craft: Trade Federation Droid Fighter (Xi Char Cathedral Factories, Charros IV)

Type: Starfighter

Scale: Starfighter

Length: 3.5 m (wingtip to wingtip)

Skill: pilotless; use Maneuverability rating in lieu of pilot skill

Crew: Droid-brain via remote signal

Passengers: None

Cargo Capacity: None

Hyperdrive: None

Maneuverability: 6D (use in lieu of pilot)

Space: 11

Atmosphere: 435/1250 kmh

Hull: 2D

Shields: None

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

2 blaster cannons (fire linked)

Scale: Starfighter

Fire Arc: front

Fire Control: 6D+1 (use in lieu of pilot)

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2 km/2.5 km

Damage: 5D

2 proton torpedo launchers (fire separately)

Scale: Starfighter

Fire Arc: front

Fire Control: 4D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

Cost: not for general sale

Droid fighters in walk-mode cannot use their blasters, but they can still use their torpedo launchers. In walk-mode, the fighter's Move is 30/90 kmh, and its maneuverability is 2D. Droid fighters have a flight time of approximately 35 minutes before their fuel slugs need recharging, which can only be done in the charging racks of the Droid Control Ships' hangars.

Neimoidians



Trade Federation Viceroy Nute Gunray

At the time of this writing, we know very little about the Neimoidians and how they came to be the masters of the Trade Federation. Other than some basic personality traits (greed, cowardice, and subversiveness), we have been given very little information on them. It is interesting to note that the Neimoidian race has been represented before in the Star Wars films... if one watches closely, one gets a glimpse of a Neimoidian in the Mos Eisley Cantina in Episode IV.

What can be surmised is this: the Neimoidians are a very cautious people prone to manipulating others rather than attacking them outright; after all, it was Darth Sidious' presumed offers of greater profits and an easement of Republic taxation that led to the building of the secret army and the invasion of Naboo, as well as the defiance of Republic law. Although the Neimoidians appear more than willing to protest on a political level in the Senate, I think the fact that they didn't try and take action before Sidious' involvement is quite telling: as a merchant culture, the Neimoidians have probably been socially programmed to *avoid* direct confrontation whenever possible, and guide other parties through the offer of wealth or opportunity first. Let's examine the fact that numerous contractors are instrumental in the building and maintenance of the Trade Federation army, such as the Baktoids and the Xi Charrians... these races aren't being subjugated. They have been *bribed* (the Baktoids with money, and the Xi Charrians with greater opportunities to practice their techno-religion). *This* must be the true Trade Federation... and hence, Neimoidian... way, since this particular arrangement had to have existed to *some* degree or another before Sidious' involvement in Federation

movements. Although the Neimoidians are obviously capable of aggression if prodded, it would appear to be a last resort in their eyes, given the fact that, even once committed to violent action, they are constantly in doubt of the merits of their chosen methods.

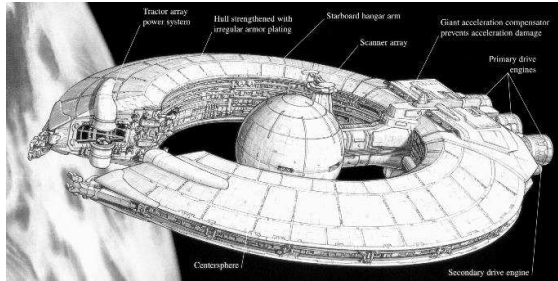
What *is* known about the Neimoidian culture offers a few telling insights... Neimoidian grubs are raised in mass hives for seven years before they emerge into society. During this seven-year period, they are encouraged to struggle and fight one another for food and other necessities of life. This cultivates in the young all the skills that Neimoidians value: backstabbing, greed, bootlicking (followed by betrayal), and an ever-present desire to rise in station. Even Neimoidian garments are part of their social structure; the complex fineries denote official stations and connections to other officials via birth or mutual business interests.

The Trade Federation itself had to have begun almost by accident, since I would sincerely doubt that such a cautious culture would ever begin such an endeavor with the *intent* of dominating galactic commerce, even though the Neimoidians have excellent organizational skill developed in their vast fungus farms. It would be reasonable to assume that, after connecting a few major trade routes in the Outer Rim, a handful of Neimoidian merchants banded together with the goal of helping to increase profits for everyone by assuring mutual protection of assets; a practice which, obviously, must have blossomed into something far greater. Think about it for a minute... if the race you were constantly doing business with appeared to be mere cowards, wouldn't you be more inclined to do business with *them* instead of some cutthroat pirate you couldn't feel secure around? The Neimoidian Trade Federation probably spread like wildfire in such a troubled part of the galaxy! No wonder they have representation in the Senate strong enough to aid in bringing down Chancellor Valorum... a great deal of galactic commerce has to, by this point, *depend* on the Trade Federation.

Once again, this is mostly speculation, but I believe it to be some very *safe* speculation. No doubt the idea of playing a minor merchant hoping to work his way up into the Trade Federation hierarchy will appeal to some players, and there is almost *no* doubt that any GM running a Prequel-Era game will want to include Trade Federation villains. We don't see any evidence of special racial abilities in the film or in any of the books, so at this point, a Neimoidian character could probably be created along the same lines as a human character, using the same racial parameters, until we are given more information (although a racial bonus applied to perception might not be a bad call, given the Neimoidian penchant for commerce and manipulation). After all, a Neimoidian character's "presence" in the game is going to be more dependent on the execution of the character's

personality, and much less on any racial issues. if the personality is played well, the specifics, for the time being, are secondary anyhow. This is a roleplaying game, after all...

Droid Control Ships



For years, consumers of the galaxy have lived with the familiar massive silhouettes of Trade Federation cargo vessels orbiting their worlds and plying the spacelanes. Now these huge behemoths house more than just goods for sale or trade... many of them have been converted into warships and Droid Control Ships, and an unsuspecting galaxy can't tell the difference.

I refer you, once again, to *Star Wars: Episode I Incredible Cross-Sections...*

"From the very first stages of planning to build their secret army, the Trade Federation armaments committee had in mind the use of their great commercial fleet of giant cargo ships for transporting the weapons of war. Familiar to millions of officials and civilian personnel who dealt with them over the skies of numerous planets, the characteristic giant Trade Federation cargo ships had been built over many years, plying cargo among the far-flung stars of the galaxy as part of the extensive market of the Trade Federation. These seemingly harmless and slow-moving container ships would now hide, deep within their hangars, the tremendous army built to change the rules of commerce. Upon the first complete council approval of the secret army plan, the cargo fleet was brought under study, and by the end of the project's construction phase the Neimoidians had created from them a frightening fleet of warships.

War Conversions

The converted battleships bear unusual equipment for cargo freighters, including powerful quadlaser batteries designed to destroy opposition fighters launched against the secret army transports. These batteries are built to rotate inward while not in use, concealing [the vessel's] true nature until the Neimoidians wish to unlock their military intentions to unsuspecting 'future customers.' While the cargo hangars and their ceiling racks in the inner hangar zones proved sufficient for the carriage of the secret army ground forces, additional large electrified racks were installed in the outermost hangar zones to quarter the dangerous colonies of droid starfighters, which draw power from the racks until launch.

Civilian Compromises

While the Trade Federation cargo fleet was ideal for hiding the existence of the secret army and carrying it unobtrusively to points of deployment, the commercial origins of the battleships leave them with shortcomings as 'battleships.' Fitted with numerous guns around the equatorial bands, the battleships carry considerable firepower with very limited coverage and so large areas of the ship are undefended by emplaced artillery. The onboard swarms of droid starfighters are thus essential for defense of the battleships from fighter attack.

The Hand Behind the Secret Army

While the Trade Federation has long been known as a greedy and conniving organization of merchants, the use of armed force to increase their profits hardly seems to suit their fairly cowardly nature. A strange force has been at work within the Trade Federation, making it capable of extraordinary measures and committing it to a course of conflict and outright war that will shake the very Galactic Republic. At its core, the Trade Federation's secret army appears to be the vision of a shadowy figure called Darth Sidious, who has been manipulating powerful Neimoidians to do his mysterious bidding. The Sith title of this dark lord holds menace for all, and no one can guess where this disturbing course of events will lead.

Droid Control Ship

The single critically important vessel among the Trade Federation fleet of battleships is the Droid Control Ship. Custom-fitted with massive transmitters, receiver antennas, monitor sensors, and numerous additional reactors and power substations to run them, the Droid Control Ship contains tremendous computer banks and the Control Brain Network, which transmits the signals vital to the functioning of every battle droid in the Trade Federation army. From this one Droid Control Ship is broadcast the control signals that direct each droid's actions, making up for the very limited onboard logic systems of the minimalist droids. Without this constant signal and its stabilizing carrier wave, the battle droids would be useless 'terminals,' incapable of independent action or self-control."

According to *The Essential Guide to Droids* by Daniel Wallace, Bill Hughes, and Troy Vigil, robotic infantry soldiers have never been largely successful in the Star Wars universe, even in the years before the Republic. Some groups had limited success with particularly good battle droid concepts, such as the war droids of the Krath and the Mandalorian Basilisks (from the *Tales of the Jedi* comic books from Dark Horse Comics), but in the "modern" era, such concepts have been largely eliminated by advanced signal jammer technology and so forth. (These earlier droids were used more as commando units anyway, and had more complex "independence" programming, being designed to operate in smaller numbers). I was curious about this detail when I first viewed Episode I... if the

Neimoidians can block Naboo's communications, thus proving that signal-jamming technology *does exist* in this era, couldn't a people under Trade Federation attack simply use a signal jammer array to shut the invading droid army down? The Naboo *know* that the signal guiding the droid army comes from an orbiting Control ship, so it's not as if the fact that a remote signal is being used by the Federation is a great secret (they've had these droids for years, just never in such large numbers). I can make only three guesses as to why this didn't happen:

1. It's possible that since the Naboo had no idea that a large army was orbiting overhead, their peace-loving government hadn't made provisions to put large jammer arrays into use; or...

2. the technology for signal-jamming isn't advanced enough in the Prequel-Era to do the job (as readers of the Star Wars books know, communicating in space without using the Galactic Holonet can be screwed up by a great many things, making the blocking of communications relatively easy, but the droid signal is stated as having a "carrier wave" by the quoted text above, so it's possible that the carrier wave prevents this era's jammers from working on the signal); or...

3. it's been so long since anyone tried deploying a droid army (the *Tales of the Jedi* comics are set about 4000 years before Episode I) that nobody has signal jammers of a scale big enough to deal with the droid army in this fashion any longer, and many planets may not have even *developed* them yet.

Well, there *had* to be a technical question or two raised by telling a prequel story in such a technology-laden galaxy, in regards to what exists in the Prequel-Era and what gets invented between Episode I and Episode IV...

GMs will more than likely be called upon to make a judgement call on this matter if they put their PCs up against a Trade Federation army. My advice? *Dodge the issue!* The only safe way out of this one is to entirely *avoid* the risk of being contradicted later by Lucasfilm (and hearing your players malign you for it)! More than likely, Episode II or Episode III will resolve this question (**I'm** betting on Anakin developing a jammer that *will* crack the signal in Episode II, thus setting the stage for the advent of *clones* being used in warfare instead of droids... the Clone Wars *are* supposed to be in this trilogy, you know...). Until then, amuse yourself by finding clever ways of making jamming impossible or too impractical... have the battleships protect the Control ships at distances where jamming the source is a pipe-dream (signal-jammers are narrow-focus, not broad-band)... have ground-based jammers frequent targets of Federation forces before they can ever be used (to power such long-range jammers would take a *LOT* of juice, and enough warm-up time to let the enemy know the

apparatus was there)... stuff like that. It's only a couple of years until Episode II. Until the truth is known, give the PCs other matters to think about.

Droid Control Ship stats

Craft: Hoersch-Kessel Drive, Inc. cargo carrier (with warship conversion)

Type: Cargo hauler/warship

Scale: Capital

Length: 3170 m diameter

Skill, Crew: From what we see in the film, there are a number of Neimoidian crewmen in the command center, but the ship appears to be controlled mostly by battle droids!

Passengers: Unknown; we do know that the vessel is capable of carrying a number of Neimoidian officials, but no exact figures have been found as of yet.

Cargo Capacity; 50 C-9979 landing ships, 1500 droid starfighters, 550 MTTs, 6250 AATs, 1500 troop carriers

Consumables: Unknown

Hyperdrive Multiplier: x1

Hyperdrive Backup: x9

Nav Computer: Yes

Maneuverability: 2D (use in lieu of pilot skill)

Space: 6

Atmosphere: n/a

Hull: 6D

Shields: 4D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

42 quadlaser emplacements (concealable; fire separately)

Scale: capital

Fire Arc: full

Crew: uncertain

Fire Control: 4D (use in lieu of gunner skill)

Space Range: 3-15/36/75

Damage: 5D

2 tractor beam projectors (fire separately)

Scale: capital

Fire Arc: front; inner region

Crew: uncertain

Fire Control: 4D (use in lieu of operator skill)

Space Range: 2-10/15/30

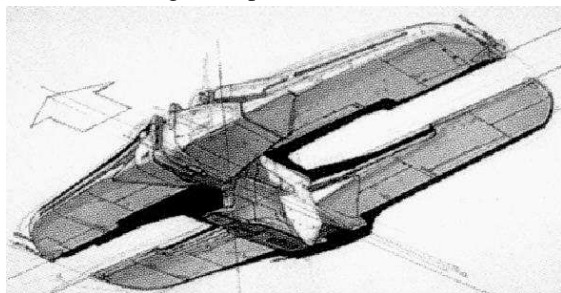
Damage: 6D

Cost: not for general sale

*Not all Trade Federation warships are droid control ships. Even though each ship that has been given the warship conversion can carry a full complement of fighters and ground forces, only control ships have the control computer and antennas. Those that **are** droid control ships have 16 receiver antennas, 1 main transmitter tower, 3 backup transmitter towers, and a control signal range of 16,500 km. Presumably, the warships that*

are not equipped as droid control ships are used to provide backup troops when heavy losses are taken by the main force and to engage attacking capital vessels, or perhaps to drop forces over multiple planetary locations while the droid control ship sits in an orbit it can safely transmit from to all forces planetwide, avoiding enemy action and planetary "black spots" in transmission. After all, those control computers have to be expensive, and as such, the Trade Federation would use as few of them as possible.

Landing Ships (Haor Chall Engineering C-9979 Landing Transport)



The "middle-man" piece of equipment in the Trade Federation's war machine, the Landing Ships deployed from the orbiting warships are also perhaps the weakest link in the chain... fragile in many ways despite their size, and therefore vulnerable, the ships are nevertheless critical: they're the vessels that actually deliver the ground troops to the target zone.

The fact that its landing ships are quite-possibly its most-vulnerable point in its method of invasion has not escaped the Trade Federation, but there's little that can be done about it. The ships' shortcomings... lack of speed, several key structural weak spots, less-than-impressive armament... are unavoidable due to the nature of its mission. The only design that could do the job, and the only one similar to something the Trade Federation was using already, essentially left the Neimoidians stuck with the C-9979.

Although any commander worth his salt will recognize the lander as the perfect target in battle and do his best to destroy it before it can land and discharge its terrible cargo, the ships are protected in the execution of their duties by command ships and hordes of droid starfighters... the Neimoidians may be cowards, and new to warfare on this scale, but they aren't *stupid*. And despite all their shortcomings, the massive landing ships do their jobs fairly well: they carry a massive payload in a cleverly-designed configuration, which means that only a few of them are needed to launch a good spearhead for an invasion... and a Federation warship carries *fifty* of them!

Let me turn you over, once again, to that wonderful text by David West Reynolds...

When plans for the ground forces of the Trade Federation secret army had begun to take shape, methods of deployment came under consideration.

The Haor Chall Engineering works produced a design for a landing craft that would carry the attack vehicles and troops to ground sites from Trade Federation battleships and, after a period of much-debated development, the C-9979 configuration emerged as the choice of the Trade Federation armaments committee. Related in design to commercial cargo barges in the trade fleet (WEBMASTER: Remember, disguise is critical in building a secret army, and this vessel looked like another one known for harmlessness!), these huge, double-winged ships were built for the sole purpose of transporting AATs (battle tanks), battle droids, and MTTs (large transports) from orbiting battleships to strategic positions on planet surfaces. The C-9979 offers tremendous antigravity lifting capacity, which is necessary for the heavy armored cargo. Equipped with defensive laser cannons as well, the mighty C-9979 presents a bizarre and menacing shadow in the skies of any threatened population.

Mechanized Crew

A relatively small droid crew operates the C-9979, in keeping with the Trade Federation reliance on completely automated soldiery. Droid pilots steer the ship and robot gunners work the cannon stations, which serve to defend the landing ship on its way down. Along the front of the wings are a series of maintenance and repair shops, also run by droids, which service and maintain the attack-force components, especially individual battle droids, which need realignment and repair after battle engagements.

Loading

C-9979 landing ships are berthed in hidden hangar areas of the Trade Federation battleships. Here they are assembled, serviced, and maintained, and when ready for deployment they are loaded with MTTs, AATs, and troop carriers which have been prepared for combat. Landing ships are stored in an unloaded condition to reduce structural stress and so that the attack craft can be serviced individually.

Storing the Transport

C-9979s are built with removable wings so they can be stored efficiently. Powerful tensor fields bind the wings to the fuselage when the ship is assembled for use. The huge wings of [the vessel] would tax the load-bearing capabilities of even the strongest metal alloys, making tensor fields vital for the integrity of the ship (WEBMASTER: Now if it hasn't occurred to you yet that the generator for such a field would be the PERFECT target for an attack run by a fighter squadron, then be warned... it HAS occurred to your players! Just imagine the absolute destruction if daring pilots were able to blast the tensor field generators off of one of these babies after it had entered atmosphere...). Forward-mounted tensor fields bind the wing mounts firmly to the fuselage, while wing-mounted tensor fields keep the span of the wings from sagging.

Deployment

The wings of the landing ship contain rows of MTTs, AATs, and battle droid troop carriers racked in garage channels for maximum loading capacity. For deployment, the attack vehicles are guided along repulsor tracks to a staging platform. MTTs in particular require the assistance of the repulsors built into these tracks, because their onboard maneuvering equipment is not precise enough to negotiate the cramped confines of the garage zones without causing collision damage. At a staging platform, the vehicles are rotated into position and seized by transport clamps, which draw them aft and guide them down the drop ramp in the landing ship's 'foot.' The great clamshell doors of the 'foot' then open wide to release the ground forces. Deployment of the full load of vehicles on board a C-9979 can take up to 45 minutes."

I had a hard time deciding just what stats people would *want* for using these craft in the game... space stats? Atmosphere stats? Sure, the C-9979 functions in both areas, but I would hesitate to call it a "starship", since all it is for is landing and reloading. Besides, the thing is a *much* more vulnerable target in-atmosphere (provided it can be hit before it gets over a populated area!), so that's where most attackers are going to want to hit it, thereby also avoiding the warships and droid starfighters *protecting* them in doing so. So I went with the atmospheric stats for now. Should anyone feel that space stats are necessary (or care to *develop* them, since I had very little data to go from as far as even *considering* space stats), let me know.

Landing Ship stats

Craft: Haor Chall Engineering C-9979

Type: Landing Ship

Scale: Capital

Length: 370 m wingspan

Skill, Crew: A crew of 88 battle froids run everything, but rather than using skill codes and adding modifiers to them, just use the appropriate codes in *place* of them.

Passengers: No data was available, but there is apparently an atmosphere in there just in case... Qui-Gon Jinn and Obi-Wan Kenobi stowed away on one during the invasion of Naboo.

Cargo Capacity: 28 troop carriers, 114 AATs, 11 MTTs, 24 STAPs

Consumables: unknown

Hyperdrive: none

Maneuverability: 3D (in lieu of skill)

Move: 169/587 kph

Body Strength: 4D

Shields: 3D

Weapons:

2 double-barrel wingtip laser cannons (fire separately)

Scale: capital

Fire Arc: front

Fire Control: 2D (in lieu of skill)

Range: 5-300/500/1 km

Damage: 3D

2 turbolaser turrets (fire separately)

Scale: capital

Fire Arc: full

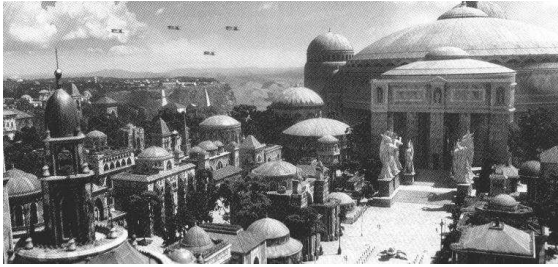
Fire Control: 2D (in lieu of skill)

Range: 5-500/1000/5 km

Damage: 4D+2

If the tensor field generators of the ship are destroyed, the Body Strength of the lander drops to 2D, and if grounded, it will be unable to take off without collapsing under its own weight. In the air, if the generators are disabled, the ship will fall apart in 1D minutes... in other words, once those tensor fields are down, the ship had better land fast, because it's falling apart and can't survive many hits!

THE PLANET NABOO



The Naboo capitol city of Theed

By far the most elysian planet we have thus far seen in the Star Wars saga, the planet Naboo certainly doesn't seem to belong in the Outer Rim. While most Outer Rim systems suffer under the tyranny of despotic warlords or criminal enterprises such as those of the Hutts, Naboo is a progressive planet ruled by a benevolent monarch and represented in the Galactic Senate by one of the most respected political figures on Coruscant. Home to two sentient species, the human Naboo and the amphibious Gungans, Naboo breaks the mold yet again in that these species not only co-exist peacefully, but they actually *benefit* one another. As far as Outer Rim territories go, Naboo is the diamond in the rough... a glittering jewel.

The ecology of Naboo is interesting, to say the least. On the surface, Naboo is a world of rolling, grassy hills, dense temperate jungles, and striking cliffs cut by powerful waterfalls. But beneath this verdant paradise lies an entirely different ecological structure... the oceans and lakes of Naboo run staggeringly deep, and are interconnected by a honeycomb of natural tunnels and chambers that criss-cross the planetary interior, creating one massive aquatic environment. Just under the water's surface lies the Gungan city of Otoh Gunga (theoretically there may be more Gungan cities, but that is as-yet unverified), but in the caverns and tunnels of the deep lurk gigantic and deadly aquatic predators locked in the life-and-death struggle of their own unique mega-fauna food chain. In terms of its spectrum of native life, one could say that Naboo is two planets in one!

The Naboo people and the Gungans share a particularly complex, yet peaceful, existence. Although they both feign indifference (and sometimes outright *contempt*) for one another, the two peoples are nevertheless very much dependent on each other. Naboo technology utilizes materials and products obtained from Gungan cities, and vice versa, though this is almost never mentioned to offworlders by members of either species. Socially, the Gungans and the Naboo are very different, yes, but even the rifts of theology and sociology don't really account for this superficial divisiveness. Upon further study, one realizes that at one time, the Gungans *had* to have existed upon the planet's surface, since they can breathe both water *and* air, and wouldn't have *always* had their shield-dome

technology to protect them from the predators of the Naboo depths. There are even ancient Gungan structures still standing in the Naboo jungles, revered as sacred places by the Gungan people. Perhaps the first human settlers of Naboo drove the insular Gungans underground through their very presence, or perhaps there was even *war* in those primitive times... whatever the case, there is *some* historical reason for the split, even though it has gradually become little more than an issue of racial pride (*WEBMASTER: The possibility that George Lucas was simply making a general statement about **our** social divisiveness shouldn't be overlooked, as repeated viewings of Episode I tend to reveal more and more such statements layered into the story... those critics that complain of a "lack of depth" in Episode I are missing the entire picture, since this film was designed to cater to the fans interested in the complexities of the Star Wars universe, and not just the casual moviegoer on whom most of the underlying meaning of the Star Wars saga is utterly **wasted**... OOPS! Forgive me, I appear to have started ranting...*). In this era, regardless of past history, the symbiotic circle formed by the Naboo and the Gungans appears to be generally a good arrangement for all.

(WEBMASTER: If playing on post-invasion Naboo, the Gungans and the Naboo may be mingling socially a great deal more, judging from the final reel of the film, but how this is approached is up to the GM and how much he/she is willing to risk possible contradiction from Episode II later down the line... in my campaign, continuity is a serious concern, but in yours, it may be less-important.)

The jungles of Naboo are home to numerous species of what appear to be large reptiles, such as the kaadu and the massive fumbaa beasts, although few of them appear to be predatory... one could theorize that these creatures' niche in the food chain is to feed off the plants of the shallows, keeping certain species' of plants from dominating resources required by other strains, while eventually falling prey to aquatic predators lurking close to the surface, which in turn get eaten by larger predators deeper in the water, and so on and so forth the further down one goes beneath the surface.

While there is a great deal of industry on the planet, both the Naboo and the Gungans are very conscious of their relationship with their environment. Naboo suffers from no pollution, as the environmentally-conscious Naboo people regulate their industries very studiously, and the Gungans utilize as many organic methods as they possibly can in developing their own unique technology.

If Naboo was less remote, it would probably be one of the galaxy's hottest tourist spots, given its relative safety and natural beauty.

Naboo is not *entirely* self-sufficient, however, even in spite of the Gungan/Naboo symbiosis. The planet lacks the resources for the manufacture of its own hyperdrives, and its long years of peace have left it without a large standing military... thus, Naboo is dependent upon the Republic and its bureaucracy for protection in military matters (and in this age of mind-numbingly slow bureaucracy, we've seen how well *that* works), and dependent upon the Trade Federation in matters economic and technological. In this era, Senator Palpatine is known as a charming and respectable politician, but *we* know just what he *really* is... and we can see how the future-Emperor is playing one vulnerability against the other, turning Naboo into the staging-point for his political takeover of the Senate... and eventually, the *Galaxy*. Look at our own history... every despot has needed a good political "soapbox" to build his Empire upon... and Naboo is Palpatine's soapbox, for certain. Episode II should reveal to us layers of this scheme that we have as-yet only guessed at...

Adventuring on Naboo

Naboo would be a difficult planet to base a campaign on... if you based the campaign pre-invasion, there just wouldn't be much to do! There aren't any seedy spaceports like Mos Eisley or fancy hangouts for upscale spacers (high-stakes gamblers and their pals) like Coruscant or Cloud City. Post-invasion, the planet is *very* much in the public eye as Senator Palpatine takes the reins as Supreme Chancellor of the Senate, and in many ways such a galactic hot-spot can be very tricky for some of the shadier character types. Instead, Naboo is best suited for use as a diversion in a campaign... just a couple sessions during a point in the story when the GM needs to distance the players from the "heart" of his campaign for a while, perhaps. A hyperdrive malfunction in this area of the galaxy can leave the PCs grounded for a day or two waiting for parts to arrive from another system, thus giving them time to enjoy some adventure on the planet in the meantime. Maybe the players are entrepreneurs hoping to carve out a niche for themselves as a "third party" in the post-invasion marketplace on Naboo, since the Trade Federation's actions after the blockade will have no doubt created an economic void... there *are* options, to say the least. But really, in game terms, Naboo's greatest potential lies in the *example* it sets as a model for much of the Prequel-Era galaxy... as this chapter continues, we'll be discussing certain technological and social developments on Naboo that may very well reflect a good portion of the galaxy, and just why that is so.

One more thing... GMs really wanting to just mess with the players' heads should arrange a stop-off on Naboo and a run-in with Senator Palpatine... just so the GM can get a good laugh from watching the players struggle to stay in-character and be nice to the Good Senator...after all, the PCs don't know what *we* know...

The Naboo People



Queen Amidala of the Naboo

One can't help but notice certain parallels between the cultures of Alderaan and Naboo, apart from the obvious Amidala/Leia connection: peaceful ideologies, limited military and armament development, dynamic political leaders, strategic significance in troubled times (as readers of the Star Wars books and astute viewers of the films know, Senator Bail Organa of Alderaan is a *major* figure in the upcoming Clone Wars)... perhaps the greatest tragedy of Episodes I-III won't be the fall of the Jedi and the turning of Anakin Skywalker, but instead the creation of another Alderaan/Naboo parallel. There is, after all, no mention of Naboo or its people in Episodes IV-VI...

In another interesting parallel, Naboo is ruled by a benevolent monarch (although technically, Alderaan's monarchy is strictly ceremonial). This monarch is an *elected* monarch, however, chosen by the Naboo people to lead them based on merits of character and wisdom. It would be reasonable to assume that there might be a "pool" of nobility on Naboo from which each new monarch is elected (Amidala is *not* the youngest monarch to have ever sat upon the throne), but that is speculation on my part, based on the assumption that only a lifetime of grooming could have created a viable candidate in the form of a 14-year old girl. The ruling monarch... in this case, Queen Amidala... also has several officials that run certain facets of the Naboo government in her name. These officials form the Advisory Council, which appoints its own ever-changing membership from a broad spectrum of social groups, ensuring fresh and well-rounded perspectives on all recommendations to the Queen.

Apart from the Queen, the Naboo have a planetary Governor (Sio Bibble) who oversees the general minutiae of running a planet, a Senate representative on Coruscant (the charming and popular Senator Palpatine, recently appointed High Chancellor of the Senate after a vote of no-confidence in Chancellor Valorum), and a Head of Security (Captain Panaka, a veteran of pirate conflicts elsewhere in the sector) whose duty it is to lead the planet's limited security forces and protect its rulers. There are also other advisors and assistants to the Queen and her officials, but their exact titles and duties fluctuate as the Council

appoints different people to positions it deems necessary at the time.

The Naboo people are hard-working and industrious, and proud of their Queen and heritage. If the capitol city of Theed is any indicator, Naboo cities are sprawling and ornate, built to accentuate the planet's natural features as opposed to dominating them (again, readers of the Star Wars books will see yet *another* parallel with Alderaan). Although there is flourishing industry on Naboo, the Naboo people are very prudent not to disrupt the environment of their beautiful planet.

Militarily, Naboo's security force is an interesting study in contradiction: although a peaceful culture, requiring little more of its small forces than the occasional display maneuver or parade during official functions and celebrations, the Naboo pilots and security officers are quite talented, and their technology solidly-crafted.

Playing a Naboo Character

As limited as campaigning on Naboo might be, the potential for playing a character *from* Naboo is great indeed! Naboo pilots are trained to execute flashy, complex stunts that, while unorthodox for flying combat missions, could *definitely* catch an enemy off-guard, and ex-members of the security force would have a strange blend of police and military skills. Naboo craftsmen are obviously quite gifted, judging from the artfulness of the ships, devices, and architecture of the planet, and may be seeking work elsewhere in the galaxy after the invasion by Trade Federation forces. Political intrigue also appears to be a Naboo strong suit, given Palpatine's obvious talents and the "handmaiden switch" gambit used by the young Queen... perhaps some Naboo trained in this field work as court spies on other worlds! Players who wish to play a Naboo character should make special effort to voice their character's feelings on matters of galactic politics, particularly in regards to the Trade Federation... this is easy to do, and helps give the developing character a good story hook as the player refines him/her into a fully-realized character. To further refine the character, his or her mode of dress should be described to everyone playing; the Naboo people use the cut and color of their clothing to make statements about social and political conventions, thus sparking lively debate.

GMs may wish to give humans from Naboo a skill bonus here and there if the player chooses to select skills that seem derived from an obvious strong point of the Naboo culture. While not really supported by the rules, this sort of practice has always helped give my campaign some very-satisfying depth and variety to the human characters, who don't have the nifty special abilities of the non-humans... if one of your players wants to try playing a Naboo, give it a try.

The Naboo N-1 Starfighter



The N-1 Royal Starfighter is among the most elegant examples of the Episode I aesthetic: sweeping lines, vibrant colors, and a graceful profile define the Naboo fighter. The film's many influences are readily apparent in the design of the N-1 as well, particularly the influence of Alex Raymond's work on the original *Flash Gordon* comic strip. More so than any other vessel in *The Phantom Menace*, the N-1 design truly stands out as one of the "great ships" of the Star Wars saga.

Your humble Webmaster has a serious infatuation with the N-1 starfighter, so, in the interest of avoiding a long sonnet on the vessel's historical and artistic influences and the beauties therein, I once again turn you over to David West Reynolds:

"The single pilot Naboo Royal N-1 Starfighter was developed by the Theed Palace Space Vessel Engineering Corps for the volunteer Royal Naboo Security Forces. Sleek and agile, the small N-1 faces aggressors with twin blaster cannons and a double magazine of proton torpedoes. Found only on Naboo and rarely seen even there, the N-1, like the Queen's Royal Starship, uses many galactic standard internal components in a custom-built spaceframe that reflects the Naboo people's love of hand-crafted, elegant shapes. The Naboo engineers fabricate some of their own parts such as fuel tanks and sensor antennas, but most of the high-technology gear is acquired through trade from other, more industrialized worlds. The Theed Palace engineers developed a customized engine system, however, based on a standard Nubian drive motor but modified significantly to release fewer emissions into the atmosphere. The Naboo being a peaceful people, the Space Fighter Corps is maintained as much through tradition as for military defense, and primarily serves as an honor guard for the Queen's Royal Starship. Nonetheless, the Royal Naboo Security Forces train in the N-1s

on a regular basis, prepared for the honor of serving the Queen in combat if necessary, since service to the Queen symbolizes service to the great free people of Naboo themselves.

That Gleaming Royal Look

The N-1 fighter sports a gleaming chromium finish on its forward surfaces. Purely decorative, this finish indicates the ship's royal allegiance. Early Naboo spacecraft required a chromelike finish for protection from harmful rays in the planet's upper atmosphere. Now that spacecraft and their pilots are fully shielded from such rays by electromagnetic field technology, the chrome finish is retained for tradition and kept as a royal symbol. Only royal ships may carry the hand-finished royal chromium treatment.

High-Voltage Rat-Tail

The center 'rat-tail' finial projecting from the rear of the N-1 is a vital component, linking the ship to the palace hangar systems via a plug-in socket found at the rear of each ship's protective revetment area. The primary purpose of this finial is to receive high-voltage power charge energy delivered from the palace generators to activate the ship's systems. Large transformers and converters can be seen on either side of the plug-in sockets in the fighter revetment. The secondary purpose of the center finial is to receive coded information from the palace battle computer. This computer will download information only in the primary security room and through these fighter sockets, preventing any spies from being able to acquire battle information from the palace. The palace battle computer transfers complete battle coordinates and strategic plans into each fighter, allowing the pilots to concentrate on operating their ship's systems while the flight computer automatically directs the ship on a trajectory to the target zone."

The central filial is also capable of receiving updated tactical broadcasts from the palace battle computer; it's range is very impressive. The two shorter filials on the rear of the fighter are functional as well: they are actually heat sinks, which circulate coolant and help shunt off excess heat from the modified Nubian engines, which burn hotter in order to burn cleaner. These functional and attractive filials truly embody the Naboo flair for combining art and functional engineering.

Naboo N-1 Royal Starfighter stats

Craft: Theed Palace Space Vessel Engineering Corps N-1 J-type Starfighter

Type: Starfighter

Scale: Starfighter

Length: 11 m

Skill: Starfighter Piloting

Crew: 1 pilot, 1 mandatory astromech droid

Passengers: none

Cargo Capacity: none

Consumables: 1 week

Hyperdrive Multiplier: x1

Hyperdrive Backup: none

Nav Computer: yes

Maneuverability: 3D

Space: 7

Atmosphere: 350; 1000 kmh

Hull: 3D

Shields: 1D+2

Sensors:

Passive: 25/0D

Scan: 50/1D

Search: 75/2D

Focus: 3/4D

Weapons:

2 blaster cannons (fire linked)

Scale: Starfighter

Fire Arc: front

Crew: pilot

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2 km/2.5 km

Damage: 4D

1 proton torpedo launcher (10 torpedoes on board)

Scale: Starfighter

Fire Arc: front

Crew: pilot

Skill: Starship Gunnery

Fire Control: 1D+2

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700 m

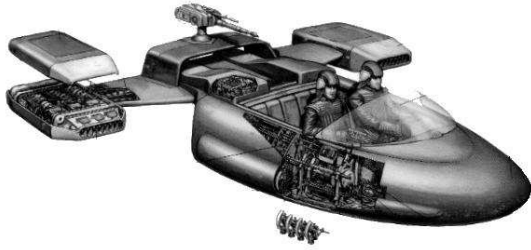
Damage: 7D

Cost: not for general sale

The range on the central receiver-antenna on the N-1 starfighter is uncertain, but must be roughly equivalent to that of the Droid Control Ship's, since the fighter that Anakin stows away in manages to fly on remote auto-pilot all the way up to where the other Naboo fighters are engaging an orbiting Control ship. Therefore, we can assume the range on the antenna to be at least 15,000 km.

Naboo Landspeeders

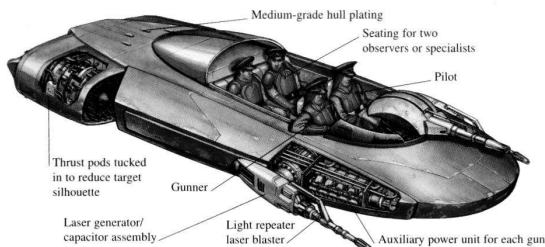
Probably the single most common vehicle in the galaxy, the landspeeder exists on virtually every world capable of producing repulsorlift technology; but of course, the Naboo variants on the craft combine the rugged versatility of the landspeeder with a definite sense of style. The Naboo *Flash* and *Gian* speeders are by far the most elegant examples of this classic vehicle we have yet to see in the films, but their classy looks should not be interpreted to mean that these are *anything* but top-of-the-line products, every bit as useful to the Naboo Security Forces as Luke Skywalker's was around the Lars' moisture farm and the Dune Sea.



The Naboo Flash speeder

The *Flash* and the larger *Gian* are both military models of landspeeder, and as such have certain elements not found in their civilian counterparts. Both are armed vehicles, and feature heavier plating on their undersides to afford greater protection from mines and other ground hazards. The *Flash* is a typical security patrol vehicle on Naboo, used essentially as a police vehicle for rounding up troublemakers with a minimum of fuss (once they catch sight of its laser turret). The *Gian*, designed specifically for excursions outside Naboo cities in pursuit of more dangerous malefactors, also features ports that a holographic display unit can be plugged into for battlefield coordination, and a much-heavier complement of firepower than its smaller counterpart.

It is interesting that such a peaceful planet developed these combat-capable speeders... although the *Flash* is only slightly modified from the civilian version derived by the citizens of Naboo, the *Gian* is a model unique to the Security Forces. While neither vehicle is designed for direct confrontation with a serious military opponent, the maneuverability and speed of these vehicles, in addition to the weaponry they carry, makes them more than a match for civilian models in the hands of criminals. During the Trade Federation invasion and occupation of Naboo, both models saw heavy use transporting resistance fighters from firefight to safehouse at maximum speed; while no match for the Federation's AATs, the Naboo speeders were *built* to zip through the narrow, twisting streets of the Naboo capital of Theed, and were hard targets for Federation cannons.



The Naboo Gian speeder

The *Gian* design varies from its counterpart for several reasons, paramount among them being the presumed need for heavier firepower and greater armor against a potentially more dangerous foe based outside of an urban area (and of course,

carrying two more people), but in being so adapted gave up a degree of speed and maneuverability. To compensate for this, the *Gian's* thrust pods are tucked inside the body to reduce the vehicle's target silhouette somewhat.

The *Flash* and its civilian cousins are seen regularly on the streets of Theed. The *Gian* is rarely called into use, and many Naboo citizens have never even seen one.

Flash Speeder stats

Length: 4.5 m
Type: Landspeeder
Scale: Speeder
Skill: Repulsorlift Operation: *Landspeeder*
Crew: 1
Passengers: 1
Cover: ½
Cargo Capacity: none
Move: 105;300 kmh
Maneuverability: 2D+2
Body Strength: 2D(3D+1 undercarriage)
Weapons:
 Blaster Cannon Turret
Scale: Speeder
Fire Arc: 360 degrees
Skill: Vehicle Blasters
Fire Control: 2D
Range: 3-10/30/120 m
Damage: 4D

Altitude Range: Ground level-1.5 m
Cost: 19000 credits

Gian Speeder stats

Length: 5.7 m
Type: Landspeeder
Scale: Speeder
Skill: Repulsorlift Operation: *Landspeeder*
Crew: 2 (1 pilot, 1 gunner)
Passengers: 2
Cover: ½
Cargo Capacity: none
Move: 80;230 kmh
Maneuverability: 1D+2
Body Strength: 4D(5D undercarriage)
Weapons:

Two Light Repeating Blaster Cannons (fire linked)

Scale: Speeder
Fire Arc: front
Skill: Vehicle Blasters
Fire Control: 2D (3D with optional holographic tactical display)
Range: 3-50/120/300 m
Damage: 6D

One Heavy Repeating Blaster Cannon

Scale: Speeder
Fire Arc: front
Skill: Vehicle Blasters
Fire Control: 1D+2 (2D+2 with optional holographic tactical display)

Range: 3-50/120/300 m

Damage: 7D

Altitude Range: Ground level-1.5 m

Cost: 21000 credits (23000 with optional holographic tactical display)

Naboo Utility Blasters



Earlier in this chapter, I mentioned that some of the technological applications on Naboo might, in some ways, reflect the state of technology in the Prequel-Era galaxy as a whole. The Naboo "utility blasters," as I call them, are one such example.

Blasters are powered by small energy cells called power packs; this is common knowledge. What may not be known to some is that the bolts fired by a blaster are not composed of pure energy... rather, the energy output of the power cell serves to superheat and propel coherent matter *also* stored in the power pack, albeit in a separate container. This coherent matter is often referred to as "blaster gas". Tibana gas, as mined on Bespin in the Cloud City facility, is one such type of blaster gas, although prothium gas from the Killaniri system is also quite popular with manufacturers. The Wookiee bowcaster, on the other hand, uses energy to propel an explosive quarrel *without* the use of blaster gas.

What is interesting about this is that, as we see in Episode I, blaster gas has other applications as well: attachments can be affixed to certain types of weapons that allow the user to fire alternate types of projectiles for utilitarian purposes, such as the Naboo heavy blaster pistols, which are equipped with grappling lines and climbing reels. The mechanics of this are really quite simple... a smaller burst of power is generated by the optional attachment (just enough to propel the agitated coherent gas), which can launch a device that isn't designed for attack purposes (a Wookiee bowcaster, however, uses a standard charge; thus, the projectile is hurled at lethal speeds and cocooned in energy, enhancing its explosiveness and range). Still using the Naboo heavy blaster pistol as an example, the energy not used by the low-energy shot is then funneled into the reeling system for drawing the user up the grappling line (although, over enough distance, the energy usage would obviously be greater than that of a single blaster bolt).

The Prequel-Era, despite its problems, is *still* the tail-end of an age of relative peace... with entire

sectors having been free of large-scale violence for many years, planets all over the galaxy may very well use blasters modified for utilitarian purposes on a daily basis.

Obviously, items of this nature would require *very* precise craftsmanship, and as such be more expensive than a normal blaster, but this is an era of wealth. In the days of the Empire and beyond, a manufacturer would be taking a serious risk by offering a high-end cost profile weapon, but in this "civilized" era, such a versatile tool would be considered *worth* the expense by the consumer. This value is compounded when you take a moment to think of just what sorts of attachments could be fabricated:

*Grappling systems (*ala* the Naboo example)*

Launchers for collapsible-framed nets, useful for law-enforcement or bounty-hunting

Emergency signal flare launchers with enough range to clear massive trees (Endor, Kashyyyk, Naboo, Dagobah) and other obstructions (rock formations, etc.)

*Paint-packet bursters for marking emergency landing zones or signaling for aerial rescue (as per the tarpel guns of Frank Herbert's *Dune*)*

Dart launchers offering a near-silent offensive option (for that matter, the darts themselves could be of a variety, ranging from tranquilizers to poisons to tracking devices!)

... and potentially a great many more that your humble Webmaster just hasn't had a chance to dream up yet.

Yes, this is all original thought on my part... but it's *reasonable* thought, based on information from official sources (specifically, several of the Star Wars novels). We've known how blasters worked for years, and after seeing Episode I, the mechanics of this idea are rather self-evident. The social climate could very conceivably be interpreted to allow for this sort of technological application to be commonplace. Besides... like I said: we've already *seen* it in the movie!

I have taken the liberty of whipping up some game data for these utility blasters... enjoy. Feel free to use as much or as little of this information as you see fit; none of the data presented elsewhere in this Sourcebook is dependent upon any of this information, so you aren't being forced in any way to use any of this just because you want to use something else. It is, after all, *your* campaign.

Utility Blaster game data

Want to give it a try, eh? Well, here are some guidelines to run by while you check out this *very* fun concept.

First, there is cost to consider... a good rule of thumb: *Each special attachment on the weapon adds 50% of the weapon's original cost onto the current total cost of the weapon.* In other words, a heavy blaster pistol that costs 750 credits "stock" has an additional cost of 325 credits for *each* special attachment (Ex. That same heavy blaster pistol with a dart launcher and a grappling line

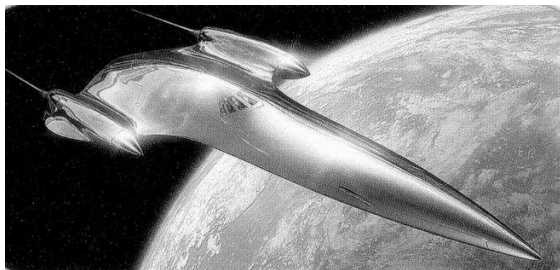
system will cost a total of 1500 credits... steep, but useful!).

Weapons have to be fairly stout of frame to handle these sorts of modifications... I suggest allowing these mods *only on heavy blaster pistols, blaster rifles, and blaster carbines.*

Ammo consumption is a definite issue. I find that it is most fair to have a separate guideline for ammo consumption for each type of gadget: *Simple attachments (dart launchers, paint markers, flare launchers) use 1 shot of ammo; grappling line systems cost 1 shot to fire, but cost 2 shots per 10 meters reeled in PER person using the line (Ex. Two humans using the line to travel 30 m would expend 12 shots, plus 1 for firing the line in the first place); large projectiles like collapsible net assemblies cost 3 shots to fire, and 2 shots per 10 meters reeled in if the device is so equipped (using the same guidelines as the grappling system).*

Common devices would include dart launchers (tranquilizers, tracking devices, poison) for silent operations, grappling lines with reeling systems, emergency flare or paint canister launchers, collapsible nets, sticky foam nozzles, gyrojet projectiles, and so on. Calculating the specific game effects and/or damage of each one in your campaign is up to you, since I wouldn't want to suggest anything that would upset the balance in your campaign.

J-Type Royal Starship



Once again, thanks to the inclusion of the Naboo in Episode I, we get what might be a very good indicator of life on the whole in the era of the Republic, this time as applied to space vessels. The Royal Starship of the Naboo Queen is a sleek, elegant example of spacefaring technology that has obviously been a labor of love for its developers in the Palace, who, even though they themselves didn't *build* the Nubian 327 hyperdrive, made the effort to tune it and modify it to perform past its normal parameters (hence the improved Hyperdrive Multiplier). The Prequel Era, while not without its dangers, is still one of a *theoretical* peace, and governments all over the galaxy most certainly must employ similar vessels: unarmed, but very functional, pieces of artistry melded with fine engineering. This is a craftsman's era, after all, and in this time, diplomatic vessels are *supposed* to be unarmed (admitting that piracy exists in the Republic is somewhat frowned upon as the sagging Senate tries to deny the general decline of things;

therefore, shields are OK, but weapons are looked at with disdain).

Let me turn you over to David West Reynolds one more time for some background information...

"The Royal Starship of Queen Amidala of Naboo is a unique starship hand-crafted by the Theed Palace Space Vessel Engineering Corps. Completed six years ago, the Royal Starship replaced the previous royal vessel before Queen Amidala came to office. The gleaming craft, usually helmed by the Queen's chief pilot Ric Olie, conveys Queen Amidala in matchless style to locations around Naboo for royal visitations, parades, and other observances. The ship also carries Amidala on formal state visits to other planetary rulers or to the Galactic Senate at the capital world of Coruscant itself. It is designed for short trips, and accordingly features limited sleeping facilities, primarily dedicated for the ruler and a customary entourage.

Expressing the Naboo love of beauty and art, the dreamlike shape of the Queen's ship, together with its extraordinary chromium finish, make it a distinctive presence in any setting. The starship is made to embody the glory of the Naboo royalty, symbol of the noble spirit of the Naboo people. Service to the Queen is a great honor, and the design of a Royal Starship is the highest goal to which a Naboo engineer can aspire. Every centimeter of the ship's wiring is laid out with exacting precision, neatly run in perfect parallel rows, making the ship a work of art in every respect."

As you may recall, the chromium finish on certain Naboo vessels is indicative of a Royal connection, and the Queen's Royal Starship is the *only* such vessel to be finished entirely in the mirrored chromium, which is lovingly hand-crafted by skilled artisans. Even the hyperdrive core, in most ships little more than a mass of components and tangled wires, has been refined into an elegant-looking centerpiece of sheer art, with its intricate mazes of effect channels and charge planes enhancing both its appearance *and* its performance.

A GM could safely use the stats for the Naboo Royal Starship for *any* high-ranking official's personal transport vessel, or even change the dimensions and scale to a capitol-scale vessel to create a wealthy individual's pleasure cruiser.

Naboo J-type Royal Starship stats

Craft: Theed Palace Space Vessel Engineering Corps J-type Royal Starship w/Nubian 327 hyperdrive

Type: Space transport

Scale: Starfighter

Length: 76 m

Skill: Space Transports

Crew: 8 (2 flight crew, 6 ancillary crew) and 8 astromech droids

Passengers: 18

Cargo Capacity: undisclosed

Consumables: 1 week

Hyperdrive Multiplier: x .8

Hyperdrive Backup: none

Nav Computer: yes

Maneuverability: 2D+2

Space: 9

Atmosphere: 400; 1150 kmh

Hull: 4D

Shields: 2D+1

Sensors:

Passive: 15/0D

Scan: 30/1D

Search: 50/3D

Focus: 2/4D

Weapons:

None.

Cost: Not for general sale.

The Queen's royal starship is also equipped with a large escape pod capable of carrying the Queen and a complement of personal guards...up to 8 people total.

The Gungans



Jar Jar Binks, flanked by two Gungan warriors

Beneath the waters of the planet Naboo lies a totally different civilization: that of the amphibious Gungans. Venturing to the surface only when resources are needed, either via trade with the Naboo (which is completely denied on all levels of government) or Gungan industry, or to visit their ancient land-based sacred groves, the Gungans prefer to remain in the murky depths behind the force field domes of their striking underwater cities.

The Gungan cities, while totally different than those of the Naboo, are every bit as striking. The capital city of Otoh Gunga looks like a massive collection of glassine bubbles, lit from within and framed in delicate metalwork. Here, the Gungans practice their odd social customs and distinctively unique industries, all while peacefully co-existing with their complex environment. Gungan society is ruled by the "Bosses", a council of leaders that is chaired at this time by one Boss Nass. Interestingly, Boss Nass is of a separate breed; whereas the average Gungan is lanky and orange-hued with eyes sticking up on short stalks above the Gungan's skull, Nass is heavier-set, green, has a less-pronounced "bill" structures, and has hooded eyes set *into* his head. Evolutionary diversion is not at all uncommon within a single species of amphibian, but it is unusual in an amphibian species so highly evolved... generally, after the thousands of years it takes for a species to evolve to sentience, a certain

degree of homogenization sets in, but, as humans exemplify, variation within a species is still not unheard of. Boss Nass is descended from the Ankura lineage, which evolved in an isolated Gungan village and later allied with the Otolla Gungans to found the great city of Otoh Gunga.

Gungan society can be harsh, although not maliciously so. The Gungans are very dependent on their force field technology for their very *survival* in the waters of Naboo, and as such, troublemakers who jeopardize the safe operation of that technology, willing or not, are at least exiled and sometimes executed (depending on the inherent maliciousness of the act... Jar Jar was merely clumsy, and wasn't given a death sentence... yes, it was a death sentence, read the book or the original script... until he dared return to Otoh Gunga). But beyond that, Gungan life is generally very easy-going. Day to day work and industry appears to be done in a collective fashion, with everyone working for everyone else's benefit.

The Gungans maintain a sizable standing army. While not in fear of aggression from the Naboo, the Gungans *are* in fear of the giant oceanic predators lurking in the deeps, and maintain this army not just for internal law enforcement, but for those rare occasions when the massive sea killers stray too close to the cities. Their military technology is very different from that of a surface civilization, however... blasters just don't work well underwater! The cornerstone of Gungan military technology is the energy sphere, coupled with the personal force field, but we'll cover that in another section, and explain how such technology must have developed.

Very few of the Gungans fully speak their own language anymore, but speak a confusing dialect of Basic that incorporates some of their original language, and what seems to be poorly-constructed slang terms. Players and GMs alike should pay close attention to the Gungan dialect if using them in the game... otherwise, where's the Star Wars flavor?

Playing a Gungan

Unlike many of the new alien races we see in Episode I, the Gungans are quite playable, as we know plenty about them, and they don't appear to be terribly limited in how well they can interact with the galaxy as a whole. Players may wish to play Ankura Gungans as opposed to Otolla Gungans... just give Ankura Gungan characters another Strength die, and one less Dexterity die. Other than that, their game stats are the same.

I have drafted up a template for immediate use, should a player wish to jump right in and start playing a Gungan.

Gungan Warrior

Background: The invasion of Naboo is over, and your people and the Naboo people are now friends. You fought hard against the Trade Federation mekkaniks, and lived to tell one bombad tale, and now you've developed a real craving for excitement. You're a warrior, and warriors need battles to fight!

There are other evil forces out there in this galaxy you're just starting to learn about, and you want your shot at them... and more bombad stories!

Personality: Gungans show an immense emotional spectrum... few species we have seen in Star Wars (other than humans) have exhibited such diversity. You could be noble and dutiful, like Captain Tarpals, boisterous and proud like Boss Nass, or bumbling and lovable like Jar Jar Binks. You have a definite curiosity about the galaxy, and while not overly-aggressive, you want to fight oppression wherever it may rear its ugly head.

Objectives: Find adventure, fight evil, and tell bombad stories when you get home.

A Quote: "Me'sa gonna hafta tell me's unit 'bout *dis* one!"

DEXTERITY 4D

Energy Ball Atlatl _____

Dodge _____

Grenade _____

Melee Combat: Shock lance _____

Melee Parry _____

Running _____

KNOWLEDGE 3D

Survival _____

MECHANICAL 2D+2

Beast Riding _____

Energy Ball Siege Engines _____

Troop-scale Shields _____

PERCEPTION 3D

Bargain _____

Con _____

Search _____

Sneak _____

STRENGTH 3D

Climbing/Jumping _____

Stamina _____

Swimming _____

TECHNICAL 2D+1

First Aid _____

Gungan Weapon repair _____

Special Abilities:

Leaping. Gungans retain their ancestral leaping abilities, and can leap vertically or horizontally a distance equal to double their Move rating, but can still fail the skill roll when doing so. Ankura Gungans can do this in spite of their size, but suffer a -2D penalty while trying.

Swimming. Natural swimmers, Gungans have an automatic +1D added to their Swimming skill during character creation.

Story Factors: Gungans are at a disadvantage in very hot or arid climates. On such worlds, all of a Gungan's dice rolls based on physical attributes are reduced by 1D.

Compound Lungs. Gungans can breathe both air and water equally well.

Move: 11

Force Sensitive: Yes _____ No _____

Equipment: Energy ball atlatl w/10 balls, shock lance, personal shield, padded vest (+1D physical, +1 energy), skull cap (+1D physical, +1 energy)

Tribubble Bongo Sub



A product of the Otoh Gunga Bongamaken Collective

The Gungan Bongo sub has the singular distinction of being, simultaneously, one of the most visually interesting vehicles in the Star Wars galaxy, and one of the most ridiculously impractical. The design is brilliant, and as such the vehicle is fast and maneuverable with maximum efficiency, but it is horrendously vulnerable to ocean-going predator, lacking any kind of defensive shielding or offensive weaponry. But, purely as a means of transport, it suffices quite nicely, and a novice operator can figure out the simple controls in no time.

The sub's skeletal underframe is actually grown organically out of a living, bone-like substance in a process carefully guarded by Gungan artisans, while many of the electronic components are obtained via surreptitious trade with the Naboo people. The Bongo's ability to dive and surface is also based on organic principles; like many fish, the sub has air chambers containing a spongy material, into which fluid can be pumped to create ballast for diving, and then purged for surfacing... organic creatures use water for this, but the Gungan Bongo uses an oily lubricant with more consistency of performance.

The Bongo uses force fields in place of plasteel domes; *another* design flaw in my estimation, since without power, the fields won't work for very long. More than likely this was done in an attempt to eliminate the extra weight of plasteel bubbles, aiding in the vehicle's lightweight design.

Interesting features include a central control pod that can eject as an emergency lifeboat, and side bubbles that can be set up to carry either cargo or passengers, depending on the nature of the trip.

Tribubble Bongo Sub stats

Length: 15 m

Type: High Speed Submersible

Scale: Speeder

Skill: Submersible Operation

Crew: 1

Passengers: 2-8, depending on configuration

Cover: Full

Cargo Capacity: up to 1600 kg depending on configuration

Move: 140;400 kmh

Maneuverability: 3D

Body Strength: 2D+1

Weapons:

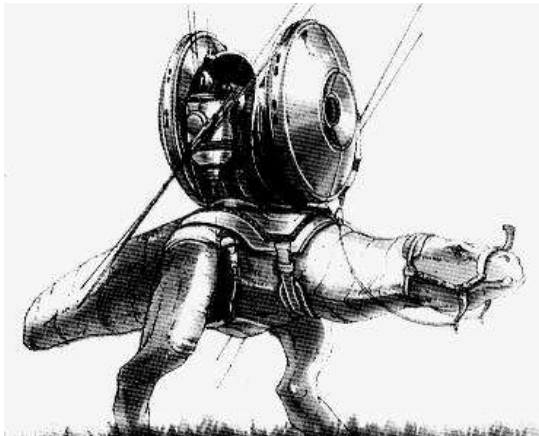
None.

Altitude Range: underwater vehicle...limited repulsor capability during docking; up to 2 meters for roughly 20 seconds only.

Cost: Not available for general sale

The bongo sub can be configured in several different ways; the center bubble seats the pilot and two passengers, but the two side bubbles can be set up to either carry 800 kg of cargo in each one, or 3 passengers in each one. It is possible to mix a combination of one passenger bubble with one cargo bubble. The central control bubble can eject as an emergency lifepod, but has only 3D minutes to surface before the force field power runs out.

Troop-Scale Shields



The giant fambaa beast of Naboo, used by the Gungans as a carrier for their portable shield generators.

While the weapons of the Gungans are themselves unique and interesting, by far the most impressive achievement in their military development is their use of troop-scale shields. In the Star Wars films released before Episode I, we have seen shield technology used to protect ships, battle stations, and bases, but we had until now never seen it used to protect a ground force far away from its home base. Why this practice wasn't developed or adopted by other races is beyond me, as is the fact that in later years no known ground army uses the tactic at all. One would think that troop-scale shields would have been an enticing technological prospect to the Empire, and since Palpatine was a Naboo Senator, we can verify that he at least *knew* about them. Strange, indeed.

The Gungans have shield technology refined quite well: they use it for the domes of their cities, they use it for canopies on their submersible vehicles, and they have even developed shield generators small enough to be held by a ground soldier. The shields of their domes and the shields erected by the massive generators the Gungans strap to the backs of fambaa beasts during ground combat are particularly brilliant in their design. Obviously, shield generation takes a lot of power. The Gungans cut down on the amount of power needed for effective shielding by limiting the shield's penetration threshold to a level that stops coherent energy (such as blaster bolts or energy-sheathed

projectiles), but not solid matter; or, in the case of Otoh Gunga, the shields will stop fluids from entering, but not solid bodies (one has to wonder why the city isn't full of wayward *fish* that accidentally swim through, though... perhaps the city's shields will only admit bodies of a mass roughly equivalent to that of the average Gungan). By limiting a shield thusly, its effectiveness is diminished in one way, but since it uses so much less power than normal, its generator can be kept to a manageable size, making it viable for ground combat applications.

For large-scale troop combat, the Gungans equip several fambaa to carry the large generators, which then combine their energy output into one massive shield dome. Additionally, the front line of troops carry hand-held units with skeletal metal frameworks, which make for personal shields roughly the size of a Roman tower shield or a Zulu hide shield; the hand-held version has an open center through which a blaster can be fired, even though the Gungans don't use blaster technology. Possibly the central opening is incorporated into the design to accommodate a protruding shock lance for holding enemies at bay.

Troop-Scale Shield game data

In my game universe, I see no reason why other cultures couldn't have developed similar technology, although I use it sparingly; after all, if it was common back then, why isn't it now? Use your own judgment in that regard, GMs.

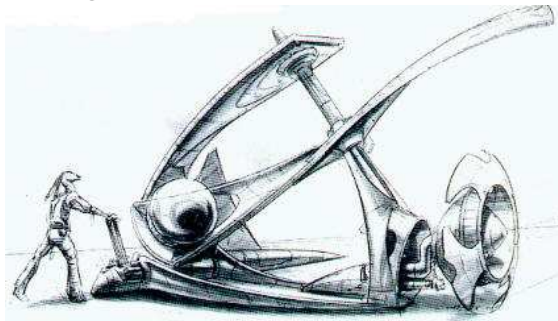
Statistically speaking, the following game data can be used for the large dome shields:

+1D of protection against energy attacks per generator unit present and positioned in the field; positioning should be a perimeter around the force to be protected, unless only one generator is used, in which case it should be centrally-located. Only slow-moving objects can penetrate the shield, so +1 per generator versus physical attacks is also assumed. Once the shield has "dropped" due to damage or malfunction, it cannot be re-erected; the generators suffer serious damage in such cases and must be repaired first. The Scale of the shield is considered to be Speeder Scale.

For the personal shields:

+2D vs. energy, +1 physical. Personal shields are fragile mechanisms, and are very Difficult to repair. To block incoming blaster fire, the character must roll his Troop-Scale Shields skill dice, or, if he doesn't have the skill, a Mechanical roll with a -1D modifier. The shield's Scale, obviously, is Character Scale.

Gungan Weapons



The Gungan energy ball catapult is slow and cumbersome, but makes excellent ground troop support in a large melee.

The weapons of the Gungan army are unlike any seen until now in the Star Wars galaxy. Similar in design to the primitive weapons of many pre-industrial cultures, the Gungan weapons retain this primitive simplicity while enhancing performance with the fruits of energy-weapon technological development. The staple weapons of the Gungan army are the shock lance, the energy ball atlatl, and the energy ball catapult.

The shock lance needs very little explanation, as it is very similar to the force pikes employed by cultures all over the galaxy. Excellent for law enforcement duty because of its variable settings, which allow for the control of crowds or potential suspects without real injury, the shock lance is equally well-suited to battle: at its full power setting, it can be a lethal melee weapon, with an excellent reach.

Most noteworthy in the Gungan arsenal is the energy ball technology they have developed. Imagine a self-contained blaster charge, that, rather than being fired from a complex gun that combines the various elements, can be hurled by a simple mechanical device. The merits of such a technology are immediately apparent: a minimum of moving parts are required to achieve essentially the same offensive force. Repairs and basic maintenance are, therefore, minimal at best. The only downsides to using this type of technology are the importance of the user's skill (anyone can fire a blaster, but using an atlatl adeptly takes true skill and practice), and a limited range due to the simplistic method of hurling the projectile... the projectiles being, of course, the energy balls that are essentially self-contained blaster charges.

Gungan atlatls use the smallest type of energy ball, which can also be used by hand like a grenade. The largest energy balls made in the Gungan collective workshops are for their catapults, which are then lugged into place on repulsorlift sleds and fired from stationary positions, generally against armored units or high concentrations of ground forces. The energy balls themselves are fairly stable, although they take up a lot of space to transport and stockpile, and can handle serious jostling without accidental detonation. The balls will only explode when they impact another object

while moving at a certain speed, such as when hurled or after falling or rolling a fair distance.

One could also safely speculate that the development of the Gungan energy ball technology has something to do with their chosen environment. Since blasters are all but useless underwater, Gungan cities may very well have blaster gas-powered "torpedo tubes" that can propel energy balls at the giant predators of the Naboo depths should they roam too close. Even though the balls would probably do very little damage to any creature larger than the Opee Sea Killer, the shockwave and flash resulting from such a blast could very well drive the creature away. It's an interesting thought to consider.

Gungan Weapon game data

Energy Ball Atlatl

Scale: Character

Skill: Energy Ball Atlatl (-2D for unskilled use)

Difficulty: 15 (unlike most ranged weapons, atlatls require a physical skill; hence, a Difficulty number as opposed to Range modifiers)

Damage: 4D

Energy Ball Catapult

Scale: Speeder

Skill: Gungan Siege Weapons

Ranges: 3-30/100/300 m

Damage: 6D/5D/4D

Blast Radius: 5 m/9 m/12 m

Shock Lance

Scale: Character

Skill: Melee Weapons: Shock Lance

Difficulty: Moderate

Damage: variable settings; stun: 3D (harmless), shock settings: 1D, 2D, 3D, or 3D+2

Creatures of the Planet Naboo



The dreaded Kolo Claw Fish of the Naboo depths.

The oceans of Naboo are home to predators of sizes that we have yet to have seen in the Star Wars galaxy apart from the space slug in Episode V. So vast and formidable are these creatures that they exist in a world of their own, with their own elaborate and brutal food chain. Vessels encountering such monsters had best be fast, because it's highly unlikely that they are equipped

with weapons that would even scratch many of these clawed and fanged leviathans.

On the other hand, there are the large grazing reptiles of the Naboo forests and plains that are gentle enough in nature to have been tamed by the Gungans for use in battle and patrol work: the kaadu and the fambaa. The kaduu is roughly the same size as a tauntaun, and is an herbivorous, fast-running animal that grazes on certain leaves and grasses in a given range of forest. The fambaa is a massive brute of a land animal, and have been observed to travel in plains-grazing herds, much like banthas. Fambaa are used by the Gungans as carriers for their portable shield generators.

The creatures of Naboo provide an interesting example for GMs creating their own worlds of a food chain that continues to megafauna proportions. The land reptiles most likely fall prey to smaller specimens of Opee fish when they come to watering holes, which are then in turn devoured in a string of ever-larger creatures. Remembering the way this sort of thing works can really enrich your originally-created worlds.

Naboo creature game data

Kaadu

DEXTERITY 3D+1

PERCEPTION 3D

STRENGTH: 2D+1

Orneriness: 1D

Move: 70; 200 kmh (over open plains)

Special: *The Kaadu is a very flighty creature; even those trained to carry warriors into battle cannot themselves be coaxed into fighting. In combat, a Kaadu faced with attack will turn and flee if at all possible. As mounts in battle, they are well-suited only for officers in need of rapid transit to various areas so they can give verbal orders and assess the battle's progress.*

Kaadu are primarily land-dwellers, but they do have a limited capacity for breathing water.

Fambaa

DEXTERITY 2D

PERCEPTION 2D

STRENGTH: 9D

Orneriness: 2D

Move: 14; 40 kmh (over open plains)

Special:

Trample 8D

Headbutt 6D

Leathery Hide +1D to physical

Naboo Sea Creatures

DEXTERITY 3D

PERCEPTION 2D

STRENGTH: 1D per meter of length up to 10D; 1D per every 10 meters beyond that.

Orneriness: overtly hostile

Move: 20 per every 2 meters of length (Ex.: 100 m monster, Move: 100; 287 kmh).

Special: *Bite or Claw, 1D per meter of length (see Strength)... OK, let's be realistic. The players can **not** kill this kind of creature if they come across a big one. This is basically a space slug type of monster, only underwater. These creatures shouldn't be used to stage combats with (except for smaller specimens like the Opee, only about 20 meters long), but make for great, terrifying chase scenes!*

THE JEDI AND THE SITH



Obi-Wan Kenobi and Qui-Gon Jinn battle the evil Darth Maul deep within the power facilities of the Naboo capital city.

Protectors of right and justice in a vast galaxy, the Jedi Knights have stood as a beacon of light in the galaxy for thousands of years; disciples of the all-pervasive Force of life, the Jedi have fought evil in its every manifestation. Most horrifying of all these manifestations, though, were the Sith...

The origins of the Sith are shrouded in mystery, their first rise to power recorded over 5000 years ago. The Sith were a race that discovered an internal logic to the Dark Side of the Force, and refined it into the dreaded "Sith Magic", with which numerous "sorcerers" rose to power in tribal circles among the Sith people. A fallen Jedi came upon the Sith people, and stole their knowledge from them, mastering their black arts and naming himself the first Lord of the Sith. This nameless Dark Lord brought many worlds under his power, until the Great Sith War, in which the combined efforts of the entire Jedi Order managed to drive the Dark Lord and his disciples from existence...

...or so the Jedi Council *believed*.

The Sith would eventually rise again a thousand years later, and the Sith Wars would begin anew. This was the time of great Jedi heroes such as Ulic Qel-Droma and Nomi Sunrider, and of Dark Masters like Exar Kun (one of the first users of the Sith double-bladed lightsaber). The Sith plunged the galaxy into total warfare during this era, beginning with the takeover of the Empress Teta system. Millions would suffer and die in this period, but ultimately the Jedi would triumph once again. The Sith Order was crushed once more, although from time to time a new Dark Lord would rise to prominence, only to be defeated by the Jedi Knights.

For a thousand years, the Sith have been naught but a distant memory. The Jedi Council remembers the lessons of those dark days, but no one fears another Sith War... the Dark Order is no more.

The Jedi Council is horribly wrong.

Never as numerous as the Jedi, the few remaining Sith practitioners went into hiding, preserving their teachings through a change in strategy: open warfare was no longer a tool of the Sith. Large numbers were out of the question, for fear of being hunted down by suspicious Jedi. Instead, the Sith would be reduced to a mere two beings... a Master,

and his Apprentice. Adhering closely to this practice, the Sith have remained alive and hidden for a millennium, passing their black teachings down from Master to Apprentice over and over again.

At the same time, the Jedi Council has undergone changes as well. The Council has long since left the old Jedi "homeworld" of Ossus and has moved to Coruscant, where, it is whispered, they have become too compromised by galactic politics to function effectively. And the Jedi have grown stingy with their lore... there was a time when sensitives from all across the galaxy and all walks of life would be considered for Jedi Knighthood, but this practice has died out. Jedi candidates are selected as infants, found between the ages of six and nine months by special Jedi seekers (roving Masters like Qui-Gon Jinn). Any sensitive older than this is considered too much of a risk to train, too vulnerable to the lure of the Dark Side. Jedi Masters are reined in, chastised for eccentric beliefs, and expected to conform to the edicts of the Council in regards to training and commencement to Knighthood... the value of strong individuality is being forgotten, while, ironically, the practice of a Master taking on multiple Padawans has been forbidden. The Council has become regimented, and in this peaceful era, that regimentation has bred complacency. The Council is in many ways unprepared to face the challenges of the coming years...

...For the Sith are rising anew.



Reigning Dark Lord of the Sith, Darth Sidious

A shadowy figure known only to a few, Darth Sidious is the current reigning Dark Lord of the Sith, and a hidden manipulator of galactic events. His apprentice, Darth Maul, has fallen under the blade of the Jedi Obi-Wan Kenobi. The Council, out of touch and enamored of an ancient prophecy of one who will bring balance to the two sides of the Force, has given in to the pleas of the late Master Qui-Gon Jinn to train the child Anakin Skywalker, despite his age and anger at his slave heritage and the loss of his mother... they have been shaken by the unexpected return of the Sith, and hope to train a Jedi Knight who can end the problem once and for

all. Lord Sidious, meanwhile, seeks a new apprentice.

Only Master Yoda has the foresight to wonder if the Jedi Council has not just spelled doom for the Republic in choosing the young Obi-Wan to train this dangerous-but-powerful child named Skywalker...

Playing Jedi in the Prequel Era

Playing a Jedi character at the height of the Order is an exciting project. Until now, unless you were playing in a *Tales of the Jedi*-era campaign, the only Jedi available as player characters were old failures and young students. No more! In this era, the Jedi are numerous and powerful.

Take heed, though... the Dark Side is also alive and well. Although the Sith Order exists only as a hidden remnant, there are still Sith Holocrons out there that are unaccounted for, and ancient Sith structures loaded with arcane secrets. Sith "cults" are not unheard of, and in fact have been mistaken from time to time for a Sith resurgence. These pockets of darkness are indeed a threat to those who discover them, but they can be controlled... for a price.

Even in a peaceful era, there is danger.

I would suggest that anyone interested in playing a Prequel-Era campaign involving the Jedi and the Sith try and track down a copy of West End's *Tales of the Jedi Companion*. This book includes dozens of Force powers, and a much more detailed history of the Sith and the Jedi. Hands down, this is a *fantastic* book, full of information that the Prequel-Era player and GM can make use of. And NO, West End is NOT paying me to say that!

Jedi PCs should probably begin as young Knights, just out of their Padawan training phase, like Obi-Wan at the end of Episode I. If a player wishes to create a character at this level, I suggest using the parameters established in the *Tales of the Jedi Companion*. This creates a character whose training has been focused and refined, but has yet to become terribly broad-spectrum. For those who don't have this book, beginning Jedi have 3 dice in Force skills and nine Force powers, just as in the Second Edition rulebook, but they have a great many more powers to choose from, and are each specialized in some way (for higher-powered campaigns, allocate 4D and select 12 powers, or 5D and 15 powers, 6D/18 powers, etc.). I could post a list of available powers if enough people are unable to find the book and ask me to do so.

Some players are obviously going to ask to play a Jedi Master (which *is* possible using the sliding scale from the previous paragraph), but I as a GM strongly advise *against* letting them do so; otherwise, the non-Jedi PCs can be quickly eclipsed by their flashier Jedi counterparts (unless of course your campaign group is made up entirely of Jedi). Qui-Gon Jinn was an NPC, as far as I'm concerned. :)

And as for GMs creating Sith villains... well, there are probably players reading this part... but I'll go into it briefly anyway. The Sith have access to the

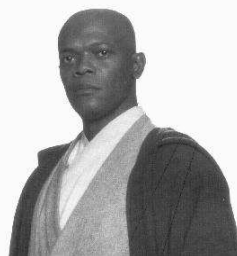
same powers that the Jedi do, but there are Sith powers out there that the Jedi cannot use (the *Companion* includes a number of these). I think that most innovative GMs could run with this concept and create their own Sith magics, but if you can find the book, even better.

The Jedi Council

The Jedi Council of this era is organized as follows: five permanent members who have dedicated themselves to the difficult life of maintaining the affairs of the Order sit as the senior members. Four long-term members serve an indeterminate length of time, stepping down when they feel the time is right for new blood, and three special-provision members sit for short, specified terms. This arrangement is intended to maintain a balance of experience and innovative thought, but has in many ways failed... the younger members, out of respect and sometimes trepidation, tend to defer to the senior members all too willingly, even when the senior members are being too cautious in political matters.

The current Council consists of the human Mace Windu, Senior Member of the Council and legendary negotiator and Jedi Knight; the wise and diminutive Yoda, oldest of the Jedi Council and one of its most well-traveled members; the Quermian master of mind tricks Yarael Poof, master space pilot and telepath Saesee Tiin, an Iktotchi; Ki-Adi-Mundi, a native of Cerea and the newest appointee to the Council; Even Piell, a rugged and scarred little humanoid known for his surprising acumen in battle; Eeth Koth, an Iridonian Zabrak; Oppo Rancisis, abdicated monarch of Thisspias and tactical mastermind; illuminated Chalactan observer Depa Billaba; Adi Gallia of Coruscant, an expert at political maneuvering and intelligence gathering, highly valued by former Chancellor Valorum; Plo Koon, a Kel Dor from Dorin, vulnerable to Coruscant's atmosphere but willing to serve behind goggles and a breathmask; and Yaddle, a member of the same species as Yoda, but considered youthful at only 477 years of age.

Members of the Jedi Council



Mace Windu



Yoda



Saesee Tiin



Even Piell



Ki-Adi-Mundi



Yarael Poof



Depa Billaba



Eeth Koth



Adi Gallia



Yaddle



Plo Koon



Oppo Rancissus

Jedi Technology



Jedi Master Qui-Gon Jinn and the one piece of technology that no Jedi can afford to be without... his lightsaber.

The Jedi have never been over-reliant on technology. Although their primary weapon, the lightsaber, is in many ways a technological device, it is something beyond that; the lightsaber is an extension of the Jedi himself, built by the wielder's own hand and bound to him via the Force. In absolute terms, the only pieces of mundane technology the Jedi trouble themselves with are comlinks and breathmasks.

In years long since past, the Jedi had their own ships, and an allied military in the form of the Freedom Warriors... but the Council has long since done away with such things, preferring to stay in tune with the Republic government's view of this era as one of "peace and civilization." The Jedi of the Episode I era must make travel accommodations much like any other person, although for diplomatic missions of importance, the Republic often furnishes transportation. The Jedi of this era are dependent upon the Jedi Council for money to sustain them on their journeys, much like the warrior-priests of our own world's history were dependent upon their temples and the charity of others. Few of the Jedi own vessels of their own, or little much else, for that matter. The one thing a Jedi has that he truly calls his own is his lightsaber.

It is interesting to note just how well-versed some Jedi are in the inner workings of the galaxy's technology. Although in some instances this may be a Force-enhanced intuition for certain individuals (like Anakin Skywalker, and his grandson and namesake, Anakin Solo), it is more often a subject of interest and study. Obi-Wan Kenobi shows a real knack for vehicles and their systems, learning how to drive a Gungan sub and tinkering on the Nubian 327 hyperdrive on Queen Amidala's ship. One could speculate that many Jedi feel that the ability to repair and modify technology is even more important than owning it; after all, if you fix a

prospective pilot's ship for him, you have created more than just a willing business partner ... you have made a *friend*.

Perhaps the most intriguing technological facet of the Jedi Order is the midi-chlorian test. This test measures the number of midi-chlorians (a type of microscopic organism found to varying degrees in living cells) in a subject's bloodstream, which can give the Jedi analyzing the results a good indicator of the subject's raw Force potential. The midi-chlorians themselves are not sentient beings, per se, but are highly in-tune with the Force, and when the mind is trained to feel the signals the midi-chlorians receive from the flow of energy through them, those signals can put one in touch with the Force. The midi-chlorians are a *medium* for Force energy (*WEBMASTER: This idea upsets some fans a bit, but I don't see why. After all, it's a scientific fact that there are millions of microscopic organisms living inside your body... Lucas simply took that notion and decided that some of these organisms might just be the sentient mind's link to the living Force. The Force's mystical qualities aren't diminished in any way; it's still a "mysterious Force of Life", only now we have a handy pseudo-science reason for why only some people have the potential to truly understand it. Lighten up, people!*). Contrary to popular belief, not all Jedi can accurately sense the Force potential of another being; the midi-chlorian test helps account for that, so fewer potential Jedi are missed by searching masters. Unfortunately, Episodes II and III are destined to go badly for the Jedi Knights, and one part of their collective knowledge that will be lost is the midi-chlorian test... the Council's secrecy is a two-edged sword. If the test were common knowledge around the galaxy, yes, there might be a great many fraudulent claims (although these could be weeded out pretty quickly by real Jedi), but because it is not, Luke Skywalker will have a very hard time indeed finding adequate candidates for his Jedi Academy decades from now. Perhaps the Jedi of later eras will be lucky enough to come across a Jedi Holocron that will restore this piece of Jedi learning and lore.

Jedi Technology game data

Jedi Comlink



Like most personal comlinks, the Jedi version is a short range device capable of a 50 km range, or, in clear weather, a low-orbit range. They are *sophisticated* versions of the typical comlink, though, in that they have multiple frequency channels and can monitor several as well. Features unique to the Jedi comlink

include a capacity for data transmission, used for digitizing the results of organic tissue testing (such as a blood sample for the midi-chlorian test, shown in the above picture) and uploading said data to a larger computer capable of interpreting and analyzing the information sent. This has many uses, particularly when it comes to diagnosing and treating ailments among afflicted peoples, a path that a great many Jedi Healers have followed for thousands of years. Additionally, the comlink's signal is all-but-impossible to slice and eavesdrop on, because it is transmitted in a version of the old Jedi battle language. Although the signal is still traceable, and can be identified as a Jedi signal by a trained eye, the contents of any Jedi comlink transmission are secure.

Jedi A99 Aquata Breathmask

Unremarkable except for its convenience and small size, the Jedi breathmask is nevertheless a handy tool. Although the films have only given us a few examples of unbreathable atmospheres, the galaxy is full of worlds that require breathmasks for most humanoid species'. The Jedi breathmask works in-atmosphere or underwater, but because of its small size (so it can fit conveniently in the Jedi' belt, which a standard mask is too bulky to do), its filters lack the facilities to function for more than 20 minutes before they need replaced. Many Jedi rely on their ability to hold their breath for lengthy periods as often as possible, using the masks only for prolonged trips underwater or in hostile atmospheres (Obi-Wan and Qu-Gon used this trick when the Neimoidians attempted to poison gas them, which was a wise choice... they needed the masks later for swimming to Otoh Gunga!).

Lightsabers

The construction of a lightsaber is one of the last stages of a Padawan's training. This is a delicate and dangerous mechanism, and building one requires the use of the Force to get the job done right (*WEBMASTER: Michael Stackpole's book I, Jedi explains the process in depth, and is a really good novel in general...*). During the Clone Wars, a method will be developed that will allow gifted lightsaber builders the ability to mass-produce the weapons, but for the typical Jedi of Episode I and later eras, this is a two-week process of construction, fine-tuning, meditation, and a "Force binding" of the material components that gives the lightsaber an efficiency that no other device can match. Because it is such a personal weapon, not all lightsabers are created equal: the damage rating of a lightsaber falls into a range between 4D and 6D, and some of them have variable blade lengths due to the use of multiple focusing crystals set in elaborate, adjustable configurations. Furthermore, some lightsabers (such as Qui-Gon Jinn's) can be adjusted to produce considerable heat, whereas most lightsabers generate barely any heat at all. The color of the blade is dependent upon the crystals used; whereas organic crystals are best for producing a lightsaber that requires less tuning and maintenance, synthetic crystals *will* suffice and can be made using a small furnace and some basic elements. Building a lightsaber is a labor of love, and an art. Characters wishing to build one must possess the *Lightsaber Repair* skill, available **only** to Jedi characters. Each day, the Jedi must roll based on this skill, and additionally make *control*, *sense*, and *alter* rolls. The Difficulty for each roll is Moderate if the Jedi spends at least a week building the lightsaber; for each day the Jedi wishes to "rush" the job, the Difficulty is raised one level (in other words, making a lightsaber in only 2 or 3 days requires FOUR Heroic rolls EACH day). The Difficulty is also raised by one level for each *Lightsaber Repair* roll if the Jedi wishes to create a variable length blade. Failed rolls during the course of the construction are handled thusly: the lightsaber's damage rating is considered 5D as a default... each failed roll reduces the damage code by one level. Therefore, the first failure reduces the damage rating to 4D+2, the second reduces it to 4D+1, and the third reduces it to 4D. Any more than three failures during the entire process, or even *one* mishap result, the entire process of construction must begin again. Force Points may be spent by the character during creation to raise the lightsaber's damage rating one level, as well (1 Force point=5D+1, 2=5D+2, 3=6D).

Sith Technology



Apprentice to Darth Sidious, reigning Dark Lord of the Sith, is the brutal and cunning Darth Maul, wielding a double-bladed lightsaber.

Although the Jedi do not truly *shun* technology, they don't entirely *embrace* it either. Not so with the Sith... the Sith use a lot of technology, and they use it often. For generations, Sith Lords have had *Infiltrator* starships clandestinely built for them, as well as building their own "Dark Eye" probe droids. This is hardly surprising when one gives the matter some thought... as a hidden order, the Sith would almost *have* to rely on technology to continue their affairs while maintaining their prized "invisibility." The Sith also have a long-standing tradition of always being willing to do anything the Jedi Order is reluctant to do, just to gain any potential "edge" possible. This is, after all, a *war*.

Historically, the Sith have always had some cutting-edge technology. Each and every *Infiltrator* ever built has been a marvel of its era, and the Sith have also developed weapons over the years that slew many an unprepared Jedi (such as the double-bladed lightsaber... although history recalls only a few of them ever being built, they are spoken of in hushed tones to this very day, especially after the death of Qui-Gon Jinn at the business end of Darth Maul's addition to this deadly legacy). Sith holocrons are often *more* useful to Dark Jedi than Jedi holocrons are to the Jedi of the Light, and the variety of independent Sith "cults" in the galaxy have given rise to some interesting technological and Force-power developments of their own (The Resurrected Emperor will continue this tradition in the future with the Shadow Droids he creates to battle the New Republic in the Dark Horse comics). The list is impressive, to say the least... and the Prequel-Era is no exception.

We will limit ourselves to describing only those items shown in Episode I in this section, but it would be safe for GMs to assume that there is much, much more up Lord Sidious' sleeve...

Sith Technology game data

"Dark Eye" Probe Droids



Nowhere near as impressive as their military cousins (a market currently dominated by Galalloy, and during the Empire by Arakyd Design Systems) the Sith "Dark Eye" is nevertheless a fantastic example of the spying applications of probe droids... although small, unarmed, and armorless, the Dark Eye is perfect for gathering intelligence; it slips *past* enemy defenses instead of going *through* any of them, making it, in many ways, more dangerous than the larger military models designed to attack outlying sensor emplacements and gather data until destroyed. Dark Eyes are deployed in small groups to cover more ground than a single unit, and with an impressive speed and range in each tiny unit, they cover a lot of ground in a *hurry*. The Dark Eye probe droids can be controlled via a remote computer, giving the owner the ability to change the search pattern as circumstances see fit, or to aid the droids in remaining undiscovered. Although this shortens the droids' range, it makes their transmitters smaller, reducing the signature of the signal they generate considerably, which aids even further in the droids' ability to escape detection by security forces.

Model: "Dark Eye" Probe Droid

Height: .75 m

Move: 30; 90 kmh

DEXTERITY 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D *Search 5D, Sneak 4D*

STRENGTH 1D

TECHNICAL 1D

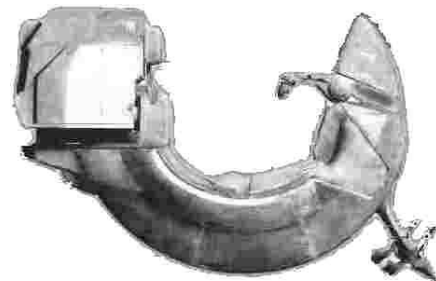
Equipped with:

- *Repulsor unit with 3 m altitude range
- *Holographic/audio recorder
- *Long range sensors (+2D to *Search* between 25 to 50 m)
- *Movement sensor (+2D to *search* for moving objects)
- *Remote signal transmitter/receiver linked to Sith *Infiltrator* and Speeder Bike... range 50 km)

Double-Bladed Lightsabers

Darth Maul is not the first Sith Lord to have used a double-bladed lightsaber... in fact, the fallen Jedi Exar Kun used one four millennia ago after his descent into Sith darkness. Since then, more than one Sith Lord has been seen wielding one of these nightmares. As lethal to the user as it is to an opponent, only a warrior who has completely given himself over to the rages of battle can control a double-bladed lightsaber without injuring or killing himself; hence, the weapon is a perfect perversion of the Jedi weapon of defense. The double-bladed lightsaber is a weapon for killing and killing only, and can only be used by one who has given himself fully to the killing impulses of the Dark Side. The Difficulty for using a Sith double-bladed lightsaber is a whopping **25**, but it has a benefit to make up for that high number: a warrior using a double-bladed lightsaber gets an additional defensive action each round that he suffers no multiple-action penalty for. In other words, the Sith Lord can attack *and* parry with no penalty to either action. A double-bladed lightsaber can be used single-bladed at the normal Difficulty of 20, without the benefit granted by using both blades. Sith lightsabers resonate on a frequency that only a few Jedi lightsabers do (it is unknown why this is so), and as such have a default damage rating of 6D.

Sith Speeder Bike



Based on an ancient design, the Sith Speeder Bike is a far cry different from the familiar contemporary models. Instead of using outreached steering vanes for tight control, the Sith version uses opposed repulsors to give the bike insanely tight turning abilities. Due to its relatively small size, the bike's engine can drive it at impressive speeds, and the upright design of the driver's seat provides both comfort and excellent visibility. The bike is equipped with a small onboard computer connected to a transmitter/receiver that stays in constant contact with the "Dark Eye" probe droids and the *Infiltrator*.

Sith Speeder Bike stats

Type: Speeder Bike

Scale: Speeder

Skill: Repulsorlift Operation
(Speeder Bike)

Crew: 1

Passengers: None.
Cover: ¼
Cargo Capacity: None.
Move: 175;500 kmh
Maneuverability: 3D+2
Body Strength: 2D+2
Weapons:

None.

Altitude Range: Ground level-16m
Cost: Model-type out of production.
The Sith Speeder Bike is equipped with a computer link and a transmitter/receiver with a range of 50 km.

Sith Comlinks

The Sith comlink operates on a similar principle as the Jedi version, using an elaborate encryption code in its signal that makes it impossible to eavesdrop upon, but it lacks the data-transmission capability of the Jedi comlink. It is much smaller, however, and worn like a bracelet. Standard comlink parameters apply.

The Sith Infiltrator Starship



Text taken from Star Wars: Episode I Incredible Cross-Sections, annotated by the Webmaster.

During their long centuries of secret actions against the Jedi Order, Sith apprentices have maintained a tradition of special spacecraft suited to their evil missions, called Sith Infiltrators. Darth Maul's dreaded craft is the latest in this ancient line of dark vessels and is perhaps the most dangerous Infiltrator yet created. Able to appear and disappear with the ease of a shadow, it hides in its distinctive long prow a formidable full-effect cloaking device, a technological wonder that gives it invisibility on command. The Infiltrator is a customized version of an advanced armed star courier from the workshop of the technological genius Raith Siemar (*WEBMASTER: Siemar Design Systems will eventually become Siemar Fleet Systems, designers and manufacturers of the dreaded Imperial Navy!*), and features laser cannons, extensive sensor systems, and an experimental high-temperature ion engine system requiring large radiator panels, which fold inward during landings. Darth Maul uses the powerful capabilities of his Infiltrator to learn secret information, plant sabotage, and track targeted individuals anywhere in the galaxy. The evasive and deadly craft is an appropriate extension of the uncanny abilities of its Sith Lord pilot.

Tools of Evil

Built beneath the invisibility field projector are compartments containing equipment for Darth Maul's missions. Floating "Dark Eye" probe droids, a speeder bike, interrogator droids, prisoner torture devices, spying and surveillance gear, bombs, mines, and eavesdropping technology are only part of the Sith Lord's inventory, and Darth Maul is never at a loss for equipment. Sith training has made Maul less reliant on technology and stronger in his inner abilities, but he keeps his Infiltrator fully equipped with the most advanced technology to maximize his power.

The Invisible Enemy

Invisibility fields were considered theoretical until the discovery of the rare stygium crystals on the volcanically turbulent planet Aeten II in the Outer Rim (*WEBMASTER: The rarity of the crystals and the obscurity of their planet of origin explains why cloaking devices are not common in the Star Wars galaxy, unlike some science-fiction universes...*). An invisibility field is a terrifying weapon, since it can defeat most security systems and make acts of theft, sabotage, and assassination all but unstoppable.

Sith Infiltrator stats

Craft: Siemar Design Systems Armed Star Courier (custom 2-deck model)

Type: Space Transport

Scale: Starfighter

Length: 26.5 m

Skill: Space Transport Piloting

Crew: 1

Passengers: 6

Cargo Capacity: uncertain

Consumables: 1 month

Hyperdrive Multiplier: x.7

Hyperdrive Backup: x9

Nav Computer: yes

Maneuverability: 2D

Space: 11

Atmosphere: 435; 1250 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

4 "low-profile" blaster cannons (fire linked)

Scale: Starfighter

Fire Arc: front

Crew: pilot

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2 km/2.5 km

Damage: 5D

2 "low-profile" forward laser cannons (fire linked)

Scale: Starfighter

Fire Arc: front
Crew: pilot
Skill: Starship Gunnery
Fire Control: 1D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2
km/2.5 km
Damage: 6D+2

Cost: not for general sale... standard armed couriers without the cloaking device (or the four smaller cannons) generally run about 125,000 credits new and 30,000 used.

The cloaking device on the Infiltrator makes it all-but invisible to the eye... and most conventional sensor arrays. Detecting the Infiltrator while the field is engaged requires a Ship Sensors roll against a Heroic difficulty. Take note of the equipment listed in the main text... this ship carries a lot of hidden surprises, which is why its cargo capacity is listed as uncertain; based on the schematics I have seen, all those nasty little goodies tucked here and there appear to consume all the available storage space, but I could be wrong.

New Force Powers



Obi-Wan Kenobi and Darth Maul locked in mortal combat...

Episode I doesn't give us much in the way of "new" powers, but there are still some powers we have seen in the films and read about in the books that West End has yet to define in game terms. What I have tried to do here is put a few such powers on the table, so to speak. Although this page is small for now, I may add more powers as time goes by. This is the one page of this sourcebook that should be checked regularly for updates, and *submissions* are welcome, provided that the submissions deal strictly with powers displayed in Episode I.

I have also taken the liberty of developing some new powers that, to date, the player and the GM had to figure out how to use on their own using the existing rules, since, unfortunately, there *are* some holes (Jedi leaping, superspeed, etc.). For the record, these holes *can* be filled using existing powers (I AM aware of this! Stop writing to tell me this!), but frankly, that gets a little complicated, and these are easier... especially if you don't have access to the Tales of the Jedi Companion. Hopefully, some of these new powers will answer the flood of email I've been getting. :)

New to the Second Edition is the inclusion of a power featured in *The Phantom Menace* which I

have dubbed *Induce Tranquility*. This power was supposed to have been here for the First Edition, but got lost in the shuffle of notes at some point.

Control Powers

SUPER LEAP

Control Difficulty: Very Easy, modified by distance leapt

Required Powers: None

Time to Use: Instantaneous

Effect: The Jedi can leap much higher than normally physically possible by giving himself a telekinetic "springboard" when leaping. The difficulty for using this power is Very Easy, with one level added to the difficulty for each 5 meters of distance *beyond* the first five. In other words, a leap of 10 meters has an Easy difficulty; 15 m, Moderate; 20 m, Difficult; 25 m, Very Difficult; and 30 m has a Heroic difficulty. Characters using the Super Leap power use their *control* dice instead of the *jumping* skill. The *jumping* skill is used only when no Force ability is being called into play.

ENHANCED SPEED

Control Difficulty: Difficult, modified by distance moved beyond normal Move rating

Required Powers: None

Time to Use: Instantaneous

Effect: The Jedi can run much faster than a normal member of his species, up to four times faster than his species' norm. The difficulty for doing this is Difficult for doubling his normal Move rate, Very Difficult for tripling it, and Heroic for quadrupling it. This power takes an intense degree of focus, however, and as such no other power may be "kept up" while using this one.

Control and Sense Powers

MECHA EMPATHY

Control Difficulty: Moderate

Sense Difficulty: Easy, modified by complexity of machine

Required Powers: None

Time to Use: One minute

Effect: The Jedi can "feel" his way around the inner workings of a technological device, seeking out specific malfunctions, learning how to operate the machine on a rudimentary level, and finding imperfections or potential modifications that could improve or enhance the machine's performance at least temporarily (Obi-Wan uses this one to learn how to pilot a Gungan sub, and Anakin uses it to build a powerful podracer from sub-par parts... and eventually to fix it in mid-crisis!). The *sense* difficulty for this power is modified by the complexity of the machine; whereas a podracer is a fairly simple (if tough to handle) device, much like a Gungan sub, a droid is more complex, raising the difficulty to Moderate. Hyperdrives and other complex systems have a *sense* difficulty of Difficult. Successful use of this power enables the Jedi to operate the machine in question as if he had the applicable skill at his default attribute level; in other words, it allows the Jedi to make his dice rolls

with no negative modifiers for unskilled operation of otherwise specialized skills. The character can also use this power to enable himself to make *repair* skill rolls under circumstances that he would normally be unable to do so, as well as design equipment for practical use with a minimum of quality components.

ENHANCED REFLEXES

Control Difficulty: Moderate

Sense Difficulty: Moderate

Required Powers: None

Time to Use: Instantaneous

Effect: The Jedi can push his reflexes beyond the boundaries of his normal limits. If successful in his use of this power, the Jedi can add his *control* dice to his Dexterity for any one action attempt. This power may not be used in conjunction with any other power, although it does not interfere with any powers that may be "kept up." If the Jedi uses this power to attack with a weapon, he gains one Dark Side point.

LIFEMERGE

Control Difficulty: Difficult

Sense Difficulty: Difficult

Required Powers: None

Time to Use: Instantaneous

Effect: Unlike other Force powers, a Jedi does not have to learn this power to use it. Instead, any Jedi with a total of 9D or more in Force skills can attempt to use this power... at the moment of his death.

At the moment the Jedi knows death is imminent (just after a fatal wound, or just before it), the Jedi calms his mind and body (Difficult *control* roll), preparing to surrender his mortal shell. The Jedi then reaches out with his mind, tracing the ebb and flow of the Force around him and through him (Difficult *sense* roll). Upon succeeding at both rolls, the Jedi's spirit exits his body and becomes one with the Force. His body fades into nothingness, its raw matter converted into energy, once again united in harmony with the Force. Jedi who pass in this fashion do not completely die. The Jedi can make a number of visitations to his close friends and associates equal to the number of Force points he had upon death. The duration of each visitation is equal to a combined *sense*, *alter*, and *control* roll, expressed in minutes. In this fashion, a player who knows his character is about to die can ensure that death will mean something, as he can manifest to important persons in later sessions and warn them of impending disaster, or offer wisdom and teaching. At the GMs discretion, and based on the power level of the Jedi when he died, only Force-sensitive characters may witness the visitation. After death, the Jedi cannot influence the material world in any way beyond what is stated here... his energies no longer flow in that direction.

Control and Alter Powers

INDUCE TRANQUILITY

Control Difficulty: Moderate

Alter Difficulty: Moderate, modified by agitation of target character; modified by relationship

Required Powers: None

Time to Use: Instantaneous

Effect: With this power, a Jedi can induce a state of enhanced calm in another being, even to the point of inducing near-sleep in another sentient. The user simply reaches out in the Force to the opposing mind, and calms it through waves of almost-dreamlike reassurance. The affected person is generally quieted emotionally, but the Jedi can also intensify use of the power to induce a near-vegetative state that lasts for up to a half-an-hour. Jedi healers have been known to make frequent use of this power when treating casualties in times of war, usually in conjunction with *control another's pain*. A Jedi can direct this power at up to three characters at once, provided those characters are within 5 meters of one another, and cannot see the Jedi (use of this power on a group is normally only possible from a hiding spot near the targets), hence this is a very useful power for a Jedi attempting to get into a guarded facility with a minimum of attention. Characters "awakening" from the state of induced tranquility are often somewhat confused, but not usually aware that they have been manipulated in any way. Qui-Gon Jinn uses this power on Jar Jar Binks during the journey in the Gungan sub in Epsiode I.

Control, Sense, and Alter Powers

MECHA MANIPULATION

Control Difficulty: Moderate

Sense Difficulty: Moderate, modified by complexity of machine

Alter Difficulty: Moderate, modified by complexity of machine

Required Powers: *Mecha empathy*

Time to Use: One minute

Effect: The Jedi can physically manipulate the internal workings of a technological device to effect repairs upon it (Anakin Solo uses this power frequently in the books; I have included it here because of its close connection to the *mecha empathy* power). The Jedi must lay hands upon the object to effect repairs; the amount of time that the repairs will last is based upon how far over the *alter* difficulty the Jedi rolls: the repairs last 3D minutes for a margin of up to 5, 1D hours for a margin of 6-10, 3D hours for a margin of 11-20, and permanent for a margin of 21 or greater.

MIMIC ANOTHER POWER

Control Difficulty: Moderate

Sense Difficulty: Moderate, modified by proximity and relationship as they apply

Alter Difficulty: Moderate, modified by proximity and relationship as they apply

Required Powers: None

Time to Use: Based on original power

Effect: The Jedi can mimic, to a minor degree, any other Force power, operating largely by an intuitive sense of how he thinks such an effect could be generated... basically, he makes an educated guess based on what he already knows of the Force. Only minor effects can be duplicated in this fashion

(altering the roll of a die when you do not possess the *telekinesis* power, for example). This power is designed as a last ditch effort for those moments when you just don't have the power you really need at the moment. Many Jedi refer to this power as the art of "Force Tricks," and in later years it becomes very popular among charlatans and false Jedi who like to claim great power, although they have very little real ability. Force users unaware of their potential often use this power and never even know it. This power can be pushed to create greater effects, but use of the power in this fashion nets the Jedi a Dark Side point, as the Dark Side lends power to the Jedi even as it seduces him.

THE REPUBLIC

...a Galactic Cross-Section

"The Old Republic was the Republic of legend, greater than distance or time. No need to note where it was or whence it came, only to know that... it was the Republic."

- From the First Saga, *Journal of the Whills*



Coruscant, capital of the Galactic Republic, and eventually the Empire.

Spanning millions of systems and home to trillions upon trillions of sentient beings, the Republic of the Prequel-Era is a spectacular sight to behold, even though it is technically in decline. The seeds of corruption have begun to sprout into the creeping tendrils of genuine decay, and the once-proud Republic now teeters on the brink of total collapse. It is only a matter of time before the galaxy falls under the yoke of some bold leader's New Order...

But for now, the Republic marches on. Although commercial interests greatly influence the day-to-day workings of the Senate, the Republic is still a benevolent democracy, led by sectorial representatives and adhering to the letter, if not the spirit, of the law. War is all-but-unheard of in this era; most combat-hardened pilots and ground troops have cut their teeth on battling pirates and limited insurrections as opposed to the full-scale warfare of the coming generation and of generations past. It is this relative peace, however, that has injured the Republic: profits across the galaxy are at an all-time high, thanks in no small part to the massive engine of commerce driven by the Trade Federation and its gargantuan merchant fleet. As these profits have grown, so has the greed of a handful of clever, manipulative individuals sitting on the Senate. With Trade Federation representatives from Neimoidia representing the several hundred worlds of their sector in the Senate, the interests of profiteering have been given political voice, and for some of the more shifty individuals sitting in Senatorial power, the Senate presence of the Trade Federation offers a grand opportunity for personal money-mongering. It is also in this era that the special provisions leading to the establishment of the Corporate Sector authority come into being, although the Corporate Sector won't truly erupt into the monstrous entity we know it as until the reign of *Emperor* Palpatine and his New Order.

There are few standing militaries left in this day... the Freedom Warriors and the Rocket Jumpers are a long-distant memory of a different age; these days, standing armies and starfleets are largely ceremonial or geared towards battling piracy. Anything else would be viewed as militaristic aggression by an otherwise-peaceful galaxy. As such, the Republic is ripe for a fall should war break out, and with the growing temerity of the Trade Federation, the manipulations of Darth Sidious, and the moral decay infecting the Senate, such a fall will be relatively quick in coming (we as observers have the benefit of knowing that the Clone Wars are maybe only ten years off in the future, and that Palpatine's New Order will take charge in the wake of those chaotic times).

Organization

There are 1,024 seats in the Galactic Senate, each seat held by a Sector Representative. There are so many inhabited worlds in the Republic that giving a rep from each one a seat in the Senate would be a logistical impossibility. Instead, each Senator represents all the worlds of his/her/its sector; generally-speaking, each Senator is elected by the heads of state of each of the planets in his Sector. Even though the Republic allows each member world the right to maintain its own traditional government (monarchy, theocracy, oligarchy, etc.), Senate reps must be elected in accordance with the democratic principles of Republic Law. Some sectors are vast and populous, with nearly 1,000 worlds and trillions of residents, while others may be small and sparsely populated (the Wookiees of Kashyyk have a Senatorial seat, despite the lack of settled worlds in their sector... the Trandoshans, the Wookiee's nearest neighbors, apparently aren't interested). Each Senator brings with him two Senatorial Aides, who serve in the Senator's stead should affairs draw him away from the Senate Chamber and its rows of floating platforms. Residing over the Senate is the Supreme Chancellor, elected by the Senators themselves as the mediator and adjudicator of Senatorial proceedings. Also taking a hand in Senate affairs, however, are the armies of bureaucrats lurking everywhere in the Republic government... petty manipulators who interpret and abuse the traditional procedures to further their own agendas, unstoppable in that the letter of the law supports them.

Regardless of its size, age, or noble intent, a bureaucracy is a vulnerable organism: vulnerable to the interests of key individuals in powerful places. Supreme Chancellor Finis Valorum has been stripped of his station by careful manipulations staged by an as-yet-hidden conspiracy (OK, we all know Palpatine engineered the whole thing, but just play along anyway), and replaced in an emergency vote by Senator Palpatine of Naboo. The Senate

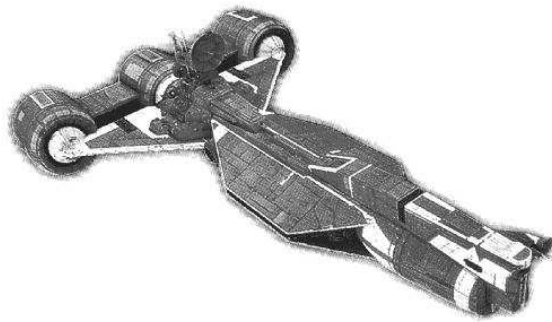
bickers endlessly, its common goals forgotten and its ability to lead crippled by personal agendas; the Courts are even slower and less-effective. The machine of government is grinding to a halt.

All in accordance with the plans of the galaxy's future master...



Senator Palpatine

The Republic *Radiant VII* Cruiser



Destroyed by the Trade Federation just as its brilliant red paint was really beginning to show the signs of age, the *Radiant VII* was typical of the diplomatic vessels dispatched from Coruscant to Republic worlds across the galaxy. For 34 years, this rugged vessel of Corellian design carried ambassadors, diplomats, and Jedi Knights to trouble spots all over civilized and uncivilized space. Its destruction is but a footnote in the Galactic Record, but historians who know of the great ship will forever remember it as a perfect symbol of its era: a tool of peace destroyed while the seeds of war were being sown...

While the Naboo use a chromium finish to indicate a vessel's royal heritage, the Republic government uses red as a symbol of diplomatic neutrality and peaceful intent, a tradition which will carry over even into the worst years of the Empire (Leia's ship in the opening sequence of Episode IV bears a red stripe down its hull). Only diplomatic vessels dispatched on missions originating directly from Coruscant bear a completely red finish; additionally, ships of this prestigious nature travel completely unarmed. They are, however, well-armed and heavily shielded against the intents of those in the galaxy who would dare stoop so low as to destroy a peaceful diplomatic vessel.

The most interesting feature of the *Radiant VII* and many of its "kin" is the inclusion of a "salon pod" in the design that functions as a superior lifeboat for the dignitaries onboard the ship. The salon pod, located in the front of the vessel, can be blasted free from its moorings in case the ship itself come under threat of imminent destruction. This is in addition to the normal complement of escape pods of a less-executive nature found on nearly every vessel of this size or greater. Salon pods, being essentially mobile boardrooms, can be equipped to comfortably accommodate nearly any of the galaxy's myriad species, and are equipped with their own full sensor arrays. Although still only capable of short-range travel, the important dignitaries in the pod stand a much better chance of survival in the heavily-armed pod than in a standard escape pod.

The stats for the *Radiant VII* can safely be used for any vessel that serves this general purpose, as this type of ship is quite common in the Prequel Era.

Republic Cruiser stats

Craft: Corellian Engineering Corporation Space Cruiser

Type: Space Transport

Scale: Starfighter

Length: 115 m

Skill: Space Transport piloting

Crew: 8 (captain, 2 co-pilots, 2 comm officers, 3 engineering officers)

Passengers: 16

Cargo Capacity: 350 metric tons

Consumables: 3 months

Hyperdrive Multiplier: x1

Hyperdrive Backup: x6

Nav Computer: yes

Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D

Shields: 2D+2

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

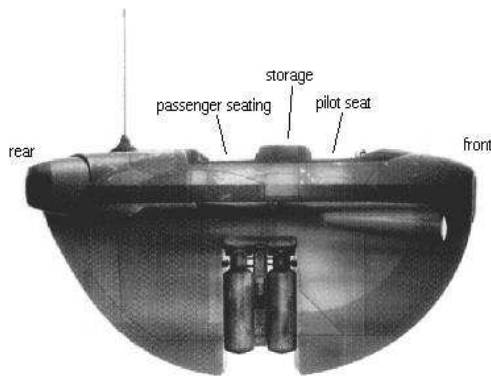
Weapons:

None.

Cost: 180,000 credits new; 60,000 credits used

The salon pod has its own sensor arrays, and has a Hull rating of 5D+1.

Coruscant Air Taxi



A staple "sight" of the crowded skies over the sprawling city that is Coruscant, the air taxi is a vehicle exemplifying the ultimate in repulsorlift technology. Unlike most air traffic on Coruscant, which is restricted to the preprogrammed flight paths of the autonavigation lanes, the air taxis are allowed to travel in "free space," meaning that they are free to travel through the planet's skies along any path the pilot chooses to follow. The air taxi has a revolutionary repulsorlift system that is not only extremely efficient, but gives the vehicle an amazing flight ceiling and an impressive degree of control in the hands of a trained pilot. For a pilot to rate a "free space" classification on his operating license, the pilot must be trained to use the vehicle's impressive onboard comm and sensor systems to constantly monitor all surrounding traffic... all while flying the tiny craft at the very edge of its capabilities.

It is illegal to transport large cargoes over Coruscant via any means other than the autonavigation lanes (although almost all cargo shipping is done on the old ground-level roadways and through subterranean tunnels), and as such the air taxi has only enough cargo space onboard to provide for the personal effects of its passengers. Mild tractor fields hold the pilot and passengers safely within the confines of the vehicle as it darts in and among the labyrinth of towers and spires, and the vehicles excellent onboard comm system constantly monitors all channels of Air Traffic Control, allowing the pilot the ability to fly freely or to plot courses for use by the autopilot.

Because of the advanced nature of the Coruscant air taxi and the crowded conditions of Coruscant's airspace, flying an air taxi without the proper training is a dangerous prospect indeed. Which means, of course, that the PCs will more than likely end up giving it a try (whether they want to or *not*) during visits to Coruscant...

Coruscant Air Taxi stats

Type: Air Taxi

Length: 8 m

Scale: Speeder

Skill: Repulsorlift Ops: Air Taxi (Unskilled -1D)

Crew: 1

Passengers: 5

Cover: ½

Cargo Capacity: 800 kg

Move: 70;200 kmh

Maneuverability: 3D+2 (for trained pilots only)

Body Strength: 2D+1

Weapons:

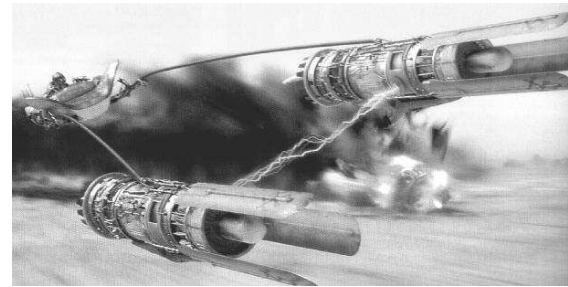
None.

Altitude Range: Ground level-3.4 km

Cost: 9000 credits

The maximum trip range of the typical air taxi used on Coruscant is 210 km, after which the vehicle must return to its home base and get a recharge (it takes roughly 20 minutes to fully recharge the power cells).

Podracers



Anakin Skywalker rockets to victory as Sebulba crashes and burns...

An ancient and brutal sport, podracing has been refined over the millennia to become faster, deadlier, and more cutthroat with each new generation of fans and drivers... mirroring the gladiatorial combats of old, the sport of podracing draws legions of bloodthirsty fans from all over the galaxy to the Outer Rim territories (which are pretty much the last place the sport is even *legal* anymore). Malastare is renowned for its impressive podraces, and the Boonta Eve race on Tattooine is considered by many enthusiasts to be among the best in the galaxy.

It's possible that, apart from the speed, danger, violence, and noise, what attracts people to podracing is the fact that it doesn't take a vast amount of money to be a competitor in the deadly game... instead, it takes ultimate skill and reflexes, and a well-tuned machine, to claim victory. Many sports in the galaxy are dominated by large, corporate-owned teams, but podracing remains largely the domain of the *individual* and his pit crew.

The long years of refinement in podracing technology has taken the sport to such extremes of speed and lethality that only very few humans are even physically *capable* of developing the reflexes

and observational skills required to *survive*, let alone *win*, a podrace. Generally speaking, the sport is dominated by species of a small stature and possessed of multiple appendages or enhanced senses, and the veteran racers are often venerated as heroes, again much like the gladiators of old.

Of course, there *was* that Skywalker boy... that little human must be out of his mind...

Podracer stats

Type: Recreational deathtrap

Length: 8 to 27 m

Scale: Speeder

Skill: Repulsorlift Ops: Podracer (Unskilled -3D)

Crew: 1

Passengers: None

Cover: varies... generally ½

Cargo Capacity: None

Move: 260; 750 kmh to 330; 950 kmh

Maneuverability: 3D to 5D+2 (for trained pilots only)

Body Strength: 1D+2 to 3D

Weapons:

Generally none... but there *are* exceptions...

Altitude Range: Ground level-30 m

Cost: Varies wildly

The lower end of the statistical ranges represented under each trait exemplify older, battered pods, or hastily-built and "unrefined" models. The upper end of the statistical range indicates a podracer of very high quality, generally one that was constructed with sponsorial backing or by mechanics with extraordinary gifts and talent. Popular weapons mounted on podracers by less-than-honorable competitors include flame vents (Range: 5 m, Damage: 3D+2), bolt throwers (Range: 20 m, Damage: 4D), ramming plates (Range: 0, Damage: based on driver's Vehicle Weapons skill roll), and saw blade launchers (Range: 10 m, Damage: 5D). Humans wishing to purchase the Podracer skill can only do so if they have some sort of enhancement to their reflexes and/or senses, either through the Force or some technological means... otherwise, only aliens with some sort of sensory/reflexive advantage or multiple limbs can acquire the ability to race a pod.

Pit Droids

Pit droids are handy little mechanic droids particularly well-designed for the pod racing circuit (or any other number of jobs where speed is of the essence). They are programmed to do everything with the utmost urgency, and have minimal logic processors so they don't waste time asking personal or superfluous questions (like many models of droid). Although easily confused and prone to getting into trouble if not constantly given fresh orders, pit droids are nevertheless invaluable for their strength, speed, and small size (a definite benefit inside the workings of many devices, such as engines). Their dome-shaped heads protect them from falling tools and parts, and they have high-

torque motors built into their heavy-construction joints to make them capable of great strength. Pit droids also have antennas that enable them to coordinate in groups, as long as one unit is the designated leader and able to dedicate itself fully to the task of wrangling the other droids.



Pit droids are easily stored and recharged because they are fully collapsible. The "nose" on the droid's head is actually its on/off switch.

Although pit droids are common on the podrace circuit, one can also find them elsewhere... frontier outposts, spaceports, junkyards... anywhere that a speedy and innocuous little mechanic can come in handy. Many smugglers and tramp freighter captains keep a pit droid or two in the equipment locker for emergencies.

Pit Droid game stats

Model: Pit Droid

Height: 1.25 m

Move: 11

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D Search 3D

STRENGTH 1D Lifting 4D (add 1D+1 for each droid after the first attempting to lift an object together)

TECHNICAL 1D Repulsorlift Repair 4D, Space Transports Repair 4D, Starship Repair 3D

Equipped with:

*Heavy-duty body plating (5D)

*Receiver/transmitter with antenna (range .25 km)

New Alien Races



Famed podracer *Sebulba*, considered vicious even by other members of the *Dug* species...

While I have already covered the two major new additions to the famous races of the Star Wars saga, the Neimoidians and the Gungans, Episode I still has some interesting new species' to offer. Although the races I have chosen to represent here had fairly minor roles in the film, judging from the email I have received they certainly had an impact with fans. Readers of the *Prelude to Rebellion* and *Outlander* comics from Dark Horse should be particularly pleased to find the Cereans here (Ki-Adi-Mundi is a major character in those comics), and race fans across the galaxy will be happy to see the ever-nasty Dugs represented as well. And, as they are probably one of the *strangest-looking* new races in Episode I, and therefore, to me anyway, *really cool*, I have included the long-necked Quermians (who my girlfriend also thinks are really cool... she's been more than patient with me while I built this darn Sourcebook, so I figure I owe her). And a late addition, by popular demand (STOP WRITING ALREADY!!!), the Toydarians. Use them as you see fit.

Dugs

Dugs are arboreal beings native to Malastare, a system represented in the Galactic Senate by the three-eyed Grans. The Dug homeworld is a heavy-gravity planet, and has as such created an interesting evolutionary product. Slight of frame to minimize body mass, Dugs are nevertheless very strong and extremely agile due to their tree-dwelling heritage. All four of a Dug's limbs have hands, and when they must walk, Dugs walk on what would normally be considered their arms because much of their body strength is rooted in these muscle groups. Few Dugs ever leave Malastare, although no one really laments this fact, since Dugs are notorious across the galaxy as obnoxious bullies lacking any sort of scruples. Exceptions to the rule do exist, but they are quite

rare, since traits such as kindness, morality, and self-restraint are considered signs of weakness in

Dug society. The loose skin of a Dug's neck inflates during mating season, and acts as a bellows for the Dug's feral mating call.

Attribute Dice: 12

Attribute Minimum/Maximums:

DEXTERITY: 2D+2/4D+2

KNOWLEDGE: 1D/3D+2

MECHANICAL: 1D/4D

PERCEPTION: 1D+1/3D+2

STRENGTH: 2D+1/4D+2

TECHNICAL: 1D/3D+1

Height: 1.2 m

Move: 11/15

Story Factors:

Reputation. Dugs are known as bullies and thugs by most other sentient species', and are almost universally disliked by non-Dugs. Many crimelords, however, employ them as assassins and henchmen.

Cereans

Hailing from the largely-unspoiled paradise of the planet Cerea, the dome-headed Cereans are a fairly rare sight in the rest of the galaxy. Housing a complex binary brain in their distinctive craniums, which they have a second heart to support, Cereans are known for their ability to perceive a problem from several standpoints at once, and the few that do wander the spaceways are held in high regard as diplomats, mediators, traders, and scholars. Cereans place an intense amount of worth on familial relationships, and those who threaten said relationships often find that they have discovered one of the few things that can drive an otherwise-civil Cerean to genuine anger. Master Ki-Adi-Mundi of the Jedi Council, a student of the venerable Jedi Master Yoda, is a Cerean.

Attribute Dice: 12

Attribute Minimum/Maximums:

DEXTERITY: 2D/4D

KNOWLEDGE: 2D+1/5D+2

MECHANICAL: 2D/4D

PERCEPTION: 2D+1/5D

STRENGTH: 2D/4D

TECHNICAL: 1D+2/3D+1

Height: up to 2.2 m

Move: 11/12

Special Abilities:

Binary Brain. If a Cerean fails a Knowledge or Perception roll (or a skill roll based on those attributes), the Cerean may immediately re-roll half the dice (rounded *down*) originally rolled and add the result to the original total that failed.

Story Factors:

Dual Hearts. Cereans can function with only one of these hearts, but the demands placed on their circulatory system by their binary brains are no laughing matter. A Cerean reduced to functioning on only one heart must sleep 2/3 of a given day to maintain his mental performance.

Quermians

The notably bizarre-looking Quermians evolved on world of dense vegetation and dangerous land

predators; their long necks evolved so that their grazing ancestors could peer over low-lying vegetation mats to scan for predators while the herds fed. Quermians have no nostrils, instead breathing exclusively through their mouths and using their sense of smell via olfactory organs in their four hands. Quermians are aware of their discocertian appearance, and when traveling among the myriad species of the galaxy, they generally adopt robes under which they can conceal their second set of arms... but other than that, Quermians generally remain nude except for a large cannom collar. The Quermian species apparently had a very large genetic ancestor, because the Quermians still retain an unusual trait handed down from this evolutionary forebear: like large creatures on many worlds, the Quermians still have one brain in their heads, and a second one located in the torso. These two brains work in unison, and provide a slight edge over many species intellectually, although this edge is not as pronounced as it is in true binary-brain species like the Cereans.

Attribute Dice: 12

Attribute Minimum/Maximums:

DEXTERITY: 2D/5D

KNOWLEDGE: 2D/5D

MECHANICAL: 1D/4D

PERCEPTION: 2D/4D+2

STRENGTH: 1D/3D+2

TECHNICAL: 1D/4D

Height: up to 3.1 m

Move: 11/14

Special Abilities:

Four arms. Quermians have four fully-functional arms with working hands on all of them.

Multi-limbed Movement. In moments of physical danger, Quermians can add 2 to their Move rating by running on all six limbs.

Skill bonus. Quermians gain 2D for each 1D spent in the following skills during character creation:

Hide, Survival, and Climbing.

Story Factors:

Strange Appearance. Many humanoid races find Quermians eerily disconcerting due to their height and unusual physical construction.

Olfactory Organs. The Quermian sense of smell originates in the fingers, and Quermians often wriggle their fingers in the air when processing smells.

Toydarrians

Toydarrians are natives of a marshy world of bogs and lakes covered in tangled masses of floating

vegetation... beneath which lurk grabworms and other vicious predators. Evolution therefore blessed them with the ability to hover in the air and fly short distances to safety, thanks to small-but-powerful wings and a pudgy body full of spongelike tissues storing buoyant gasses. Toydarrians can also walk normally on their tiny webbed feet (which make landing and moving around on that floating vegetation easier), but in hot climates prefer to fly almost exclusively, as this aids in cooling their diminutive bodies. Their flight abilities consume large amounts of energy, however, and Toydarrians living away from the marshes of home must eat concentrated foods and imported seed pods to maintain the energy levels necessary for prolonged flight. Watto, the Tattooine junk dealer, is a Toydarrian.

Attribute Dice: 12

Attribute Minimum/Maximums:

DEXTERITY: 1D/3D

KNOWLEDGE: 1D/3D+2

MECHANICAL: 1D/4D

PERCEPTION: 2D/4D+2

STRENGTH: 1D/2D+2

TECHNICAL: 1D/4D

Height: 1.2 m

Move: walking 7/9, flying 10/12

Special Abilities:

Flight. Toydarrians can fly a distance up to their Movement rating before having to stop and hover momentarily to gather their strength again.

Webbed Feet. When walking, a Toydarrian's webbed feet eliminate any negative modifiers that would normally be imposed by marshy or squishy terrain.

Force Resistance. Toydarrian neurology is very different from that of most humanoids, and as such Toydarrians have a +3D bonus to their Perception or Willpower when resisting the effects of Jedi mind powers.

Special Skills:

Flying. Toydarrian characters begin play with the *Flying* skill (a Strength skill), which they roll when attempting aerial maneuvers. This skill is automatically at least equal to the character's Strength, but can be increased during or after character creation.

Story Factors:

Dietary needs. Without their high-energy diets, Toydarrians lose the ability of flight after one day, until suitable nutrition can be found. Once said nutrition is replaced in the diet, it can take several hours before the gasses in the Toydarrian's spongy belly have replenished themselves, enabling flight.

ADVENTURING IN THE PREQUEL ERA



Jedi Master Ki-Adi-Mundi battles it out during an adventure on Tattooine.

Of Challenge and Opportunity...

The galaxy is on the brink of a dark period; these are troubled times, hiding behind the veneer of gentility. The average galactic citizen may or may not see the coming storm, but there are those out there who have learned, perhaps to their dismay, that dangerous times are *adventurous* times...

At first glance, the Episode I timeframe may appear somewhat difficult to adventure in, since it lacks the easy-to-work-with delineations of "Empire" and "Rebel Alliance." The Trade Federation and the Sith may provide some material for GMs to work with, but many GMs are reluctant to stretch their necks out too far and risk a potential "chopping blow" from Lucasfilm when Episodes II and III are released... after all, the mere thought of having contrived a detailed and entertaining campaign in the Prequel Era only to have it derailed when the official continuity takes you by surprise later down the line is a dreadful thought indeed. So what is an enterprising GM to do?

Plenty.

The Prequel Era, as we know it thus far, has one great strength going for it, in terms of campaign material... its *complexity*. The myriad interests at work in this turbulent time are a great deal more complex than the Imperial and New Republic periods we are used to dealing with in *SW: TRG*, even more so than the *Tales of the Jedi* era. Complexity is, of course, a double-edged sword in many ways, since it yields both opportunity *and* difficulty in writing adventures, but with careful consideration, a healthy dose of creativity, and a study of the underlying themes of the Prequel Era, fantastic campaigns can be dreamed up that run *very* little risk of future film-related complications, and keep players and GMs alike entertained and enthralled.

The Little Things...

Star Wars adventures and campaigns are born of *big* ideas; this is perhaps the single most powerful element of their universal and timeless appeal. Yet, ironically, the backbone of a good Prequel Era campaign is built on the *little* differences unique to the period. The Empire is an atrocity of its time, and

as such, players almost always find themselves in (at *least*) indirect opposition to it... black and white are not so cut and dried in this era. Although the Republic is faltering, most PCs would probably still believe in the *ideal* of the Republic. The players, however, know that the ideal will indeed fall. Herein lies the first of the "little things," and one of the underlying themes of Episode I: *tragedy*. We as observers know what must inevitably come to pass, and that lends a Prequel Era game a bittersweet, tragic air that is difficult to create under any other circumstances. The *tone* is distinctive, and memorable. However, the fact that the PCs cannot stop what will eventually come to pass may be a source of frustration, even if no one expects it to become so in the beginning. Therefore, we have to dig a little deeper for adventure seeds, since the only way we can avoid this potentially-unrewarding pitfall is to give the story more than just this one hook.

Commerce is an often-overlooked aspect of the *Star Wars* game, and is another "little thing" that can easily blossom into a "big idea", in fine *SW* fashion. After all, commerce is among the driving factors of Episode I; indeed, commerce is known to be a driving factor of this entire *period*, if one studies the teachings of the Journal of the Whills (even the tiny scraps that Lucasfilm has published here and there). GMs should take every opportunity to exploit the complex functions of commerce in this period. Anakin's epic podrace in Episode I is based solely on commercial concerns; the Trade Federation's blockade and invasion of Naboo are both direct results of the Neimoidians' new "guerrilla commerce" techniques, cultivated under the sinister guidance of Darth Sidious. The Gungans and the Naboo live apart, but engage in clandestine trade that keeps them at peace with one another... and without that peace born of commerce, would it have been so easy for Amidala to convince Boss Nass to aid her in the film's climactic battle? Commerce is a force (no pun intended) that cannot be ignored in the Prequel Era. The GM should endeavor to take into consideration the various unique business practices of each region he sends the PCs into; the Outer Rim barely acknowledges the Republic credit, relying instead on local currencies and barter, whereas the Core Worlds swear by the coin of the realm. Perhaps, in those corners of the galaxy that the GM chooses to design for himself, commerce takes an altogether different form... perhaps parts of the galaxy embrace an almost-Socialist economic system, or even a form of feudal mercantilism. It's a *big* galaxy, after all, which brings me to our next point...

Freedom. The Republic, love it or hate it, still allows its member systems a great deal of freedom in just how regional government is conducted. This period lacks the strangled uniformity imposed by

the Imperial Governors of later years; in this time, monarchs may still hold court, and dynastic warlords can still hold sway over regions of their own. The Senate is reluctant to tell people just how things should be run in their own backyards, and as such, freedom becomes *another* two-edged sword: although Naboo is ruled by a benevolent monarchy that chooses not to exploit the freedom imparted by Republic non-interference, that same freedom offers opportunity to tyrants who use force to back up their territorial claims. Certainly, if a tyrant were to flex *too much* muscle for the Republic to ignore (even in this age of dwindling governmental conscience), something would be done... but with the minimalist military of the Republic, just how much *could* be done? The Jedi are nothing to sneer at, but their numbers are limited, and many believe that the current Jedi Council is too cautious to be of any *real* impact, instead being mired down in the trivialities of galactic politics. Perhaps we can simplify this point by saying that life under the Republic may be *too* free to be entirely safe! This is another underlying theme of Episode I: the threat of *complacency* in the face of impending disaster (which might be interpreted as another thinly-veiled social statement made by George Lucas; most of the heinous atrocities of the 20th century have been allowed to happen through the complacency of people that should have been prepared to fight back the tide of social ill... but, as usual, I digress).

Another little thing to consider is *theology*, a topic that we have had only a little exposure to in previous incarnations of the game. Beyond the Jedi tradition, there lies the creeping undercurrent of the Sith... this is familiar territory, which many gaming groups have covered in the Imperial, New Republic, and *TOTJ* periods. This treatment is very black and white, though... just imagine how many religious traditions and mythologies are out there, in this period *before* the theological purges of the Emperor Palpatine! Astute *SW* fans have no doubt noticed over the years just how deftly Palpatine was eventually able to eliminate entire chapters of history and tradition by "spinning" actual events to suit his own ends. What powers may have existed in the galaxy before the Imperial purge changed everything? The Jedi don't have a monopoly on understanding in the Force, and neither do the Sith. Out of the millions of cultures in the galaxy, it is no stretch of the imagination to speculate that there are *other* "orders" out there with powers and rituals entirely their own. And maybe, just *maybe*, there are powers in this era that have since been totally wiped from history ... powers that we know nothing about. This is perhaps the most *important* underlying theme of Episode I... *mystery*. Here we are, watching a film that *begins* a story that we've *already seen end*, yet we grow excited wondering just *how* it will all come to pass! Now if *that* isn't a perfect example of the power of mystery, I don't know what is!

The Big Idea

So, we've examined some of the little things that give the Prequel Era its flavor, as well as some important underlying themes of the current trilogy. By now, the sheer complexity of the period should have a number of story seeds planted in your head. But, just in case you need a little more help, try some of the following hints on for size...

Adventure and Campaign Seeds

The Succession Wars. Our own history is full of what historians refer to as "succession wars." From the time of the Ancient Egyptians to Europe in the Middle Ages, and even today, power shifts have led regions to war. Typically, a ruler with two or more heirs or contenders dies or is forced into exile, and a brutal conflict begins as the other power players struggle for dominion. Imagine a region under the sway of a centuries-old monarchy facing turmoil from within, as Trade Federation envoys secretly offer promises of wealth in return for the support of those who seek to rule; troops could be exchanged in return for promises of Senatorial support and exclusive trade contracts. Work in some hooks directly related to the backgrounds of the PCs, and you have a rewarding one- or two-session adventure, or even a full-fledged long term campaign. Will the Republic intervene before thousands of civilians die? And what of the Jedi? And just *how* do the PCs figure into this ugly political war?

The Frontier. The Republic's power is waning... and heretofore-unknown enemies from beyond the confines of charted space are somehow aware of it. These incursionary powers are slowly but surely carving out niches for themselves on the Frontier, beyond the Outer Rim... and many worlds, fearing the coming age of chaos and disorder whispered of by rumor-mongers and propagandists, may very well *support* the interlopers! Or perhaps an old regime is taking this perceived opportunity to return to its sphere of power, gathering its strength to usurp Republic control of the remote Frontier systems. A story of this nature is an easy one to write, and can range from one session to literally dozens... best of all, the Frontier scenario offers GMs the opportunity to create an incredible amount of original material; not just planets and systems, but maybe even a whole alien *empire*! The novel *Star Wars: The Truce at Bakura* is a Frontier type of story, in which the alien Ssi-Ruuk invade the galaxy after the fall of the Empire, before the New Republic can consolidate its new power. This story format lends itself well to the Prequel Era due to the uncertainty that many Outer Rim and Frontier worlds may be experiencing as the rumors of corruption in the Senate filter out to them. Also, the PCs could come from any number of diverse backgrounds, and still be easily united... by simple necessity, if the invasion gets ugly enough!

A Mission of Mercy. The Courts of the Republic are woefully slow, even more so than the Senate.

That fact, combined with the Trade Federation's "friends in high places," has created a window of opportunity in which the Trade Federation can flex its muscle in more systems, blockading and leveraging at will. After all, how can the Senate impose sanctions against such a massive commercial power, sanctions which could *cripple* the galactic economy? No, we haven't heard the last of the Trade Federation... not by a long shot! So what will the players do about it if *their* home system is blockaded by Trade Federation ships, their people starved and deprived of medical supplies? Why, they'll have to do what *any* good *SW: TRG* character would do: run the blockade, and get help or supplies! Sound familiar? If it doesn't, perhaps you should go *see* Episode I before reading any more of this Sourcebook, because there is an element or two of this scenario in the film... but, if you're still with me, it should be obvious to see just how many variations on this theme are possible. Smuggler characters in this era have no evil Empire to rail against, so many Smuggler characters may end up treated more as "blockade runners" who specialize in trading to worlds under the yoke of Federation pressure (Han Solo did that sort of thing during his years in the Corporate Sector). The Jedi may become involved... Gamblers may be compelled to put their criminal connections to use by appealing to some *very* unorthodox sources for aid ("You got bacta tanks from Jabba the *Hutt*?!? Are you insane?! We're better off with the Trade Federation!") Just imagine the possibilities...). Many *SW* characters are ruffian-esque folks, but they're also heroes at heart. It can be a lot of fun forcing these guys to play against type, and do the right thing... for *free*. This is also a good opportunity for young Jedi to make names for themselves... and defy the complacency of the Council.

The Dark Design. The Sith have returned, and made their presence known to the Council. Now, more than ever, the Jedi must seek out and destroy any remaining Sith artifacts hidden across the galaxy, before they can fall into the wrong hands and become fuel for the fire of another Sith War... but it would stand to reason that agents of the Sith would be seeking them as well, wouldn't it? Perhaps an ancient Sith Cult, independent of Lord Sidious, has had a vision of Sidious' coming, and is preparing to aid him in whatever he has designed for the future. A prime opportunity for satisfying a group just *dying* to play Jedi, this type of story has a lot more possibilities than you might think. The Jedi may need the help of Scouts to explore ancient, mysterious worlds in search of dark artifacts, or need the aid of a Trader in wresting a Sith relic away from a primitive culture that worships it! The Dark Design story has campaign potential as well... your humble Webmaster once ran a campaign based on this concept, and somehow managed to get *a year-and-a-half* of sessions out of it! Stories of this nature always start simple, but get increasingly complicated as affairs unfold... injecting the

Indiana Jones flavor into the *Star Wars* galaxy! Inevitably, there is some dark power out there that is manipulating events to his own ends, hoping to seize the treasure in question and make his bid for supremacy... but just how far you want to take that notion is up to you...

Easy Money? Despite the shaky politics of the era, this is still very much an age of unparalleled wealth. Opportunities abound for those who are bold enough to seize them. Profit can be squeezed from a stone, if you squeeze hard enough... do the PCs have what it takes? Imagine a *Star Wars* version of the Oklahoma Land Rush, with unlimited mining rights waiting for those tough enough to stake a claim... this could easily be a three-prong adventure, involving the race for a good claim, the working of that claim (and the *defense* of the claim from hostile natives or unscrupulous competitors), and the ultimate chapter in which the "responsible" parties attempt to wrest control of the claims proven viable from those they duped into prospecting them. OR, if you will, imagine a charity project that asks the Jedi to provide security (to the Jedi, work in the service of charity is as powerful a lure as the "easy money" the high-stakes Gambler looks for in a sabaac game)... but is actually *exploiting* the masses, and has tricked the Jedi into *defending* such an operation! The Jedi mind tricks don't work on every species... have some fun with that! Can you *imagine* just how miffed a good Jedi will get when he *finds out*? Now THAT is the stuff of enthralling roleplaying!

Scum and Villainy. Pirates... smugglers... gamblers... con men... in an era without the spectre of the Empire, these once-popular character types take on a less-than-savory luster. Without the handy plot device of the Rebel Alliance, the opportunity to actually *play* the redemption of these characters presents itself. On a more unusual note, perhaps the characters *oppose* the Republic! Although such a game can be difficult to get started, and tough to establish in terms of tone, the final result could very well be the most well-rounded adventure of your groups' "career," rife with action, personal drama, and the classic moral struggles the *SW* films are known for (because, in case you hadn't noticed, the ENTIRE SAGA is little more than the tale of Anakin Skywalker, a good kid who grows up bad, and redeems himself in death... *Star Wars* is itself just a huge morality play!).

Dodging Official Continuity

No, this isn't a section on how to ignore Lucasfilm continuity... rather, it's a section on how to avoid running afoul of it. You see, there is one nasty pitfall that a GM could fall into at this point, and that's dreaming up a great adventure that somehow gets derailed by a future official *SW* story, such as a novel, comic series, or even Episode II! That's the danger in setting games against a backdrop of events we have yet to see completely played out. For example... Steven, a *bold* GM, notices the three

Senatorial Wookiees in *The Phantom Menace*, and decides to orient a session or two around a couple of Jedi characters assigned to protect the Wookiee Senator and his aides from a rumored assassination conspiracy. In Steven's game, somebody is taking out Senators who were outspoken in their defense of Chancellor Valorum before he was stripped of his post. Sounds like a winner of a game, sure to be filled with action, intrigue, and cameos by some of the bit players from an actual *SW* film, a factor which is *always* a hit with the players.

So what does Steven have to worry about? Well, let's say Steven has decided that Senator Palpatine has orchestrated the conspiracy as a side-note to his grander scheme of ascendance to Emperor. *Continuity Alert!* This may sound perfectly reasonable at first (and probably pretty darned *likely*, in my opinion), but it is based on the assumption that Darth Sidious, the Emperor, and Senator Palpatine are all the same person. Remember, *the Clone Wars are coming!* Who's to say that there isn't a clone or two involved in the whole Senator Palpatine-Darth Sidious-Emperor Palpatine plot thread? Or even something more unusual? This is *guaranteed* to be an important part of the progression of events from Episode II to Episode III, and Lucas is quite likely to have a surprise or two in store for us in that facet of the story. Although we have no idea whether or not clones come into play (replacing Palpatine, or Sidious turning out to BE a clone of Palpatine, or whatever), Steven is still taking a serious risk by basing his campaign so close to a key part of a saga still in the process of unfolding.

Of course, Steven may just think this is a heck of an idea, and decide to run with it anyway. And why not? It's *his* game, after all! There is absolutely *nothing* wrong with that mindset, in my opinion; the odds of Lucasfilm complaining that your campaign doesn't fit into official continuity are fairly minimal, I'd wager. BUT, your players may not agree. And you as the GM might prefer to keep your game within safe parameters so you don't lose the additional "flavor" garnered by sticking within continuity. So, how can you go about doing this when the story isn't even *done* yet?

My first recommendation is that you create as much material as you can on your own. In other words, the safest material is original material. Yes, the lure of using Darth Sidious as your main villain is almost irresistible... but, could the adventure be just as exciting if you were to use, say, an *impostor* of Sidious? Let me explain... Steven writes his game as he originally intended, and the PC end up in direct confrontation with the apparent lackeys of the reigning Dark Lord of the Sith. The game runs great, and a good time is had by all. Now, Steven sincerely believes that Darth Sidious *is* Senator Palpatine, as most of us probably do (I was not trying to say he isn't in what I wrote earlier... I was just making a point). But Steven also realizes that his players do too... which means that the PCs might end up butting heads with Senator Palpatine if the

players decide to accuse the man. So, to avoid a potential continuity clash, Steven carefully orchestrates his adventure timeline to give Senator Palpatine alibis at all times that the PCs spot Darth Sidious, and if the players actually confront Sidious in the flesh, Steven makes sure that the PCs get no real proof. They may thwart the Sith Lord's evil plan, but they have no evidence with which to accuse him of being a hooded Senator Palpatine. Steven also plants a few "maybe"-clues that suggest the enemy of the characters might not be the *real* Darth Sidious. The whole thing works out perfectly, in terms of continuity... should Episodes II and III reveal to us that Palpatine is indeed Darth Sidious, the players will gnash their teeth in frustration at having been outwitted by the Senator's deft avoidance of being found out for certain. And, should the case turn out to be otherwise, there are also a number of options: the villain of the game *was not* Darth Sidious, but an impostor sent by [Whoever the Real Villain was] to create confusion and discredit the good Senator, or perhaps a wayward clone of Sidious that wasn't even aware it was an impostor... Steven has left himself with an *infinite* number of holes to escape through, in terms of continuity.

So what's the real trick? Well, the above example works because it uses the *mystique* of Darth Sidious as a driving factor, as opposed to the character itself. It doesn't really *matter* if the PCs are up against Darth Sidious; what matters is that they were up against a masterful, clever villain lent *validity* by the Sidious Connection. This is the GREAT KEY to writing adventures free from worry in the Prequel Era... exploit the *backdrop* presented by the films, and avoiding making any *assumptions* that could hang you later. If you need to emotionally involve the players, leave them to the mercies of *their own* assumptions! This is a classic literary tool that has been in use since the time of Greek theater: manipulating the audience into thinking one thing, then turning the tables on them in the third act, and then leaving them with an ending concrete in some ways, but entirely vague in others. Of course, your working model for doing this will change every time you do it, but trust me; your players won't be able to get enough of your games, if you can continue to come up with dazzling ways to involve and surprise them *while* brilliantly dodging the pitfalls of "Death by Continuity."

Your best friend, however, is what I mentioned earlier... original material. Use the backdrop of the galaxy as a springboard for big ideas that are entirely your own. For instance, instead of using Darth Sidious as a villain, use a long-forgotten cult of Sith Artifact worshippers who have been drawn out of hiding by visions of the impending return of the great Sith Lords. Such a plot device *connects* your story to the *Star Wars* universe without taking any real risk of continuity clash. And keep in mind, it is a BIG galaxy... there are problems in need of solving *everywhere*, not just on Coruscant or

Tatooine. What backwater worlds might be in dire need of rescue from the exploitative efforts of the Trade Federation? Perhaps a sector of the galaxy ravaged by ion storms is suffering from famine and disease after the breakdown of all their technology... this is a job for the Jedi Knights. Use the *trappings* unique to Episode I... the alive and well Order of the Jedi, the threat of the rising Sith, the spectre of the Trade Federation (untouched by the slow Republic courts, most likely)... to incorporate your own ideas into the galaxy. In this fashion, you can have all the power and majesty of one of the films without being bound by the specific events in *upcoming* films.

Of course, if you don't really care, well... have at it.

Sources of Inspiration

When writing an adventure, and seeking that first spark of inspiration, there is one piece of advice that *cannot* be stressed enough here: TAKE A LOOK AT HISTORY. The history of our own world is so full of good *SW: TRG* story ideas that you should theoretically NEVER run dry! The War of the Roses... the Battle of Troy... the rise and fall of Rome... the Sengoku period of medieval Japan... Alexander's Persian campaign... the material is *endless!* More so than any other source, history contains literally *thousands* of working models of any type of story you could ever wish to tell. Of course, your own unique spin is critical as well, as is the flavor of *Star Wars*. Let's take, for example, the story of Cleopatra and Marc Antony, as the two of them square off against Octavian for control of all of Rome and Egypt... here, in this one story, we have war, political intrigue, romance, subterfuge, assassination, revelry, tragedy, and celebration. The strife between Antony and Octavian is born of a succession war, and Cleopatra finds herself caught between her love for the upstart Roman general and her desire to protect her vast, wealthy empire. She *needs* Antony's support if she is to hold off Octavian's ambitions, and Antony needs Cleopatra's resources if he is to seize control of the Western Roman Empire from Octavian, but, by falling in love with one another, both Marc Antony and Cleopatra end up *alienating* their respective empires, and indirectly causing the deaths of all their loved ones. Octavian's victory is eventually assured as Antony falls upon his sword in disgrace, and Cleopatra kills herself before Octavian can subjugate her before all of Rome's citizens.

If you can't see the potential for a good Prequel Era campaign in a story of that nature... well, I think you might be playing the wrong game. :)

Now, it goes without saying that the *Star Wars* comics and novels are also a great source of inspiration when it comes to writing a Prequel Era campaign. Don't be afraid to adapt the stories therein for your own needs; often, when you're in a pinch and have nothing else to work with, you can take the *basic concept* of one of these novels or comics, and just by going through the motions of

tweaking it to suit your group of players, end up developing something very original and rewarding for everyone. Material from outside the *SW* galaxy can also be a source of inspiration: the *Dune* novels by Frank Herbert all but DEFINED the ultimate ideal of the sprawling science fiction epic, and just by reading them, you can stimulate your mind into absolute overdrive... which definitely shows in your next adventure. Many fantasy novels also embrace themes common to *Star Wars*, and should not be overlooked as sources of inspiration (I heartily recommend the *Shannara* novels by Terry Brooks... although very Tolkien-esque in the beginning, the series eventually came into its own and broke some very fascinating ground). Inspiration is *everywhere!* In time, if you seek it out, you will eventually have a hard time *avoiding* it, and find yourself in a situation that every GM can appreciate...

You'll never run out of stories.

The *Star Wars* films draw on numerous sources of inspiration, many of which I have mentioned elsewhere in this Sourcebook. Look into some of those sources yourself. Read *everything*. Find thematic concepts in movies you have always loved, and find out what it is you love *about* them. A GM is a storyteller, and these are the things a storyteller must do to perfect his craft. Likewise players... don't think that just because you don't have to write the adventure that you can be lazy! *Explore* and *define* your character as best you can, so your GM begins to see the PC as more than just a set of numbers. If the GM begins to think of the character as a living, breathing being, the adventures he writes can *involve* the character in ways you've never imagined, giving you the coolest game you've ever played... time and time again.

Although I hadn't intended this chapter to become a dissertation on the art of roleplaying, it appears to have become exactly that. In the interest of wrapping things up, let me just say this: the *Star Wars* galaxy is among the most brilliant and open-ended creations in the SF/fantasy genre... it is a galaxy grand in scope, and ideal, and vision. Its purely imaginary existence does not diminish its depth and uniqueness as a universe... a universe of infinite possibilities and limitless adventure. It is a universe of imagination.

To tap its vast wealth, all you need do is add your *own* imagination to the mix.

HEROES AND VILLAINS

A venerable Jedi Master and his apprentice... the vile Sith Lords who oppose them... the beautiful young Queen in danger... and the boy who will change the face of the galaxy... all critical players in the fate of the future.

The *Star Wars* films have given us many memorable characters, and Episode I carries on that tradition today. Although I strongly recommend against using these characters as focal points for an ongoing campaign, the lure of including them in a one-shot adventure, or using them as a basis for comparison, merits the inclusion of their attributes in game terms in this Sourcebook. Please note that I have only included skills or powers that I felt I could verify using existing sources, and that each character may very well have abilities that aren't represented here. This is because of my usual reluctance to make possibly-misleading assumptions, so *please* refrain from writing to tell me that you really think so-and-so probably should have this skill or the other. While I always appreciate suggestions, keep in mind that I'm trying to build a solid base of verifiable material here, with a minimum of speculation. And so...

ANAKIN SKYWALKER, Child Prodigy

A slave boy from Mos Espa on Tatooine, Anakin Skywalker won the Boonta Eve podrace and was taken in by Qui-Gon Jinn, who saw in the boy a tremendous potential in the Force. Although the Jedi Council resisted Qui-Gon's insistence that the boy be trained, Anakin's heroic deeds during the battle of Naboo caused the Council to change its mind after Qui-Gon's death, making the boy Obi-Wan Kenobi's Padawan learner. Anakin is for the most part a very normal little boy, who misses his mother and finds himself quite smitten with Amidala, the young Queen of the Naboo... but, lurking under the surface, there is a fear and an anger that will eventually turn this kind-hearted child into the terrifyingly evil Darth Vader...

DEXTERITY 3D+2 Dodge 5D, Missile weapons 4D

KNOWLEDGE 2D+2 Languages 3D, Streetwise 5D, Survival 3D+1

MECHANICAL 3D Beast riding 3D+2, Ground vehicle operation 5D, Repulsorlift operation 5D, Repulsorlift operation: podracer 6D, Starfighter piloting 5D

PERCEPTION 3D+2 Bargain 4D+1, Con 4D, Hide 4D+1, Sneak 5D

STRENGTH 2D+1 Climbing/jumping 3D

TECHNICAL 2D+2 Computer programming/repair 5D+2, Droid programming 6D+2, Droid repair 6D+2, Repulsorlift repair 5D+2, Repulsorlift repair: podracer 7D

Special Abilities:

Force Skills: *Control* 3D, *sense* 2D, *alter* 2D

Force Powers:

Control: Accelerate healing, Concentration, Enhance attribute

Sense: Danger sense, Life detection, Magnify senses, Shift sense

Control and Sense: Mechanical empathy

Control, Sense and Alter: Mechanical manipulation, Mimic another Force power

This character is Force-sensitive.

Force Points: 6

Character Points: 12

Move: 10

Equipment: Cobbled-together toolkit, poncho, backpack

DARTH MAUL, Sith Apprentice (deceased)

The dreadful student of Darth Sidious, Darth Maul was the epitome of Sith teachings: well-versed in the arts of combat, stealth, and assassination, Maul was a cunning and brutal servant of the Dark Side, hounding Queen Amidala's entourage all the way across the galaxy, and even slaying Qui-Gon Jinn. Darth Maul was in turn destroyed by Obi-Wan Kenobi in the power complex beneath the Naboo capital city of Theed. The finality of his death remains to be seen, for it is unknown whether or not Lord Sidious' teachings gave his pupil the ability to live on in spirit in the Dark Side, as many Dark Jedi have done in millennia past.

DEXTERITY 3D+2 Brawling parry 6D+2, Dodge 7D+2, Lightsaber 11D, Melee combat 7D, Melee parry 9D, Vehicle blasters 6D

KNOWLEDGE 2D Alien species 3D, Intimidation 7D, Planetary systems 5D, Streetwise 7D, Survival 6D, Willpower 8D

MECHANICAL 2D+2 Astrogation 6D, Communications: 5D+1, Repulsorlift operation 6D+2, Sensors 6D, Space transports: *Sith Infiltrator* 6D+2, Starship gunnery 6D+2, Starship shields 4D+2

PERCEPTION 3D Hide 6D, Investigation: 6D, Search 7D, Sneak 8D

STRENGTH 3D Brawling 7D, Climbing/jumping 7D, Stamina 6D

TECHNICAL 2D Computer programming/repair 5D, Droid programming 4D, Droid repair 4D, First aid 4D, Lightsaber repair 7D+2, Repulsorlift repair 5D, Security 6D, Space transport repair 5D

Special Abilities:

Force Skills: *Control 10D, sense 8D, alter 8D*

Force Powers:

Control: Absorb/dissipate energy, Accelerate healing, Concentration, Control pain, Detoxify poison, Enhance attribute, Hibernation trance, Reduce injury, Remain conscious, Resist stun, Super leap

Sense: Combat sense, Danger sense, Instinctive astrogation, Life detection, Life sense, Magnify senses, Receptive telepathy, Sense Force

Alter: Injure/kill, Telekinesis

Control and Sense: Farseeing, Lightsaber combat, Projective telepathy

Control and Alter: Feed on Dark Side, Force lightning

Control, Sense and Alter: Affect mind, Telekinetic kill

This character is Force-sensitive.

Force Points: 10

Character Points: 20

Move: 10

Equipment: Double-bladed lightsaber (6D), comlink, macrobinoculars, Sith speeder, Sith Infiltrator starship, "Dark Eye" probe droids, cloak

JAR JAR BINKS, Gungan Outcast

A clumsy oaf banished from the Gungan city of Otoh Gunga, Jar Jar was living in the Naboo swamps and rescued from Trade Federation invaders by Qui-Gon Jinn. Events kept the awkward Gungan at the heroes' sides, until ultimately Jar Jar ended up leading the Gungan troops (somewhat, anyway...) during the Battle of Naboo. Thoroughly ineffective in a fight, Jar Jar's loyalty and friendliness nevertheless make him an asset to his newfound friends among the humans of the galaxy.

DEXTERITY 4D Dodge 4D, Running 5D

KNOWLEDGE 3D Survival 5D

MECHANICAL 2D+2 Beast riding 3D+1

PERCEPTION 3D Sneak 5D

STRENGTH 3D Climbing/jumping 4D, Stamina 4D, Swimming 6D

TECHNICAL 2D+1

Special Abilities:

Leaping. Jar Jar retains his race's ancestral leaping abilities, and can leap vertically or horizontally a distance equal to double his Move rating, but can still fail the skill roll when doing so.

Compound Lungs. Like all Gungans, Jar Jar can breathe both air and water equally well.

Story Factors:

Gungans are at a disadvantage in very hot or arid climates. On such worlds, all of Jar Jar's dice rolls based on physical attributes are reduced by 1D.

Force Points: 1

Character Points: 5

Move: 11

Equipment: None.

OBI-WAN KENOBI, Jedi Knight

The Padawan apprentice of Qui-Gon Jinn, Obi-Wan Kenobi was a loyal and dedicated student, despite his occasional frustration with his Master's reluctance to abide by the edicts of the Jedi Council. Although uncertain how he felt about Anakin Skywalker at first, Obi-Wan changed his opinion after Qui-Gon's death and took the boy as his own Padawan learner. Obi-Wan is a bold fighter, and is beginning to show a real affinity for diplomacy as well.

DEXTERITY 3D Blaster 4D, Brawling parry 4D, Dodge 4D, Lightsaber 8D+2, Melee combat 4D, Melee parry 6D

KNOWLEDGE 3D+2 Alien species 5D+2, Bureaucracy 4D, Cultures 4D, Languages 4D, Planetary systems 4D, Scholar: Jedi lore 6D+1, Survival 5D

MECHANICAL 2D Astrogation 4D, Space transports 4D, Starship gunnery 3D, Starship shields 3D

PERCEPTION 3D+1 Bargain 5D, Command 5D, Con 4D, Hide 3D+1, Search 4D, Sneak 4D+2

STRENGTH 3D Brawling 5D+1, Climbing/jumping 4D, Stamina 4D

TECHNICAL 3D Droid programming 4D, Droid repair 5D, First aid 5D, Lightsaber repair 7D, Security 6D

Special Abilities:

Force Skills: *Control 10D, sense 10D, alter 7D*

Force Powers:

Control: Absorb/dissipate energy, Accelerate healing, Concentration, Control pain, Detoxify poison, Emptiness, Enhance attribute, Hibernation trance, Reduce injury, Remain conscious, Resist stun, Short-term memory enhancement, Super Leap, Enhanced Speed

Sense: Combat sense, Danger sense, Instinctive astrogation, Life detection, Life sense, Magnify senses, Receptive telepathy, Sense Force, Sense path

Alter: Injure/kill, Telekinesis

Control and Sense: Farseeing, Lightsaber combat, Projective telepathy

Control and Alter: Accelerate another's healing, Control another's pain, Return another to consciousness, Transfer Force, Induce tranquility

Control, Sense and Alter: Affect mind, Enhanced coordination

Sense and Alter: Dim another's senses

This character is Force-sensitive.

Force Points: 14

Character Points: 25

Move: 10

Equipment: Lightsaber (5D), Jedi A99 aquata breathmask, Jedi comlink, Jedi utility belt

QUEEN AMIDALA, Naboo Monarch

Amidala is a mere 14 years old, and is the recently-elected monarch of the Naboo. Surprisingly deft in both command and combat,

Amidala has proven to be an excellent leader in times of stress, largely through her willingness to seek out the help of good advisors and her sheer determination in the face of danger. Despite her youth, Amidala's reign promises to eventually be the stuff of legend. She is particularly fond of Anakin Skywalker, and is extremely tolerant of the scatter-brained antics of Jar Jar Binks.

DEXTERITY 3D Blaster 4D, Dodge 5D

KNOWLEDGE 4D Alien species 5D+1, Bureaucracy 7D, Cultures 6D+1, Willpower 5D+1

MECHANICAL 2D+2 Repulsorlift operation 3D+2

PERCEPTION 3D+1 Bargain 4D, Command 7D, Con 6D, Persuasion 4D, Persuasion: *Debate* 6D+2, Sneak 4D+1

STRENGTH 3D Stamina 4D+1

TECHNICAL 2D

Force Points: 4

Character Points: 12

Move: 10

Equipment: Hold-out blaster (3D), comlink, Royal Naboo clothing, Padme Naberrie disguise

QUI-GON JINN, Jedi Master (deceased)

A Jedi Master of consummate skill and epic reputation, Qui-Gon Jinn was in many ways a rogue of a man... his outlook on life and the Living Force often put him in direct disagreement with the Jedi Council, and in such situations he always stuck to his own convictions as opposed to official edict, a practice which kept him from being offered a seat on the Jedi Council. Slain by Darth Maul, Qui-Gon's desire that Anakin Skywalker be trained as a Jedi has been undertaken by Qui-Gon's apprentice, Obi-Wan Kenobi.

DEXTERITY 2D+2 Brawling parry 6D, Dodge 6D, Lightsaber 10D+1, Melee combat 6D, Melee parry 7D+2

KNOWLEDGE 3D+2 Alien species 8D, Bureaucracy 8D, Cultures 6D, Intimidation 5D+2, Planetary systems 6D, Scholar: Jedi lore 10D, Streetwise 5D, Survival 8D, Value 7D

MECHANICAL 2D Astrogation 6D, Beast riding 4D, Repulsorlift operation 5D

PERCEPTION 3D+2 Bargain 7D, Command 9D, Con 7D, Gambling 6D, Hide 6D, Search 6D, Sneak 7D

STRENGTH 3D Brawling 5D, Climbing/jumping 6D, Stamina 6D

TECHNICAL 3D Droid programming 4D, Droid repair 5D, First aid 5D, Lightsaber repair 7D, Security 6D

Special Abilities:

Force Skills: *Control 12D, Sense 12D, Alter 8D*

Force Powers:

Control: Absorb/dissipate energy, Accelerate healing, Concentration, Control pain, Detoxify poison, Emptiness, Enhance attribute, Hibernation trance, Reduce injury, Remain conscious, Resist stun, Short-term memory enhancement, Super leap, Enhanced speed
Sense: Combat sense, Danger sense, Life detection, Life sense, Magnify senses, Receptive telepathy, Sense Force, Sense path
Alter: Injure/kill, Telekinesis

Control and Sense: Farseeing, Lightsaber combat, Projective telepathy

Control and Alter: Accelerate another's healing, Control another's pain, Return another to consciousness, Transfer Force, Induce tranquility

Control, Sense and Alter: Affect mind, Enhanced coordination

Sense and Alter: Dim another's senses

This character is Force-sensitive.

Force Points: 14

Character Points: 25

Move: 10

Equipment: Lightsaber (5D), Jedi A99 aquata breathmask, Jedi comlink, personal holodisplay, Jedi utility belt

Again, many thanks to Damian Bruniany, whose excellent work formed the foundation for the development of the character statistics shown here.

Coming Soon: Aurra Sing, Captain Panaka, Ki-Adi-Mundi, and some of the characters featured in Dark Horse Comics' new Episode I-era series!