

STAR WARS

INVASION OF THEED

ADVENTURE GAME



An introduction to the new
Star Wars[™]
Roleplaying Game

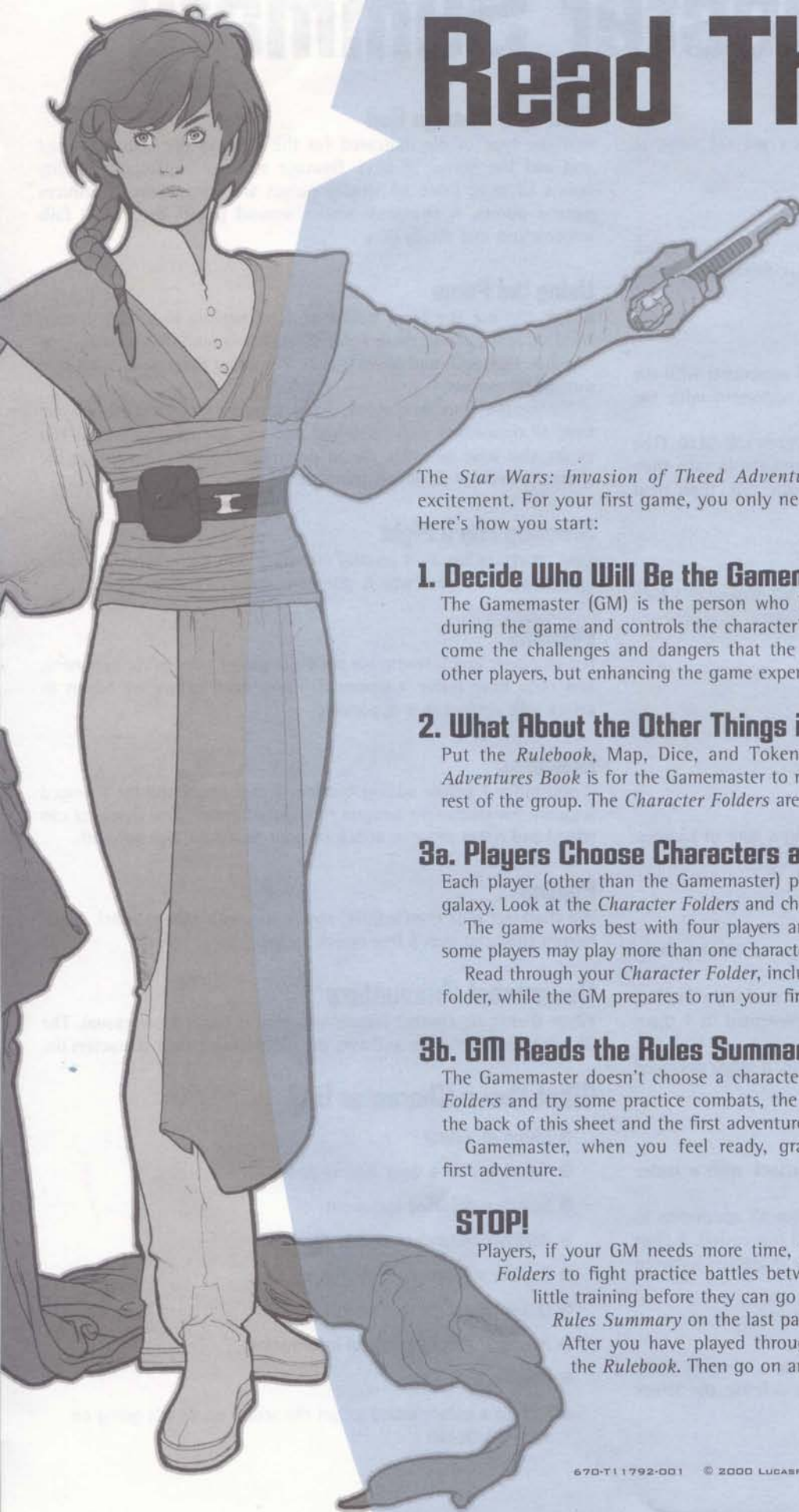
INCLUDES EVERYTHING
YOU NEED TO PLAY

FOR TWO OR MORE PLAYERS
AGES 10 AND UP



WARNING:
CHOKING HAZARD - Small Parts.
Not for children under 3 years.

Read This First



The *Star Wars: Invasion of Theed Adventure Game* offers hours and hours of fun and excitement. For your first game, you only need to learn a few of the rules, not all of them. Here's how you start:

1. Decide Who Will Be the Gamemaster

The Gamemaster (GM) is the person who knows the secrets that the players will discover during the game and controls the character's opponents. The players work together to overcome the challenges and dangers that the GM presents. The GM isn't playing against the other players, but enhancing the game experience for everyone.

2. What About the Other Things in this Box?

Put the *Rulebook*, Map, Dice, and Tokens aside. You don't need them right now. The *Adventures Book* is for the Gamemaster to read. Its contents should remain a secret from the rest of the group. The *Character Folders* are for the players (see step 3).

3a. Players Choose Characters and Read Character Folders

Each player (other than the Gamemaster) plays the role of an adventurer in the *Star Wars* galaxy. Look at the *Character Folders* and choose among yourselves who will play which hero.

The game works best with four players and one Gamemaster. If there are fewer than four, some players may play more than one character so that there are four in the adventuring group.

Read through your *Character Folder*, including the *Rules Summary* on the last page of the folder, while the GM prepares to run your first adventure.

3b. GM Reads the Rules Summary and Adventure #1

The Gamemaster doesn't choose a character. Instead, while the players read their *Character Folders* and try some practice combats, the GM should read the *Rules Summary* printed on the back of this sheet and the first adventure in the *Adventures Book*.

Gamemaster, when you feel ready, grab the map, tokens, and dice and begin the first adventure.

STOP!

Players, if your GM needs more time, you can use the information in your *Character Folders* to fight practice battles between pairs of characters. After all, heroes need a little training before they can go out and save the galaxy! Just be sure to read the *Rules Summary* on the last page of your *Character Folder* first.

After you have played through Adventure #1, everyone should read through the *Rulebook*. Then go on and play through the rest of the *Adventures Book*.

Gamemaster Summary

Combat Encounters

Combat is an important part of the game. Here are the steps to follow when a fight starts.

Choose a Weapon

Before combat begins, ask which weapon each character has in hand. A hero can switch weapons during combat, but doing so takes a whole turn.

Who Goes First?

Once a fight starts, the combatant (character or opponent) with the highest initiative goes first. The character or opponent with the second-highest initiative goes second, and so on.

If there's an initiative tie, the affected players each roll 1d20. (The GM rolls 1d20 for each tied opponent.) The combatants take their actions in descending die roll order (highest die roll, then next highest, etc.) for that battle.

What Can I Do?

Choose one of the following actions each time an opponent's turn comes up:

- ⊕ Move and attack
- ⊕ Switch weapons, but not move
- ⊕ Move and reload a weapon, but not attack
- ⊕ Reload a weapon and attack, but not move
- ⊕ Move and use a Force skill (Jedi only)
- ⊕ Perform some other action, such as opening a door or picking up an object

Moving

A character can move up to his or her speed in spaces. Moving diagonally is okay.

A character who moves next to an opponent must stop there. Starting a turn next to an opponent limits a character's movement to 1 space unless the character is fleeing.

A character may move through, but not stop in, a space occupied by a friend.

Attacking

A character must be next to an opponent to attack with a melee weapon (such as fists, a cеста, or a lightsaber).

A character must be at least 1 space away from all opponents to use a ranged weapon (such as a blaster pistol or a bowcaster). A clear shot is also necessary—there can't be any walls or characters between the attacker and the target.

Making an Attack Roll

Roll 1d20 and add the bonus listed for the character's weapon. If the result is equal to or greater than the opponent's defense, the attack hits, and you can roll damage.

Making a Damage Roll

Roll the type of die indicated for the weapon the character used and add the bonus (if any). Damage reduces the target's vitality points (if any). Once all vitality points are gone, damage reduces wound points. A character whose wound points drop to 0 falls unconscious and finally dies.

Using the Force

A Jedi can use the Force before or after moving in a turn. During combat, Jedi can use these Force skills: Battlemind, Force Push, Heal Another, Heal Self, and Move Object. The other Force skills work best outside of combat.

To use the Force in combat, a Jedi must be at least 1 space away from all opponents. Roll 1d20 and add any bonuses that apply. You might also have to roll a die to determine how much damage the character heals or deals out using the Force.

Shooting into a Fight

Your character has a -4 penalty on attack rolls with ranged weapons against any opponent who is standing next to a friend.

Flanking

If a character and a teammate are on opposite sides of an opponent, and both have melee weapons in hand, each gets a +2 bonus to attack rolls against that opponent.

Reloading

If you roll a 1 before adding bonuses on an attack roll for a ranged weapon, the character's weapon runs out of ammo. The character can reload and either move or attack on your next turn, but not both.

Fleeing

If a character runs from a fight, any enemy with a clear attack at the fleeing character gets a free attack against him or her.

Noncombat Encounters

When there's no combat happening, play is much more casual. The GM describes the scene and asks the players what their characters do.

What Can a Character Do?

- ⊕ Listen at a door
- ⊕ Try to bypass a door control panel
- ⊕ Search a defeated opponent
- ⊕ Access a secured computer file
- ⊕ Explore a location
- ⊕ Question a local
- ⊕ Persuade a thug to reveal information
- ⊕ Bargain with a trader
- ⊕ Talk to a palace guard to get the scoop on what's going on with the Queen



STAR WARS[®] INVASION OF THEED

ADVENTURE GAME

● Rulebook

Don't read this Rulebook before starting play.

● **Players:** Read your Character Folders, including the Rules Summary page.

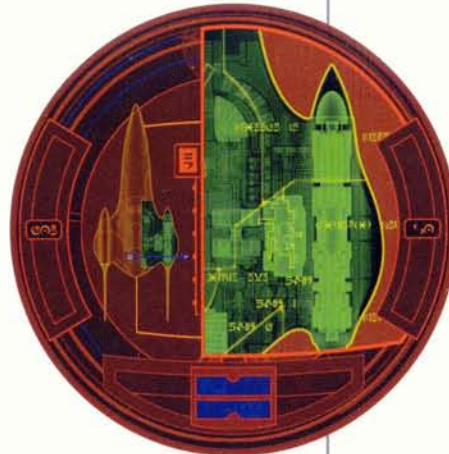
● **Gamemaster:** Read Adventure 1 in the Adventures Book, and the Gamemaster Summary page on the back of the "Read This First" sheet.

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Introduction

A long time ago in a galaxy far, far away...

With this compelling, scene-setting phrase, every new *Star Wars* film thunders onto the screen. These epic movies enthrall their audiences with a mix of space opera, high adventure, and mythology. We thrill to the adventures of Luke Skywalker and Han Solo, of Obi-Wan Kenobi and Qui-Gon Jinn. We imagine ourselves piloting X-wing starfighters down the Death Star trench or engaging in all-or-nothing lightsaber duels with the deadly Darth Maul.

Now you can experience this epic story in a whole new way. Imagine yourself as one of Queen Amidala's highly trained handmaidens, or as a Padawan learning the ways of the Force from a Jedi Master. Or maybe you would rather take on a larger role—helping to tell the story and controlling the action. Whether you choose to be player or Gamemaster, the *Star Wars Invasion of Theed Adventure Game* is your portal to the action-packed *Star Wars* galaxy.

In this game, daring soldiers, young Jedi, heroic scoundrels, and other heroes face crafty aliens, villainous space pirates, and even terrifying adepts imbued with the dark side of the Force. If they're lucky, the heroes survive with a few credits and the experience to grow more powerful. If not, they might not live to see the next spaceport.

Have You Played Before?

If you haven't played your first session of the *Star Wars Adventure Game* yet, get out the "Read This First" sheet and look it over. You don't need to read this *Rulebook* to get started.

If you've played at least one game and want to know more, then go ahead and skim through this *Rulebook*. You don't have to read it cover to cover; just read whatever sections look interesting to you.

The Gamemaster

The Gamemaster (GM) is the player who controls the "bad guys." The GM reads each adventure ahead of time, decides how to involve the characters in the story, and controls the action. Some GMs even create their own adventures to expand upon the *Star Wars* saga. In either case, it's the Gamemaster who knows all the adventure's secrets.

The Players

Before starting play, each player looks through the *Character Folders* included with this game and chooses one character to "run" through the adventure. Each character has unique strengths, weaknesses, and abilities, just as the heroes in the *Star Wars* films do.

What's in this Box?

Some of the items in this box are for the Gamemaster, some are for the players, and some are for both.

"Read This First" Sheet (for both): If you haven't already read this sheet, take a moment to do so now. It gives directions for using the other items, plus it has all the rules the Gamemaster needs to start playing.

Character Folders (for players): Each of these folders details one hero and lists all the rules a player needs to start playing.

Rulebook (for both): That's this book. It contains all the game rules and provides information that the Gamemaster can use to create new adventures.

Adventures Book (for GM): This book contains several ready-to-play adventures.

Dice (for both): Dice are used to determine the outcomes of various character actions.

Map (for both): One side of this playing board can be used with the tokens included in this box; the other side can be used with *Star Wars* action figures.

Tokens (for both): Some of these cardboard chips represent heroes, but most represent opponents the heroes may encounter during the adventures.

Exclusive Action Figure (for the game's owner): This box contains a new Hasbro *Star Wars* action figure.

The Next Step

While this box contains all the rules you need to start playing the game, you'll soon want more options. The *Star Wars Roleplaying Game* (or RPG for short) provides more complete game rules, plus additional species, classes, weapons, skills, equipment, and Force powers. After you've played this *Adventure Game* as much as you like, the hardcover rulebook for the *Star Wars Roleplaying Game* is your next step, whether you're a player or a GM.

Except for a few small changes designed to speed play, all the rules in this *Adventure Game* are the same as those in the core RPG. But the RPG also contains lots of additional material to help players customize their characters, as well as everything a Gamemaster needs to become a true expert with the rules and the *Star Wars* galaxy.

Characters

Before starting play, the players choose their characters (or heroes) from the selection of *Character Folders* in this box. Usually, each player claims one character exclusively—that is, no one else ever runs that hero. It's all right, however, to switch characters from one adventure to the next if you wish.

As characters adventure in the *Star Wars* galaxy, they win credits that they can use to buy better weapons and equipment. They also gain experience points (XP) that make them more powerful and better able to deal with ever more dangerous threats. This in turn enables them to tackle more and more difficult missions.

Adventures can be deadly, and occasionally a character dies during play. When that occurs, the dead hero's player simply chooses a new character and continues play. This new hero does not just appear with the others, however. The surviving heroes must encounter their new teammate somewhere along the way.

It's also all right to give dead heroes new names (and maybe new personalities) and play them again as if they were new characters. Such heroes don't have any of the experience or items that the dead ones earned on their previous adventures, however.

Species

Each character in the *Adventure Game* belongs to one of four species: Human, Gungan, Twi'lek, or Wookiee. (Additional species suitable for use as characters are described in the *Star Wars Roleplaying Game*.)

Humans

Humans are versatile, adaptable, and ambitious. They are known throughout the galaxy for being able to accomplish nearly anything they set their minds to. Humans inhabit many planets, including Coruscant, Corulag, Tatooine, and Naboo. They speak Basic, and some can speak or understand additional languages as well.

Gungans

Gungans are humanoids native to the planet Naboo. They live in underwater cities hidden within deep lakes. Though they use technology, Gungans still manage to maintain a close affinity with the natural world. They also have a firm sense of duty and justice. Gungans speak a variation of Basic.

Twi'leks

These humanoids are native to the planet Ryloth, though they can be encountered throughout the Outer Rim Territories. A Twi'lek has a pair of head-tails, called lekku. In general, Twi'leks prefer to use cunning and diplomacy rather than force to achieve their goals. In addition to speaking their own language (Ryloth) and Basic, they can communicate with each other through subtle movements of their lekku.

Wookiees

From the forest world of Kashyyyk come these tall, fur-covered humanoids. Strong, brave, and committed, they tend to be ferocious warriors and loyal friends. Wookiees are also known for their talent with technological devices and their great sense of personal honor. Wookiees speak Shyriiwook, a language that consists of grunts and growls. They can understand Basic, but their limited vocal ability doesn't allow them to speak it. Likewise, no other species can actually speak Shyriiwook, though some non-Wookiees can understand it.

Rorworr, the Wookiee hero included in this game, has a translation droid named TD0-2. This little droid floats around Rorworr, translating whatever he says into Basic so that the other heroes can understand him.

Classes

Each character in the *Adventure Game* belongs to one of four classes: Jedi Guardian, Scoundrel, Scout, or Soldier. (Additional classes are described in the *Star Wars Roleplaying Game*.)

Jedi Guardians

The classic Jedi, Guardians seek to learn the ways of the Force through training in the Jedi tradition. Combining physical training with mastery of the Force, they concentrate on improving their battle prowess, defense, lightsaber techniques, and Force skills. Guardians are the defenders of the Republic, protecting it from all dangers.

Scoundrels

Scoundrels are rogues—good, bad, or neutral—who work outside the law for either principle or profit. They are experts at fast talking, sneaking around, and remaining unnoticed. Scoundrels have a knack for getting into and out of trouble. They love to experience thrills and danger, but they temper this need with a powerful streak of self-preservation.

Scouts

Scouts are explorers who roam the galaxy to satisfy their curiosity, their wanderlust, or both. As combination hunters, scientists, and trailblazers, scouts understand the lay of the land and the orbit of the stars. Thanks to their uncanny survival instincts, they also know how to recognize and avoid danger. Every team gains an edge from the presence of a scout.

Soldiers

Soldiers are exceptionally skilled at combat. Thanks to their martial training, they know how to use most weapons. Whether fighting for glory, honor, or profit, a soldier thoroughly enjoys the thrill of battle. Soldiers have the best overall fighting skills of any class.

Abilities

Each character has six abilities that represent basic physical and mental qualities. Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma affect everything a character does, from fighting to using skills.

A score of 10 or 11 in an ability is average. Higher scores grant bonuses to actions involving those abilities; lower scores impose penalties. These modifiers have already been applied to the heroes described in the *Character Folders*, so you don't have to worry about them. The characters' ability scores are provided for your reference, but you won't use them often in play.

The *Star Wars Roleplaying Game* explains how to create a new character with unique abilities. You don't need these rules for the *Adventure Game*, though.

Vitality and Wounds

Vitality and wound point totals depend upon a character's class, level, and Constitution score. Damage reduces vitality points first, then wound points (see below for details). Between adventures, characters can rest and recover their lost vitality and wound points.

Vitality Points

Vitality points represent a character's ability to avoid serious damage by evading attacks. Each such loss of vitality means that the target has turned a potentially damaging attack into a near miss or a glancing blow. Damage from successful attacks reduces the target's vitality points. Once a character's vitality points reach 0, any additional damage applies to wound points instead.

In the *Adventure Game*, most opponents have no vitality points.

In addition, all Force skills use vitality points. A Force-user with no vitality points cannot use any Force skills.

Wound Points

Wound points represent the amount of real damage a character can withstand. In the *Adventure Game*, a character falls unconscious when reduced to 0 wound points.

Level

Characters in the *Star Wars Adventure Game* begin play at 1st level. When they defeat opponents or accomplish specified goals in an adventure, they gain experience points. The GM divides the total experience point award for the group evenly among all the characters who started the mission, even if they didn't all survive. At certain experience point totals, the characters increase in level and gain more power (see the Advancement section).

Saving Throws

A saving throw (or save) is a modified die roll that represents a character's ability to avoid some sort of special danger. There are three types of saving throws: Fortitude, Reflex, and Will. Each is based on a different ability score. The modifiers for these saving throws have already been applied to the characters in the *Character Folders*, so you don't have to worry about them.

Whenever the need for a saving throw arises, the adventures tell the GM which kind is required, what results indicate success, and the outcome of success or failure.

Skills

Skills represent how well a character copes with challenges outside of combat. A list of the skills used in the *Adventure Game* is given in the Skills section. There you'll also find complete rules for using skills.

Weapons and Gear

The characters start play with the equipment specified in their individual *Character Folders*. As they acquire credits during adventures, they can spend them on new and better weapons and gear from the list in the Equipment section. Items listed without prices are not available for purchase, though some characters already own them when play begins.

● Advancement

In the *Star Wars Invasion of Theed Adventure Game*, each hero begins play at 1st level and accumulates additional experience points through adventuring. A hero reaches 2nd level at 1,000 XP and 3rd level at an XP total of 3,000.

● 2nd- and 3rd-Level Characters

At 2nd and 3rd level, a character gains several benefits. The nature and extent of these benefits depends on character class.

If you've been using one of the *Character Folders*, you might want to fill out a new character sheet at this point. Photocopy the blank sheet from the last page of the *Adventures Book* and fill in your hero's new, better numbers.

● Vitality Points

A character gains additional vitality points upon reaching 2nd and 3rd level. Roll a die and add the result to the character's old vitality point total. The type of die you roll depends on the character's class, as given below:

— Scoundrel	d6
— Scout	d8
— Soldier	d10
— Jedi Guardian	d10

Also add any Constitution modifier your character may have (even if this modifier is a penalty, your hero gains at least 1 vitality point with a new level).

● Wound Points

Wound points don't increase. A character's wound points at 2nd level are the same as they were at 1st level.

● Attacks

A 2nd-level character gains a +1 bonus to all attack rolls. At 3rd level, a character gains another +1 bonus.

● Saving Throws

A character gains a +1 bonus to certain saving throws as he or she gains levels, depending on character class:

Class	2nd Level	3rd Level
— Scoundrel	Reflex	Fortitude & Will
— Scout	Fortitude, Reflex, & Will	No Change
— Soldier	Fortitude	Reflex & Will
— Jedi Guardian	Fortitude, Reflex, & Will	No Change

● Skills

A character gets additional skill points to improve skills at 2nd and 3rd level, as noted on the *Character Folders*.

● Force Points

A character gains 1 Force Point at 2nd level, and again at 3rd level.

● 4th-Level Characters

A character reaches 4th level upon accumulating a total of 6,000 experience points. For additional benefits gained at this level and above, see the *Star Wars Roleplaying Game*, which provides rules for characters from 1st to 20th level.



Skills

A character's skills come into play at various times during an adventure, most often in noncombat situations. The skill bonuses listed in the *Character Folders* represent amounts of training—the higher the bonus, the better the character is with that skill.

Making a Skill Check

To use a skill, roll 1d20 and add the modifier listed in the *Character Folder* (or in the opponent description) for that skill. The total is the check result.

Compare your check result with the difficulty for the action. The difficulty is a number that may be listed in the skill description, or set by the GM, or established by another character's check result, depending on whether the check is unopposed or opposed.

Unopposed Checks

A check is unopposed when success depends only on your character, not on the actions of another. For example, a Climb check depends only on your character's skill and luck.

The difficulty for an unopposed check is either listed in the skill description or set by the GM. If your hero's check result is equal to or higher than this difficulty, the attempt succeeds.

Opposed Checks

A check is opposed when someone else is trying to prevent your character from succeeding. For example, someone using Spot is working against someone using Hide.

The difficulty for an opposed check is the check result of whoever is opposing your character's action. The opponent's check may be against the same skill or a different one, as defined in the description of the skill your character is using. The character with the higher check result succeeds at whatever action he or she was attempting, and the other character fails. In case of a tie, both players roll their checks again and compare the new results.

Ability Checks

If a character doesn't have the particular skill required for a proposed action, the player can make an ability check instead of a skill check to determine success. Likewise, if an opponent does not have the skill that normally opposes a hero's skill check, the GM makes an ability check for the opponent instead. Both of these circumstances are called "using a skill untrained." Only general skills may be used untrained; Force skills cannot.

To make an ability check, roll 1d20 and add the bonus for the skill's related ability, as given in the skill description.

General Skills

Here are the descriptions of the non-Force skills available in the *Star Wars Invasion of Theed Adventure Game*. These skills are available to any character and can be used untrained.

Each skill is based on an ability, which is listed after its name. If a character tries to use a skill untrained, the player makes an ability check, using the character's bonus for the listed ability. Ability scores and bonuses are given on page 2 of each *Character Folder*.

The *Star Wars Roleplaying Game* includes many additional skills.

Bluff (Charisma)

Through fast talking and deceitful actions, your character can mislead, trick, or fool someone into believing something that isn't true.

To make a Bluff check, roll 1d20 and add your character's Bluff skill bonus (or Charisma bonus, if your character doesn't have Bluff). If the result is higher than the opponent's Wisdom check result, your character succeeds.

Success indicates that the target believes your character's story and acts accordingly. Failure means the target is not deceived.

Climb (Strength)

This skill lets your character scale a wall or ascend the side of a cliff. The base difficulty is 15, but the GM can increase or decrease the difficulty, depending on the type of surface the character is trying to climb.

To make a Climb check, roll 1d20 and add your character's skill bonus (or Strength bonus, if your hero doesn't have the Climb skill). If the result is higher than the difficulty, your character succeeds.

A successful Climb check means your character can advance 5 meters up, down, or across a rough vertical surface. Failure means your character makes no progress that round. A character who fails the check by 5 or more points falls from the height already attained. A new check is required for each round that your character spends trying to climb.

Note: This skill does not allow a character to climb a perfectly smooth, flat, vertical surface without the aid of a rope.

Computer Use (Intelligence)

This skill allows your character to operate computer systems. Most simple computer tasks don't require checks, but complex ones do. Difficulties are as follows:

Difficulty	Task
15	Modify a program
20	Create a program
25	Break into a secured system

Success means your character accomplishes the desired task. Failure indicates that the task isn't accomplished.

Diplomacy (Charisma)

Your character can use this skill to persuade, convince, negotiate, or haggle. It represents the ability to make a good impression, bargain effectively, and influence others through flattery and debate. Your hero's Diplomacy check is opposed by the opponent's Diplomacy check (or Charisma check, if the opponent lacks the Diplomacy skill).

Whichever character has the higher check result gains the upper hand in the negotiation. The other loses out.

Note: This skill does not allow characters to get bargain prices on commonly available items, such as those on the equipment list. But it may be very useful for other negotiations, such as booking passage on a ship, buying a ship, selling a load of cargo, buying a hard-to-find droid, etc.

Disable Device (Dexterity)

With this skill, your character can disarm a security device, bypass a mechanical lock or trap, or rig a simple device to fail when used. The effort requires a security kit full of useful and specialized tools, plus enough time to complete the task. The time needed and the difficulty depend on the complexity of the device, as follows:

Difficulty	Complexity	Time
10	Simple	1 round
15	Tricky	1d4 rounds
20	Difficult	2d4 rounds
25	Wicked	2d4 rounds

A simple device is usually mechanical in nature. A tricky device is either a complex mechanical item or a basic electronic one. A difficult device is a mechanical trap or an electronic lock. A wicked device is an electronic security system or something similar.

A successful check indicates that your character has accomplished the desired task. If the check fails by 5 or more points, something goes wrong—the trap springs, the alarm blares, or your character thinks the attempt has been successful when it hasn't. A character who fails by 4 or fewer points can try again.

Note: The GM makes all Disable Device checks for the characters. This prevents the players from knowing whether attempts that produced no apparent result succeeded or failed.

Gather Information (Charisma)

Characters can use this skill to make contacts, discover local gossip, or collect general data about a given area and its inhabitants. To gather information, your character must spend at least a couple of hours and a few credits in one or more local establishments. The usual difficulty is 10, though the GM can set a higher difficulty for particularly hard to come by or secret information. The higher the check result, the more detailed is the information your character gains. Failure means your character discovers nothing useful.

Note: This skill does not allow your character to discover information that is purposely being hidden.

Hide (Dexterity)

This skill allows your character to avoid detection by sinking into the shadows. A Hide check is opposed by the Spot check of anyone who has a chance to see the hidden character.

A successful check lets your character remain hidden. Otherwise, the opponent spots the character.

Note: Characters cannot hide while anyone is actively observing them.

Intimidate (Charisma)

This skill lets your character threaten or coerce someone through verbal bullying and body language. If your check result is higher than your opponent's Will saving throw, the opponent backs down from a potential confrontation or agrees to one demand from your character. Failure means that the target refuses to cooperate.

Note: Characters cannot intimidate battle droids or other machines in the *Adventure Game*.

Jump (Strength)

With this skill, characters can leap over pits or vault over low fences. The distance your character jumps is 2 meters (1 space) plus 2 meters for every 5 points above 10 that you score on the check result, as shown below:

Jump Check Result	Distance Jumped
1-9	2 meters (1 space)
10-14	4 meters (2 spaces)
15-19	6 meters (3 spaces)
20-24	8 meters (4 spaces)
25-29	10 meters (5 spaces)
30+	12 meters (6 spaces)

Note: Your character can choose to end a jump short of its full distance.

Listen (Wisdom)

This skill allows a character to hear approaching enemies, detect someone sneaking up from behind, or eavesdrop on quiet conversations.

In normal circumstances, the difficulty is 10. However, the GM can increase the difficulty as desired based on distance, other noises in the area, and obstacles (such as walls and doors) between your character and the sounds. If an opponent is actively attempting not to be heard, your character's Listen check result must beat the opponent's Move Silently check result to succeed.

A successful check means your character hears a noise, if there is one. Failure means your character hears nothing of significance.

Note: The GM can make Listen checks for the characters if desired. This prevents the players from knowing whether a negative result means that there was nothing to hear or that the check failed.

Move Silently (Dexterity)

Your character can use this skill to sneak up on an opponent or to slink away without being noticed. A Move Silently check is opposed by the Listen check of anyone who might hear your character.

Success indicates that the opponent doesn't hear your character's movement. Failure means the opponent has noticed a suspicious sound.

Note: Characters can move up to one-half their speed each round when using the Move Silently skill.

Pilot (Dexterity)

This skill allows your character to operate any land, sea, air, or space vehicle. Typical piloting actions don't require checks, but performing any sort of special or difficult maneuver does. Piloting a vehicle during a combat or chase requires a Pilot check each round.

During a chase, your character's Pilot check is opposed by the opponent's Pilot check. The driver with the higher check result gets to decide whether the vehicles get closer together or farther apart that round. Usually, three successes in a row allow a driver to either catch up with or escape from an opponent's craft during a chase.

In other situations, the GM sets the difficulty for a Pilot check based on what the driver is trying to do. For example, an action such as driving a landspeeder very fast through the crowded streets of Theed without hitting any innocent citizens has a difficulty of 15. Attempting the same maneuver while under fire from battle droids raises the difficulty to 20.

Success indicates that your character accomplishes the desired maneuver or maintains control of the vehicle for 1 round of a combat or chase. Failure means the vehicle is out of control. The GM decides the exact result of this.

Repair (Intelligence)

With this skill, your character can fix damaged machinery or electronic devices, such as starships, droids, or weapons. The GM sets the difficulty and time required according to the complexity of the task. Simple repairs usually have difficulties of 10 or 15 and require only minutes to accomplish. More complex repairs have difficulties of 20 or higher and can take an hour or more to complete. Working with alien or unfamiliar technology increases the difficulty by +5.

Success means your character has repaired the item. Failure means it's still broken. Failure by 5 or more points damages the device even further (increasing the difficulty of repairing it with another use of the skill).

Ride (Dexterity)

With this skill, your character can ride any animal accustomed to serving as a mount, such as a kaadu or tauntaun. Typical riding actions don't require checks, but performing any sort of special or difficult maneuver does. Riding during a combat or chase requires a Ride check each round.

During a chase, your character's Ride check is opposed by the opponent's Ride or Pilot check, depending on how that opponent is traveling. (Using a vehicle gives a +5 bonus on the driver's Pilot check against an opponent who is riding.) The character with the higher check result gets to decide whether the pursuer gains or loses ground that round. Usually, three successes in a row allow a rider to either catch up with or escape from an opponent's vehicle or mount during a chase.

In other situations, the GM sets the difficulty for a Ride check based on what the rider is trying to do. For example, an action such as getting a kaadu to leap over a barricade has a difficulty of 15. Attempting the same maneuver while under fire from battle droids raises the difficulty to 20.

Success indicates that your character accomplishes the desired maneuver or maintains control of the mount. Failure means the animal is out of control. The GM decides the exact result of this.

Search (Intelligence)

This skill lets your character scour an area for lost items, find hidden compartments, locate traps, or discern details not readily apparent. Your character must be within 4 meters (2 spaces) of the object or surface to be searched. It takes 1 round to search a 2-meter by 2-meter area (1 space). The difficulty depends on the task attempted:

Difficulty	Task
10	Ransack an area for a specific item
20	Notice a typical hidden compartment or simple trap
25+	Find a well-hidden secret compartment or a complex trap

Success means your character finds the desired item, if it is present. Failure means the search turns up nothing of interest.

Spot (Wisdom)

Your character can use this skill to notice enemies waiting in ambush or hiding in the shadows. A Spot check is opposed by the opponent's Hide check.

Success indicates that your character sees a hidden opponent, if one is present. Failure means the opponent goes unnoticed.

The GM can also use Spot checks to determine whether characters notice details or clues in a specific area. The difficulty for this use of the skill ranges from 10 for obvious details to 20 or higher for noticing things that are inconspicuous.

Survival (Wisdom)

Your character can use this skill to hunt, guide a party through the wilderness, avoid natural hazards, locate food and water, or find a trail. The GM sets the difficulty based on the types of hazards, availability of resources, and dangers involved. Most Survival checks have difficulties between 10 and 20.

Success means your character accomplishes the desired task. The GM decides the results of failure based on the task attempted.

Swim (Strength)

This skill lets your character move easily through the water. The difficulty depends on the conditions:

Difficulty	Conditions
10	Calm water
15	Rough water
20	Choppy water

A successful check means that a character who takes no other actions during a round can swim at one-half his or her normal speed. Failure means the character makes no progress that round. Characters who fail the check by 5 or more points slip underwater and drown. A new check is required for each round your character continues swimming.

Treat Injury (Wisdom)

A character with this skill can use a medpac (see the Equipment section) more effectively than someone without the skill. Characters can use medpacs on themselves as well as on others.

A medpac restores 1 wound point. A successful use of this skill increases that healing as follows:

Check Result	Wound Points
0-4	+0
5-9	+1
10-14	+2
15-19	+3
20-24	+4
25+	+5

Force Skills

Jedi have access to Force skills that are unavailable to most other characters. In the *Adventure Game*, Force skills cannot be used untrained.

Force skills operate a bit differently from general skills. Most have durations and ranges for their effects, and many are opposed by saving throws instead of skill or ability checks. Most importantly, all Force skills cost vitality points to use.

To opposed an action with a Force skill, your character must "spend" the number of vitality points listed in its skill description. Whether the check succeeds or not, those points are gone. Characters who run out of vitality can't use Force skills again until they recover enough points.

Here's a brief explanation of the Force skills available in the *Star Wars Invasion of Theed Adventure Game*. The *Star Wars Roleplaying Game* presents several additional Force skills.

Affect Mind (Charisma)

You can use the Force to alter a target's perceptions or make a telepathic suggestion into another character's mind. The result of an Affect Mind skill check sets the difficulty for the target's Will Save.

Skill Check Result	Will Save DC
Up to 5	10
6-15	15
16-25	20
26-35	25
36+	30

If the target's save fails, you can do one of the following:

Alter Perceptions: This creates a simple false stimulus, such as a sound or image, detected by a single person and lasting for a single round.

Suggestion: The classic "Jedi mind trick" allows you to make an unpalatable suggestion seem completely acceptable to the target. The target must be within 10 meters (5 spaces) to use Affect Mind.

Cost: 2 vitality points (Alter Perceptions); 4 vitality points (Suggestion).

Battlemind (Constitution)

This skill increases your character's prowess in battle. The difficulty for a Battlemind check is 15.

A successful check grants your character a +1 bonus on attack rolls for the next 5 rounds. If the check fails, there is no benefit, and your character can't try to enter Battlemind again until 5 rounds have passed.

Cost: 3 vitality points.

Empathy (Wisdom)

With an Empathy check result that beats an opponent's Will saving throw, your character can gauge the target's general mood, attitude, and emotional state. This gives your character a +4 bonus to Bluff, Diplomacy, and Intimidate skill checks made against that target within the next 10 rounds. The target must be within 10 meters (5 spaces) of your character for Empathy to work.

Failure produces no benefit and makes the target immune to your character's Empathy attempts for the next 24 hours. Whether the check succeeds or not, however, the target remains unaware of the attempt.

Cost: 1 vitality point.

Force Push (Intelligence)

Your character can use this power to knock down up to 4 adjacent targets within 10 meters (5 spaces).

A Force Push skill check sets damage dealt by the attack as well as the difficulty for the target's Reflex save. On a failed save, the target is knocked back 2 meters (1 space), falls to the ground, and suffers full damage. On a successful save, the target remains standing in place and suffers half the listed damage.

Result	Damage	Reflex Save Difficulty
Up to 15	1d4	10
16 to 25	2d4	15
26+	3d4	20

Cost: 4 vitality points.

Force Stealth (Constitution)

With this skill, your character can avoid both physical and Force-based detection. A successful check grants a bonus on your character's Hide and Move Silently skill checks, as well as Will saves made against See Force. The bonus lasts for 10 minutes and is based on the result of the check, as follows:

Result	Bonus
0-13	No Bonus
10-14	+2
15-19	+4
20-24	+6
25-29	+8
30+	+10

Your character may extend the effect at a cost of 1 vitality point per 10 additional minutes of use. Maintaining an existing bonus does not require a new check.

Failure provides no benefit, and your character cannot try again until 10 minutes have passed.

Cost: 1 vitality point per 10 minutes of use.

Heal Another (Wisdom)

Your character can use the Force to heal someone else's vitality or wound damage. Using this skill requires touching the patient.

The check result determines how many lost points are restored. Your character can try to heal vitality damage once per hour per person, and wound damage once per 24 hours per person. This power cannot raise the target's vitality or wound points above their full normal totals.

Check Result	Healing	Vitality Cost
1-14	None	1
15-19	1d4+1 vitality points	1
20-24	1d6+2 vitality points or 1d4+1 wound points	2
25+	1d8+3 vitality points or 1d6+2 wound points	4

Heal Self (Constitution)

Your character can use the Force to heal his or her own vitality or wound damage. The check result determines how many lost points your character regains. Your character can try to heal vitality damage once per hour and wound damage once per 24 hours. This power cannot raise your character's vitality or wound points above their full normal totals.

Check Result	Healing	Vitality Cost
1-9	None	1
10-14	1d4+1 vitality points	0
15-19	1d6+2 vitality points or 1d4+1 wound points	0
20+	1d8+3 vitality points or 1d6+2 wound points	0

Move Object (Intelligence)

This skill allows your character to move one or more objects telekinetically. Your character must be able to see the object, and it must be no more than 10 meters (5 spaces) distant.

With a check result of 10 or better, your character can pick up and move an object that weighs as much as 5 kg (about 11 pounds) within 10 meters (5 spaces) of your position per round.

If your character wants to strike an opponent with the object, your Move Object check is opposed by that character's Reflex saving throw. A 5-kg object inflicts 1d6 points of damage.

Cost: 1 vitality point per round for a 5-kg object.

See Force (Wisdom)

With a check result of 15 or better, your character can distinguish details from the living Force and determine the general types and numbers of living creatures within 10 meters (5 spaces). If a target is using Force Stealth, your character's check result must beat the target's Will saving throw.

A successful check reveals the presence (but not location) of all living, sentient creatures within 10 meters. Failure provides no benefit.

Cost: 1 vitality point.

Telepathy (Wisdom)

This skill lets your character establish a mental link with the target character. Through this link, the two characters can exchange images, emotions, and occasionally a single word, such as "No!", "Go!", or "Danger!"

For a friendly target, the difficulty is 10. For a hostile target, the check must exceed the target's Will saving throw or 15, whichever is higher.

Cost: 3 vitality points.



Equipment

Each character starts the game with certain basic equipment, including weapons, possibly some type of armor, and assorted adventuring gear. Everything the players need to know about their characters' starting equipment is in the *Character Folders*. Once the heroes earn some credits, however, they may want to spend them on better equipment. The costs for various commonly used items are listed on the **Weapons Table** on the next page.

New Weapons

Not every character can use every kind of weapon. The **Weapons Table** shows which weapons are available to each class. When selecting a new weapon, consider one that offers a bit more range or damage potential than the one your character currently has.

Attack: Attack bonuses for both melee and ranged attacks remain the same, regardless of the weapon used. So players who upgrade their characters' weapons don't have to worry about changing the attack rolls noted on their *Character Folders*.

Damage: The amount of damage a character deals with a successful hit depends primarily on the weapon used. For a melee weapon, roll the damage dice listed on the **Weapons Table** and add the character's Strength bonus to the die roll result. For a ranged weapon, use only the weapon's listed damage dice, with no Strength bonus.

New Armor

Armor makes it more difficult to score a hit against the wearer by providing a bonus to defense. An armor's Defense bonus replaces a character's class bonus for defense. If your character changes armor, simply substitute the new armor's modifiers for those of the old.

Adventuring Gear

The following equipment is available at the prices listed on the **Weapons Table**.

- **Aquata Breather:** A device that fits into the mouth and provides up to 2 hours of breathable air. Characters typically use it underwater or in other hazardous environments.
- **Backpack:** A pack designed to be worn on a character's back. Backpacks are useful for carrying adventuring gear, as well as found items.
- **Belt Pouch:** A container similar to a backpack, but smaller.
- **Breath Mask:** A portable atmosphere system that provides a breathable air supply, as well as protection from a variety of environmental hazards, for up to 1 hour.
- **Comlink:** A handheld communicator.
- **Credit Chip:** A small, flat card that features a security codeout and credit algorithm memory stripes. Each chip can securely hold a specified number of Republic credits.
- **Datapad:** A handheld personal computer. In addition to performing basic computer functions, a datapad can interface with and download information from larger networks.
- **Electrobinoculars:** A device that magnifies distant objects. A pair of electrobinoculars also features a range finder, radiation sensors, night-vision mode, and long-distance scanning capability.
- **Glow Rod:** A portable illumination device.
- **Grappling Spike Launcher:** A small device that features a grappling spike on one end, a sliding hook on the other, and a liquid cable reservoir in the middle. The launcher can be used alone or attached to a blaster.
- **Holoprojector:** A handheld hologram transmitter that can pass information through a comlink connection.
- **Liquid Cable Dispenser:** A device containing a special liquid that instantly solidifies in air to form a tough, lightweight, flexible cable. The dispenser contains enough liquid for 20 meters of cable.
- **Macrobinoculars:** Binoculars designed for seeing objects at a great distance.
- **Medpac:** An emergency medical kit that can be used to heal damage. A medpac restores 1 lost wound point to any injured character when applied to a wound and activated. It can be used only once, and it can't restore life to a character who has already died. A user with the Treat Injury skill can heal even more damage with a medpac (see the Skills section).
- **Security Kit:** A set of tools for bypassing electronic and mechanical locks.
- **Survival Kit:** A backpack full of survival gear. A survival kit contains two condensing canteens, a sunshield roll, food rations, and an all-temperature cloak.
- **Tool Kit:** A set of tools for making repairs to electronic or mechanical devices.



Weapons Table

Cost (in Credits)	Melee Weapon Type	Damage*	Classes
30	Knife	d4	All
25	Baton	d6	All
40	Spear	d8	All
65	Quarterstaff	d6	All
300	Vibroblade	2d6	All
400	Vibrosword	2d8	Soldier
600	Vibro-ax	2d10	Soldier
100	Cesta	2d4	Scout
3000	Lightsaber	2d8	Jedi Guardian

* Plus Strength modifier

Cost (in Credits)	Ranged Weapon Type	Damage	Range	Classes
250	Hold-out Blaster	3d4	3 spaces	All
500	Blaster Pistol	3d6	10 spaces	All
900	Blaster Carbine	3d8	10 spaces	All
800	Heavy Blaster Pistol	3d8	6 spaces	Soldier
1200	Blaster Rifle	3d8	15 spaces	Soldier
1500	Bowcaster**	3d10	10 spaces	Scout

** Requires Strength 13+ to use

Cost (in Credits)	Armor Type	Bonus	Classes
800	Flightsuit	+4	All
500	Blast Vest	+4	All
1500	Combat jumpsuit	+5	Soldier, Scout
2000	Partial Battle Armor	+6	Soldier

Cost (in Credits)	Adventuring Gear	Bonus?	Notes
350	Aquata Breather	No	
25	Backpack	No	
10	Belt Pouch	No	
200	Breath Mask	No	
200	Comlink	No	
100	Credit Chip	No	Contains no credits
1000	Datapad	No	
1000	Electrobinoculars	+4	Spot checks
10	Glow Rod	No	
50	Grappling Spike Launcher	No	
1000	Holoprojector	No	
25	Liquid Cable Dispenser	No	
600	Macrobinoculars	+2	Spot checks
100	Medpac	No	Restores wound points
500	Security Kit	+2	Disable Device checks
500	Survival Kit	No	
250	Tool Kit	+2	Repair checks
1000	Good Security Kit	+4	Disable Device checks
500	Good Tool Kit	+4	Repair checks

Combat

Characters in the *Star Wars* universe frequently find themselves locked in battle with a variety of terrible villains. The players and GM use dice to determine how well the heroes and their opponents perform in combat. Players roll dice for their characters; the Gamemaster rolls for the opponents.

How Combat Works

The GM manages the combat and decides what actions the opponents will take. Here are the steps for running a combat. Note that these rules apply to both characters and their opponents.

Choose a Weapon

Begin by selecting a weapon for each combatant from those listed in the *Character Folders* or opponent descriptions. (Players choose for their characters, and the GM chooses for opponents.) This is the weapon that character has in hand at the beginning of the fight.

Who Goes First?

The combatant (character or opponent) with the highest initiative acts first. Next comes the one with the second highest initiative, and so on. After the combatant with the lowest initiative has acted, start again with the highest. Repeat this process until the battle ends.

If there's an initiative tie, the affected players each roll 1d20. Their characters then act in order of descending die roll results. This order remains in effect for the entire battle.

Actions

Each time your character's turn comes up in combat, you can choose one of the following options. If your choice includes two actions, your character can do them in either order.

Move and attack

Switch weapons, but not move

Move and reload a weapon, but not attack

Reload a weapon and attack, but not move

Move and use a Force skill (Jedi only)

Perform some other action, such as opening a door or picking up an object

These options are described in more detail below.

Move

Each combatant has a speed, which represents the maximum number of spaces he or she can move. This motion can be in any direction, including diagonally.

A combatant who moves next to an enemy must stop there. Beginning a turn next to an enemy limits a character's movement to 1 space. A combatant may move through (but not stop in) a space occupied by a friend.

Attack

To attack with a melee weapon, such as a lightsaber or vibroblade, the attacker must be in the space next to the target. Fists and other natural weapons also count as melee weapons.

To attack with a ranged weapon, such as a blaster pistol, a combatant must be at least 1 space away from all enemies and have a clear shot at the target (that is, no walls or characters blocking the shot).

To Make an Attack Roll: Roll a 20-sided die (1d20) and add the modifier (bonus or penalty) listed on your *Character Folder* or in the opponent description for the type of attack attempted. If the result (die roll plus modifier) is equal to or greater than the opponent's defense, your character scores a hit, and you can roll damage.

To Make a Damage Roll: Roll the type of die listed for the weapon your character used and add the appropriate bonus (if any). Reduce the target's vitality points by 1 for each point of damage dealt. Should an opponent's vitality points drop to 0, apply any additional damage to wound points. A combatant whose wound points drop to 0 falls unconscious and eventually dies.

Using the Force

Before or after moving, a Jedi character can use the following Force skills in combat: Battlemind, Force Push, Heal Another, Heal Self, and Move Object. The other Force skills work best outside of combat.

To use the Force in combat, your character must be at least 1 space away from all enemies. Roll 1d20 and add the appropriate skill modifier, then compare the result with either the opponent's defense or the difficulty, as listed in the text. If the modified roll is equal to or greater than the target value, the action succeeds. Some Force skills also require another die roll to see how much damage is dealt or recovered.

Switch Weapons

Your character can switch weapons during combat, but doing so takes a whole round.

Reloading a Weapon

In those rare instances when a weapon runs out of power, it takes a bit of time to pop in a fresh power pack or a cartridge of energy quarrels. On the turn after a weapon runs dry, a combatant can either reload and shoot or move and reload. Either way, the character can't fire and move on the same turn (for the *Adventure Game*, the heroes have an unlimited supply of power packs).

Special Combat Rules

Here are rules for some special situations that sometimes occur during combat.

Shoot into a Fight

Shooting at a target that is next to a friend imposes a -4 penalty on the attack roll. This reflects the attacker's attempt to avoid hitting the teammate.

Flank an Opponent

If two teammates are on opposite sides of an enemy and each has a melee weapon in hand, each gets a $+2$ bonus on attack rolls against that target.

Flee

Normally, combatants who move next to an enemy must stop there, and those who begin a turn next to an enemy can move only 1 space. Characters can break these rules to run away from combat, but there's a penalty: Any enemy who is next to the fleeing character at any time gets a free attack. Such free attacks are in addition to the opponent's regular attacks, and they must be made against the fleeing combatant.

Sample Combat

Here's an example of a typical *Star Wars* combat. The characters have just run into a dead-end alley, hoping to escape the battle droids that have been chasing them through the streets of Theed. But four battle droids have just entered the alley behind them. The droids ready their blasters and order the characters to surrender. For most adventurers, those are fighting words.

The GM places the map on the table and asks what weapons the characters have in their hands. Once everyone has selected a weapon, the players arrange the tokens for their characters on one end of the map. The GM places the battle droid tokens on the opposite end of the map, which represents the other side of the alley. "You see four battle droids, each carrying a blaster rifle," the GM says.

Now each character and opponent acts, one at a time, in order from the highest initiative number to the lowest. The Scout, who has the highest initiative, moves to the alley wall and fires a blaster at one battle droid. The player rolls 1d20 and scores a hit, then rolls 3d6 to see how much damage the shot dealt. The result is 9 points of damage, but the droid has only 8 wound points. The GM flips the battle droid token over to show that it's destroyed.

The Jedi Guardian has the next highest initiative. She rushes forward, slashing with her lightsaber, and scores a hit. Her lightsaber deals 10 points of damage, destroying another droid. The GM flips its token over.

The Soldier then steps forward and fires his blaster. His player rolls low, so the shot misses.

Then it's the Scoundrel's turn. He fires a hold out blaster at a battle droid and hits. His player rolls 3d4 for the blaster. But his player rolls low, and the resulting 5 points of damage aren't enough to stop the droid.

The two surviving battle droids get their turns next. The one that the Scoundrel hit steps toward the wall and fires at the Jedi Guardian. The GM rolls its attack, which misses. The other battle droid levels its blaster rifle at the Scout and fires. The GM rolls high enough to hit the Scout, then rolls damage for the rifle. It deals 9 points, so the Scout's player marks off 9 vitality points.

All of the combatants have acted, so the round is over. The next round starts again with the Scout and continues in the same order as the first.



What Heroes Do

In the *Star Wars Invasion of Theed Adventure Game*, the Gamemaster and the players get together to tell a story. We call these group stories "adventures." But not just any story can be a *Star Wars* adventure. Only those with plenty of action, lots of opportunities for combat, cool villains, epic plots, and clear-cut motives qualify. These are the key elements of *space fantasy*, the genre that *Star Wars* epitomizes.

In the *Star Wars Invasion of Theed Adventure Game*, heroes spend a lot of time in combat. There are pirates, smugglers, crimelords, Dark Jedi, and a host of Trade Federation battle droids for them to fight. In combat, the action moves fast. Each combat round represents about 6 seconds in the imaginary world, and everybody gets a turn to act in each round.

But combat is only one element of the game. When they're not fighting, the heroes can occupy their time with a host of other story elements, such as:

- **Listening at a door**
- **Trying to bypass a door control panel**
- **Searching a defeated opponent**
- **Accessing a secured computer file**
- **Exploring a spaceport or space station**
- **Persuading some Rodian thugs to reveal what they know about the local pirates**
- **Talking with a Naboo palace guard to find out what's happening with the Queen**

Time

The GM should track the passage of game time tightly at some points and loosely at others, depending upon the importance of time to the characters' activities. In combat, time is measured in 6-second rounds. Between fights, time is measured much more casually.

Sometimes it isn't really important how long an activity takes to complete. For example, if the characters are exploring a spaceport, conversing with cantina patrons, or searching a wrecked speeder, the outcome is the same whether they finish in 10 minutes or an hour. In such cases, don't even bother keeping track of time.

At other times, it's important to know how long a character's actions take. For example, if the thermal detonator is set to explode in 1 minute (10 rounds), then that's how much time the heroes have either to disarm the bomb or to put as much distance between themselves and it as possible. In this case, be sure to maintain round-by-round timekeeping, because each second counts.

In certain situations, the heroes are under some time pressure, but not every round counts. For example, suppose the heroes are exploring an ancient Sith temple. The ruins are dark and foreboding, and the group's glow rod has only enough power for 10 more minutes. The heroes might not want to spend a long time searching the temple if it means their light source could wink out on them at any moment. In this case, you might want to keep track of time in minutes instead of rounds.

Noncombat Actions

Characters can use any of the skills and abilities listed on their character folders, but they can do many other things in the game as well. For example, a character might tear apart a ship's corridor in search of hidden compartments, put on a defeated opponent's clothing, or do anything else the player can imagine. The Gamemaster decides whether a character can do something that the rules don't specifically cover.

Some things are easy enough that the character succeeds automatically. For example, it doesn't take any special skill or luck to taste the food in a Gungan companion's bowl.

Other actions are impossible. Even powerful Jedi can't leap a 100-meter chasm, no matter how strong they are in the Force.

Sometimes it isn't clear whether or not a character can succeed at a proposed action, and the character has no skill that covers it. In these cases, the GM should have the player make an ability check to resolve the attempt (see Ability Checks in the Skills section). The GM decides which ability the character must use for the desired action and sets the difficulty. A good rule of thumb for difficulty is 5 for an easy task, 10 for an average one, 15 for a tough one, and 20+ for one that's very difficult. (Note also that the GM need not tell the player what the difficulty number is.)

For example, the GM might require an Intelligence check at difficulty 10 to determine whether a character recognizes the symbol of the Trade Federation on some weapon crates hidden inside a pirate hideout.

What Noncombat Encounters Look Like

Let's take another look at the sample combat from the previous section. The heroes have just defeated the four battle droids, ending the combat part of the scene. The GM checks the adventure notes to find out more about the place where the combat occurred. The dead-end alley in Naboo's city of Theed contains the following items:

- **Four blasters (one carried by each of the defeated droids)**
- **A stack of containers, all but one of which are filled with spare Flash speeder parts**
- **One container (in the same stack) that holds an emergency kit, complete with a glow rod and two medpacs**
- **A wrecked STAP with a datacard revealing the location of a secret Trade Federation internment camp for Naboo leaders**

● **Here's how the action goes as the heroes start to explore the area:**

— **GM:** "The alley is a dead end. The remains of the four battle droids you defeated are scattered on the ground in front of you. There are cargo containers stacked against one wall, and a wrecked STAP smolders at the back of the alley. It must have crashed before the battle droids chased you in here."

— **Galak's player:** "I'm searching the battle droids."

— **Deel Surool's player:** "I'm going to listen at the alley's opening to make sure there aren't any more battle droids around."

— **GM:** "While Deel heads for the alley opening and Private Galak checks out the defeated battle droids, what are the rest of you doing?"

— **Rorworr's player:** "I'll wait to see if Deel hears anything."

— **Sia-Lan's player:** "Same here."

(The GM checks the adventure notes and verifies that there are no more battle droids in the area. After finding out Deel's Listen bonus, the GM rolls the Listen check for him and adds the bonus. The result is high enough to succeed, but there's nothing useful to hear.)

— **GM:** "Deel doesn't hear anything in the immediate vicinity."

(Because the GM rolled the Listen check, the players don't know whether the check result was high or low, so they're not sure whether their characters are safe for the time being or not.)

— **Deel's player:** "I'll keep listening, just in case. We don't want a STAP to swoop down on us or anything."

— **Sia-Lan's player:** "I'm going to check out the containers."

— **Rorworr's player:** "And I'll search the STAP wreckage."

— **GM:** "Galak, the only items of worth that the battle droids carried were their blasters."

— **Galak's player:** "I'll take one of those. A spare might come in handy. And I'm taking the power packs out of the other three."

— **GM:** "Okay. What's Sia-Lan's Search bonus?"

— **Sia-Lan's player:** "Plus 3."

(The GM rolls 1d20 and gets a 9, then adds 3, making a total of 12. But Sia-Lan needed a result of 15 to spot the emergency kit among the speeder parts.)

— **GM:** "The containers are full of mechanical components. You're not sure, but you think they might be spare parts for speeders."

— **Sia-Lan's player:** "I'm going to go stand watch with Deel Surool."

— **GM:** "Okay. Rorworr, it looks like the STAP took a direct hit, probably from a Naboo speeder blaster. The pilot droid was crushed, and the wreckage appears hot and smoking. There's a datacard jutting out of the central control port."

— **Rorworr's player:** "This could be important. I'll slam it into my datapad."

— **GM:** "It shows the location of a secret internment camp, plus a list of the prisoners confined there."

(And so the game continues. . . .)



Building New Adventures

Though *Star Wars* adventures can take place on different planets and often involve flying from one side of the galaxy to the other, all the adventures provided with this game take place in the city of Theed on the planet Naboo. The action occurs during the invasion of the planet, as the Trade Federation's battle droid army marches through the city.

This section is designed to help the Gamemaster create and run additional adventures using randomly selected locations, opponents, and plots. Be sure to play through the adventures in the *Adventures Book* first, though, to get a feel for how the game works.

What's Space Fantasy?

First, you have to realize that *Star Wars* isn't hard science fiction. Those who write the movies and novels don't worry too much about scientific accuracy, and neither should you. Anything is possible, as long as it makes for a good story and the special effects look cool.

Star Wars isn't superscience, either. Characters and story are more important to a *Star Wars* adventure than the newest gizmo—though cool equipment does have its place. But technology never overshadows the human elements. So although characters might routinely have to buy and repair equipment, they don't usually have to invent new gadgets to save the day and defeat the enemies of the Republic. Whatever they need probably already exists in the universe.

Here are some tips to help the GM incorporate the key elements of space fantasy in an adventure.

Plenty of Action

In a space fantasy story, there's a lot of action, including combat, chases, and dramatic conflict. Events happen fast and furiously, and they usually involve a lot more reaction than planning. So the Gamemaster should never let the heroes stand around quietly for too long—that's not in the spirit of space fantasy.

Opportunities for Combat

Every adventure should have at least one combat scene, plus the potential for several more. Combat is action, and it's usually more exciting for characters to blast their way out of trouble than to talk an enemy into surrendering—although the latter can be fun as a change of pace.

So be prepared. Every scene you present may erupt into combat, and that's okay. After all, that's space fantasy—that's *Star Wars*!

Cool Villains

In most cases, the heroes are good guys and the villains are exceptionally evil. But they're also cool! Nothing makes an adventure more memorable than a nasty, evil, powerful, and ultimately cool villain who threatens the heroes and opposes them at every turn.

Of course, not every villain the characters face has to be super-cool. Minor opponents and lackeys of major villains are often weak, cowardly, and even outright stupid. (They may still be dangerous—in large numbers, even weak opponents can seriously threaten a group of heroes.) As long as there's a cool villain pulling the strings or waiting in the wings, minor opponents can be anything you can imagine.

Epic Plots

In space fantasy, everything is bigger, better, and larger than life. Overwhelming odds, galaxywide conspiracies, unthinkable large armies, planet-destroying superweapons, masters of ultimate evil—these elements are present on a grand scale in every *Star Wars* adventure. Heroes rescue planets from total destruction, cross light-years of distance in a heartbeat, and battle weapons the size of small moons as they struggle to save the galaxy.

Clear-Cut Motives

In most cases, space fantasy presents the epic conflict of good against evil. The good guys clearly have the best interests of the galaxy at heart, while the bad guys simply want to conquer or destroy it. There's room for the occasional shade of gray, but in general you know that Darth Maul and Darth Sidious are EVIL, and that Qui-Gon Jinn and Obi-Wan Kenobi are GOOD.

So when the heroes encounter a band of pirates, they know they're facing vile thugs who like to hurt people and accumulate wealth (usually by hurting people). And when they encounter battle droids, they know there's no use trying to talk sense into them. They'll have to blast or be blasted!

What Is an Adventure?

An adventure—sometimes called a mission—is a collection of related encounters that create a story within the game. Some adventures are short episodes in a larger story called a campaign. Others are significant missions all by themselves.

Each adventure should have a clear goal. Short adventures should have simple goals, such as finding a lost R2 unit and bringing it back to base. Longer adventures may have more complex goals, or there may even be multiple goals within the same story.

Encounters

An encounter is an activity that involves some degree of risk to the characters. Encounters can be Simple, Challenging, or Extreme, depending on the amount of risk they present. Each adventure should involve some combination of risk levels—if all the encounters were Simple, the adventure would be dull, but if all the encounters were Extreme, the characters wouldn't survive. A good *Star Wars* adventure should consist of roughly 25% Simple encounters, 50% Challenging encounters, and no more than 25% Extreme encounters.

Which category a particular encounter fits into depends on the levels of the adventurers involved. For example, an encounter that's Challenging for a group of 2nd-level heroes might be Simple for a team of 3rd-level characters.

Simple Encounters

A Simple encounter should expend about 10% of the adventurers' resources—vitality points, ammunition, etc. The heroes should be able to handle several Simple encounters before they need to rest or replace lost items.

Challenging Encounters

A Challenging encounter expends about 25% of the adventurers' resources. Some wound damage is likely, but significant wound damage should be rare. After four Challenging encounters, the heroes should need a day or two of rest, and maybe even some downtime at a base equipped with a bacta tank!

Extreme Encounters

An Extreme encounter is the typical climactic battle for an adventure. It should expend up to 50% of the adventurers' resources, and the risk of death should be real for heroes who don't act wisely.

Noncombat Encounters

Battles between adventurers and their opponents are usually straightforward, but noncombat encounters can be just as dangerous and rewarding. You can award experience for solving a puzzle, surviving a trap, learning a secret, or tricking an opponent. Noncombat encounters can be either Simple or Challenging, depending on how tough they are, how long they take, and how much possible risk is involved.

What Isn't an Encounter?

Some portions of an adventure encourage roleplaying and advance the story, but involve no real risk for the heroes. Although these may be important parts of the adventure, they aren't considered encounters and shouldn't earn the heroes any experience awards. However, even the friendliest negotiation can turn dangerous and become an encounter, depending on how it plays out.

How Much Experience?

The amount of experience you award for an adventure depends on what the characters accomplish. A typical *Star Wars* adventure consists of one Simple encounter, two Challenging encounters, and one Extreme encounter. But you could also build a satisfying adventure from two Simple and two Challenging encounters, saving the Extreme encounter for another day. So how do you decide how much experience your adventure is worth? The easiest way is to award experience based on the risk level of the encounters.

A Simple encounter is worth 250 experience points (XP) per character, a Challenging encounter is worth 500 XP per character, and an Extreme encounter is worth 1000 XP per character. Always calculate experience based on the number of characters who started the encounter, not the number who finished it.

Random Adventures

The Gamemaster can use the random tables in this section to select a mission, a location, and an assortment of encounters for the heroes to face. You can either roll randomly on the tables or pick and choose elements from them to match a story idea you may have.

The danger rating of an adventure is its level, which should match the average level of the characters participating in it. The tables in this section are geared for an adventuring group with four characters of approximately the same level. A 2nd-level adventure, for example, is balanced for a team of four 2nd-level heroes. So if most of the heroes are 2nd level, use the 2nd-level tables when preparing a new adventure. For a group consisting mostly of 3rd-level characters, use the 3rd-level tables.

Once you have the adventure, you need a way to get the characters involved. One way to jump start the action is to present the adventure as a mission from a higher authority. In the Episode I time period, two authorities work together to maintain law and order: the Senate (specifically the office of the Supreme Chancellor) and the Jedi Council. Perhaps your adventuring group could handle a threat to the Republic at the request of the Chancellor. Or the Jedi Council could give the young Jedi and their associates a task that would help to serve and protect the galaxy at large.

Adventure Building

The first step in creating a random adventure is to roll on the **Random Mission Table** for the appropriate adventure level.

Next, roll on the appropriate **Random Opponents Table** for each encounter you need. (If you're using the typical adventure model, you'll want one Simple encounter, two Challenging encounters, and one Extreme encounter.)

Follow that up by rolling on the **Random Adventure Locations Tables**, once each for **Setting**, **Location Type**, and **Planet Type**. (You can select a random setting for each encounter if you want your adventure to cover a lot of space, or only once for the whole adventure, if you prefer.)

If you get a random combination you don't like, feel free to roll again. Or you can simply choose some or all of the elements from the appropriate tables.

When you have an adventure you like, just fill in the details, such as names, statistics, backgrounds, and goals, as you wish. For example, suppose you roll the following:

- **An espionage mission**
- **A Simple encounter with two pirates in a pirate cove hidden on an island on a jungle planet**
- **A Challenging encounter with four thugs in a floating cantina on a water planet**
- **A Challenging encounter with a bounty hunter in a volcano city on a gas giant**
- **An Extreme encounter with a destroyer droid in a cliffside slaver camp on a swamp world**

After considering possible goals for this covert operation, you decide that the heroes must do some spying to find out who's been supplying the Blue Star Pirates with military-class weapons. The Chancellor's office can provide the heroes with a lead to the pirate cove, where they have their Simple encounter. To create a bridge to the next encounter, you decide that one of the pirates has a datacard from the Hyperdrive Cantina on the water planet Vorusku—both names you've made up. In the cantina, the characters face off against four thugs who take exception to their questions about the Blue Star Pirates. Now you look at the last two encounters and decide that you want to keep the rest of the action on Vorusku instead of using what you rolled. So you have the defeated thugs admit that their boss, a local crimelord, might know something about the weapons. But a bounty hunter ambushes the heroes on their way to the crimelord's headquarters, providing them with their second Challenging encounter. At last the characters discover that the crimelord, Jalla Spree, is the one supplying the pirates with weapons. But as they attempt to escape with the information, Jalla sends out a destroyer droid to eliminate them!

Random Mission Tables

Use the first table below to create missions for 2nd-level characters. Use the other if most of your group's characters are 3rd level.

2nd-Level Missions

1d10 Mission

- **1-2 Espionage:** The heroes must spy on an enemy of the Republic or gather information about a threat, rumor, or impending peril. Possible targets of espionage include Jabba the Hutt, a corrupt Senator, the Trade Federation, or an illegal corporation.
- **3-4 Retrieval:** An item has fallen into the wrong hands and must be recovered. Possible items include a droid, a prototype weapon or ship, technical plans, a relic, secret documents, or an important code.
- **5-6 Escape:** The adventurers must escape from a bad situation, such as a prison, an internment camp, a hostile environment, a crimelord's base, or a group of hostile aliens.
- **7-8 Explore:** The adventurers are sent to explore a new planet, a hidden base, an abandoned outpost, a remote part of the galaxy, or a hostile city.
- **9-10 Thwart Plan:** The adventurers must stop a villain's scheme. This might involve intercepting an assassin, foiling a sabotage attempt, or defeating a political conspiracy.

3rd-Level Missions

1d10 Mission

- **1-3 Rescue:** The adventurers must rescue an important person—perhaps a Senator, ambassador, dignitary, political leader, soldier, spy, or other famous, influential figure.
- **4-5 Capture:** The adventurers must capture an important person—perhaps a Senator, ambassador, dignitary, political leader, soldier, spy, or other famous, influential figure.
- **6-8 Protect:** The adventurers must protect an important, famous, or influential figure from a specific threat or danger.
- **9-10 Win Battle:** The adventurers must win a strategic battle against a hostile force. Potential enemies include aggressive aliens, brash pirates, bold smugglers, deadly mercenaries, cunning criminals, and renegade droids.

Adventure Location Tables

Use these tables to determine the setting, location type, and planet type for each encounter, or for your mission as a whole.

Setting

1d10 Setting

1	2 Pirates
2	Space Station
3	Cantina
4	City
5	Research Outpost
6	Criminal Base
7	Pirate Cove
8	Smuggler Den
9	Alien Warlord's Stronghold
10	Slaver Camp

Planet Type

1d10 Planet Type

1	Desert
2	Ice
3	Water
4	Jungle
5	Swamp
6	Forest
7	City-world
8	Gas
9	Hostile Environment*
10	Dead Planet*

*Life support required

Location Type

1d10 Location Type

1	Asteroid Field
2	Volcano
3	Underwater
4	Mountaintop
5	Island
6	Cliffside
7	Floating in Clouds
8	Underground
9	Ancient Ruins
10	Floating on Water

Random Opponent Tables

Use the first table below to select opponents for encounters with a group of primarily 2nd-level characters. Use the other if most of your group's characters are 3rd level.

Random Opponents, 2nd-Level Characters

1d10 Simple

1	2 Pirates
2	2 Battle Droids (Infantry)
3	1 Battle Droid (Security)
4	2 Thugs (Soldier, Typical)
5	1 Thief (Scoundrel, Typical)
6	2 Mercs (Soldier, Typical)
7	2 Battle Droids (1 Commander & 1 Infantry)
8	1 Merc (Soldier, Typical)
9	1 Thug (Soldier, Typical)
10	1 Pirate

Challenging

4 Pirates
4 Thugs (Soldiers, Typical)
2 Battle Droids (Security)
1 Bounty Hunter (Scout, Typical)
3 Battle Droids (Infantry)
3 Battle Droids (1 Commander & 2 Infantry)
2 Thieves (Scoundrels, Typical)
3 Mercs (Soldiers, Typical)
3 Pirates
3 Thugs (Soldiers, Typical)

Extreme

Pirate Leader (Major Villain)
4 Battle Droids (1 Commander & 3 Infantry)
Crimelord (Major Villain)
1 Destroyer Droid
3 Battle Droids (1 Commander & 2 Security)
6 Battle Droids (Infantry)
4 Battle Droids (Security)
2 Bounty Hunters (Scouts, Typical)
4 Mercs (Soldiers, Typical)
1 Battle Droid (with STAP)

Random Opponents, 3rd-Level Characters

1d10 Simple

1	3 Pirates
2	3 Battle Droids (Infantry)
3	2 Battle Droids (Security)
4	3 Thugs (Soldiers, Typical)
5	2 Thieves (Scoundrels, Typical)
6	3 Mercs (Soldiers, Typical)
7	3 Battle Droids (1 Commander & 2 Infantry)
8	2 Mercs (Soldiers, Typical)
9	2 Thugs (Soldiers, Typical)
10	2 Pirates

Challenging

6 Pirates
6 Thugs (Soldiers, Typical)
4 Battle Droids (Security)
2 Bounty Hunters (Scouts, Typical)
4 Battle Droids (Infantry)
4 Battle Droids (1 Commander & 3 Infantry)
3 Thieves (Scoundrels, Typical)
4 Mercs (Soldiers, Typical)
1 Battle Droid (with STAP)
4 Thugs (Soldiers, Typical)

Extreme

Pirate Leader and 3 Pirates
5 Battle Droids (1 Commander & 4 Infantry)
Major Villain & 3 Thugs (Soldiers, Typical)
2 Destroyer Droids
1 AAT Attack Tank
1 Dark Side Adept
1 Droid Starfighter
2 Battle Droids (with STAPs)
8 Battle Droids (Infantry)
6 Battle Droids (Security)

Random Encounters

The *Star Wars* galaxy is a huge place, filled with a multitude of species and creatures. When adventurers roam a spaceport or other metropolitan location, they may encounter almost any kind of character—from an exotic alien to a gruff spacer.

A random encounter is one that happens in addition to any you already have planned for an adventure. The need for a random encounter often arises because of a player decision. For example, if your heroes visit Tatooine to recover a droid that was stolen by Jabba the Hutt's gang, they may decide to visit a cantina. You haven't planned for any adventuring in a cantina, so you turn to the Spaceport Random Encounter Table and roll to see what might be waiting for the heroes inside the darkened building.

Random Encounter Tables

One of the tables below presents random encounters for use in a spaceport (such as Mos Espa or a location on Coruscant). The other offers random encounters for Theed during the Trade Federation invasion. Whenever you decide you need a random encounter, roll 1d10 and compare the result with the appropriate table.

Spaceport

1d10 Encounter

1	Simple: 2 Pirates
2	Simple: 2 Thugs (Soldiers, Typical)
3	Simple: 1 Thief (Scoundrel, Typical) & 1 Gambler (Scoundrel, Typical)
4	Challenging: 4 Pirates
5	Challenging: 2 Smugglers (Scoundrels, Typical) & 1 Leader (Major Villain)
6	Challenging: 4 Thugs (Soldiers, Typical)
7	Challenging: 1 Crimelord (Major Villain) & 2 Thugs (Soldiers, Typical)
8	Challenging: 3 Spacers (Scouts, Typical)
9	Extreme: 1 Crimelord (Major Villain) & 4 Thugs (Soldiers, Typical)
10	Extreme: 2 Bounty Hunters (Scouts, Typical)

Theed

1d10 Encounter

1	Simple: 2 Pirates
2	Simple: 2 Battle Droids (Infantry)
3	Simple: 1 Battle Droid (Security)
4	Challenging: 4 Battle Droids (Infantry)
5	Challenging: 3 Battle Droids (2 Infantry & 1 Commander)
6	Challenging: 4 Pirates
7	Challenging: 3 Battle Droids (2 Security & 1 Commander)
8	Challenging: 1 Battle Droid (with STAP)
9	Extreme: 2 Battle Droids (with STAPs)
10	Extreme: AAT Battle Tank

Opponents

Some of the most memorable characters from the *Star Wars* films are the opponents—the villains who make life difficult for the heroes. From the battle droids and Sith Lords of Episode I to the stormtroopers and bounty hunters of the classic trilogy, colorful villains have invariably made saving the day a tough job for the main characters.

One of the coolest parts of being Gamemaster is selecting the opponents. You decide whether the heroes face off against a horde of battle droids, or tremble in fear before a dark-side adept!

Most opponents are aggressive and have no intention of surrendering before the likes of the heroes. Others, however, can be reasoned with, bribed, or even frightened off without much of a fight. Still others are simply extras who can provide the heroes with needed information, or even a little help every now and again. How all these opponents behave is entirely up to you.

Choosing Opponents

There are various ways to choose opponents for your adventures. You can roll dice to select them randomly, pick them yourself, or do a little of both.

If you're just learning the game, or you don't have a lot of time to prepare, try rolling randomly. Just follow the directions on the Random Opponent Tables in the previous section. After you've run a few adventures, you can try selecting the opponents yourself.

Remember, the point isn't to pick opponents who can defeat your heroes in every encounter. Your goal is to make a challenging and fun adventure in which the heroes have a reasonable chance of success.

Armored Attack Tank (AAT)

- **Level:** N/A
- **Initiative:** 10
- **Vitality Points:** 21
- **Wound Points:** 31
- **Speed:** 6 spaces
- **Defense:** 18
- **Attack:** 1d20+6 (energy shell launcher) or 1d20+8 (laser guns)
- **Damage:** 2d10 (energy shell launcher) or 2d6 (laser guns)
- **Saves:** Fortitude 1d20+4, Reflex 1d20+1, Will 1d20+0
- **Skills:** None
- **Feats:** None

With a crew of four battle droids and handholds on its outer hull that can accommodate up to six more, the repulsorlift AAT is a powerful opponent. It can fire six energy shells or rain a barrage of laser fire from its battery of five laser guns.

This troop carrier was a crucial part of the Naboo invasion force. Use it only sparingly against low-level adventurers, especially when it's carrying a full complement of battle droids.



Battle Droid (Commander)

- **Level:** N/A
- **Initiative:** 13
- **Vitality Points:** 0
- **Wound Points:** 12
- **Speed:** 4 spaces
- **Defense:** 14
- **Attack:** 1d20+2 (blaster)
- **Damage:** 3d6 (blaster)
- **Special Quality:** Inspire (Other battle droids under a commander's influence gain a +1 bonus to their attack rolls.)
- **Saves:** Fortitude 1d20+2, Reflex 1d20+1, Will 1d20+2
- **General Skills:** Gather Information (1d20+4), Intimidate (1d20+5), Search (1d20+4), Spot (1d20+5)

Unlike infantry battle droids, commanders can think for themselves. In addition, they can inspire other battle droids of any type to fight more fiercely. A single commander can inspire up to six other battle droids under its command, giving each a +1 bonus to its attack rolls. Destroying the commander negates this bonus.

A commander battle droid has yellow identification markings and carries a standard blaster.

It usually oversees a squad of infantry or security battle droids.



Battle Droid (Infantry)

- **Level:** N/A
- **Initiative:** 11
- **Vitality Points:** 0
- **Wound Points:** 8
- **Speed:** 4 spaces
- **Defense:** 12
- **Attack:** 1d20+2 (blaster)
- **Damage:** 3d6 (blaster)
- **Saves:** Fortitude 1d20+1, Reflex 1d20+0, Will 1d20+0
- **General Skills:** Listen (1d20+4), Search (1d20+4), Spot (1d20+4)

These 1.9-meter tall droids are not capable of independent thinking. They receive their orders from the computers aboard a Trade Federation Droid Control Ship. Infantry battle droids attack in large numbers. The more droids there are, the more lethal the battle becomes. A battle droid carries a standard blaster and has no colored markings.



Battle Droid (Security)

- **Level:** N/A
- **Initiative:** 15
- **Vitality Points:** 0
- **Wound Points:** 15
- **Speed:** 4 spaces
- **Defense:** 15
- **Attack:** 1d20+3 (blaster) or 1d20+2 (unarmed)
- **Damage:** 3d6 (blaster) or 1d4+1 (unarmed)
- **Saves:** Fortitude 1d20+2, Reflex 1d20+1, Will 1d20+1
- **General Skills:** Gather Information (1d20+6), Intimidate (1d20+6), Search (1d20+6), Spot (1d20+6)

More dangerous than infantry battle droids, security droids can think for themselves, though they still accept orders from commander battle droids. Security battle droids patrol prison camps, Trade Federation command centers, and battleships, as well as providing security for certain battle droid patrols. The people of Naboo particularly fear these stronger, more persistent battle droid models.

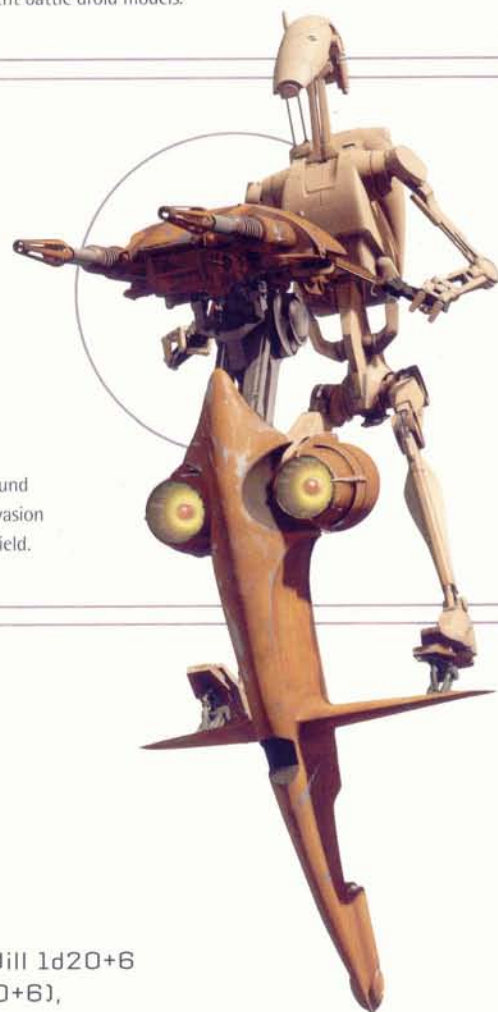
A security droid has red identification markings and carries a standard blaster.



Battle Droid (with STAP)

- **Level:** N/A
- **Initiative:** 12
- **Vitality Points:** 0
- **Wound Points:** 18
- **Speed:** 8 spaces
- **Defense:** 16
- **Attack:** 1d20+4/1d20+0 (twin laser cannons)
- **Damage:** 2d8/2d8 (twin laser cannons)
- **Saves:** Fortitude 1d20+2, Reflex 1d20+4, Will 1d20+0
- **General Skills:** Pilot (1d20+4), Spot (1d20+4)

The Single Trooper Aerial Platform, or STAP, is a small repulsorlift vehicle. It can fire twice each round with its two laser cannons. Fast and maneuverable, it was a mainstay of the Trade Federation's invasion force. STAPs are used for patrol, reconnaissance, and combat support from high above the battlefield. A pilot droid controls each STAP.



Dark Side Adept

- **Level:** 3
- **Initiative:** 15
- **Vitality Points:** 19
- **Wound Points:** 15
- **Speed:** 5 spaces
- **Defense:** 16
- **Attack:** 1d20+4 (lightsaber)
- **Damage:** 2d8 (lightsaber)
- **Saves:** Fortitude 1d20+5, Reflex 1d20+4, Will 1d20+6
- **General Skills:** Hide (1d20+6), Jump (1d20+6), Move Silently (1d20+4), Spot (1d20+6)
- **Force Skills:** Affect Mind (1d20+4), Empathy (1d20+6), Force Push (1d20+6)
- **Force Feats:** Alter, Force Sensitive
- **Force Points:** 2 (dark side)

Dark side adepts are Force-users who have gone over to the dark side. In particular, these adepts nurse a profound hatred for the Jedi and all that they stand for. Though dark side adepts prefer to work through subterfuge, they do not hesitate to confront agents of the light side directly if the situation calls for it. A dark side adept can call on the dark side of the Force twice during the course of a battle. Each time this occurs, the GM rolls 2d6 and adds that result to all the adept's task resolution die rolls (including attack rolls, skill checks, and saving throws, but not damage rolls) made that round.





● Darth Maul

- **Level:** 12
- **Initiative:** 19
- **Vitality Points:** 65
- **Wound Points:** 52
- **Speed:** 5 spaces
- **Defense:** 24
- **Attack:** 1d20+16/1d20+11/1d20+6 (lightsaber)
- **Damage:** 4d8/4d8/4d8 (lightsaber)
- **Saves:** Fortitude 1d20+11, Reflex 1d20+12, Will 1d20+8
- **General Skills:** Hide (1d20+15), Jump (1d20+15), Move Silently (1d20+15), Spot (1d20+10)
- **Force Skills:** Affect Mind (1d20+10), Battlemind (1d20+15), Force Push (1d20+15), Force Stealth (1d20+15), Move Object (1d20+15), See Force (1d20+10)
- **Force Feats:** Alter, Control, Force Sensitive, Sense
- **Force Points:** 4 (dark side)

Apprentice to Darth Sidious and a fierce warrior in his own right, Darth Maul has fully embraced the dark side of the Force and the teachings of the Sith. He can attack three times each round with his double-bladed lightsaber.

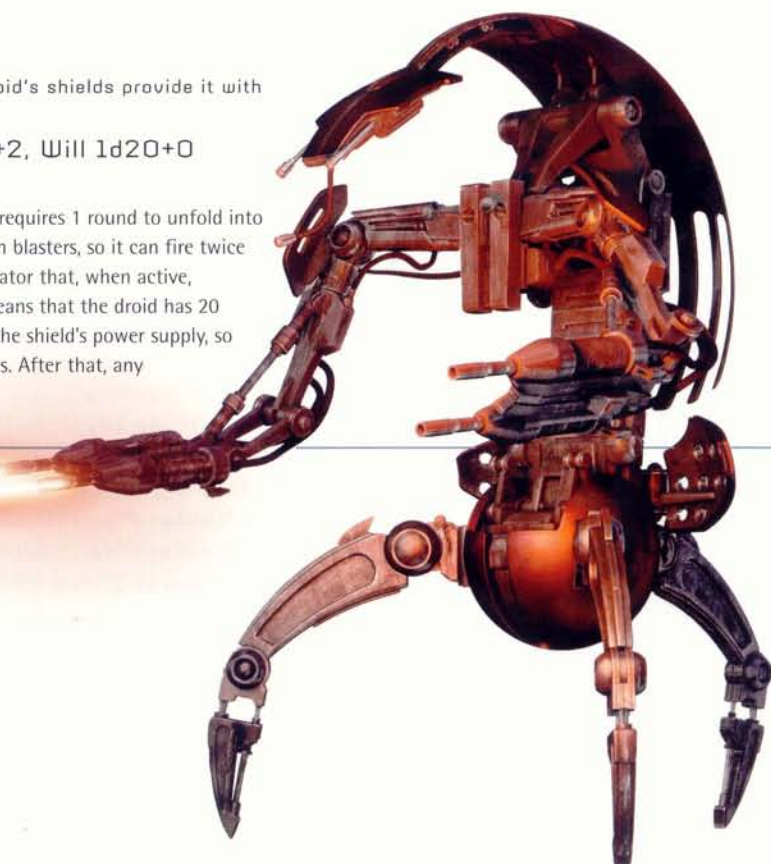
Darth Maul can call on the dark side of the Force up to four times during the course of any battle. Each time he does so, the GM rolls 5d6 and adds that result to all of Maul's task resolution die rolls for the round (including attack rolls, skill checks, and saving throws, but not damage rolls).

Darth Maul is an extremely deadly opponent who is much too powerful for 2nd- or 3rd-level heroes to defeat. He is presented here as an example of a high-level character, and because he is on Naboo during the invasion. (If the heroes run into him, though, they should run away—fast!)

● Destroyer Droid

- **Level:** N/A
- **Initiative:** 14
- **Vitality Points:** 20 (shields)
- **Wound Points:** 17
- **Speed:** 5 spaces
- **Defense:** 15
- **Attack:** 1d20+1/1d20+1 (blaster)
- **Damage:** 3d6/3d6 (blaster)
- **Special Quality:** Shields (The destroyer droid's shields provide it with 20 vitality points.)
- **Saves:** Fortitude 1d20+3, Reflex 1d20+2, Will 1d20+0
- **General Skills:** Spot (1d20+8)

This powerful droid rolls into battle in wheel formation. It requires 1 round to unfold into its attack formation before it can fire. It is armed with twin blasters, so it can fire twice in each round. Each destroyer droid also has a shield generator that, when active, surrounds it in a protective bubble. (In game terms, this means that the droid has 20 vitality points when the shield is active. Damage depletes the shield's power supply, so when the droid reaches 0 vitality points, the shield vanishes. After that, any additional damage applies to the droid's wound points.)



Gungan, Warrior

- **Level:** 1
- **Initiative:** 10
- **Vitality Points:** 8
- **Wound Points:** 8
- **Speed:** 5 spaces
- **Defense:** 13
- **Attack:** 1d20+1 (cesta)
- **Damage:** 2d4 (cesta)
- **Saves:** Fortitude 1d20+2, Reflex 1d20+2, Will 1d20+1
- **General Skills:** Hide (1d20+4), Listen (1d20+4), Swim (1d20+4)

Gungan warriors are always ready for battle.

They never hesitate to defend themselves from attack, but they rarely start fights.

Every Gungan warrior knows how to use the cesta, or electropole.

This melee weapon delivers an electric charge that can stun and even kill.



Droid Starfighter

- **Level:** N/A
- **Initiative:** 10
- **Vitality Points:** 0
- **Wound Points:** 55
- **Speed:** 10 spaces
- **Defense:** 17
- **Attack:** 1d20+7/1d20+2 (blaster cannon)
- **Damage:** 2d8/2d8 (blaster cannon)
- **Saves:** Fortitude 1d20+8, Reflex 1d20+1, Will 1d20+0
- **General Skills:** Pilot (1d20+10), Spot (1d20+10)

A mindless killing machine, the droid starfighter can operate in both deep space and planetary atmospheres.

The starfighter also has a walking mode, in which its wings reconfigure into four legs. The central droid control ship serves as the starfighter's brain, as it does for most Trade Federation droids.

The droid starfighter can fire its blaster cannon twice in each round.



Gungan, Typical

- **Level:** 1
- **Initiative:** 8
- **Vitality Points:** 0
- **Wound Points:** 8
- **Speed:** 5 spaces
- **Defense:** 10
- **Attack:** 1d20+0 (unarmed)
- **Damage:** 1d3 (unarmed)
- **Saves:** Fortitude 1d20+2, Reflex 1d20+1, Will 1d20+0
- **General Skills:** Hide (1d20+2), Listen (1d20+2), Swim (1d20+2)

Gungans are native to the planet Naboo. They live in underwater cities, such as Otoh Gunga. Though the Gungans have a long-standing warrior tradition, they also have a strong respect for nature. Their contact with the surface-dwelling humans of Naboo has been limited at best, and the two groups tend to dislike one another.

Gungans speak a fractured dialect of Basic that is difficult for some to understand.



Handmaiden, Standard

- **Level:** 3
- **Initiative:** 14
- **Vitality Points:** 20
- **Wound Points:** 15
- **Speed:** 5 spaces
- **Defense:** 16
- **Attack:** 1d20+5 (blaster) or 1d20+4 (unarmed)
- **Damage:** 3d6 (blaster) or 1d3 (unarmed)
- **Saves:** Fortitude 1d20+4, Reflex 1d20+3, Will 1d20+2
- **General Skills:** Bluff (1d20+6), Climb (1d20+4), Diplomacy (1d20+4), Listen (1d20+4), Move Silently (1d20+6), Spot (1d20+6)

Queen Amidala's handmaidens are her most trusted confidants and bodyguards. Unlike the more experienced and fully trained elite handmaidens who never leave the queen's side, standard handmaidens move freely about the palace to provide additional security for the queen.

They also serve as Her Royal Highness's eyes and ears around Naboo.

Handmaidens-in-training hope to graduate to this level, while standard handmaidens hope to join the ranks of the elite one day.

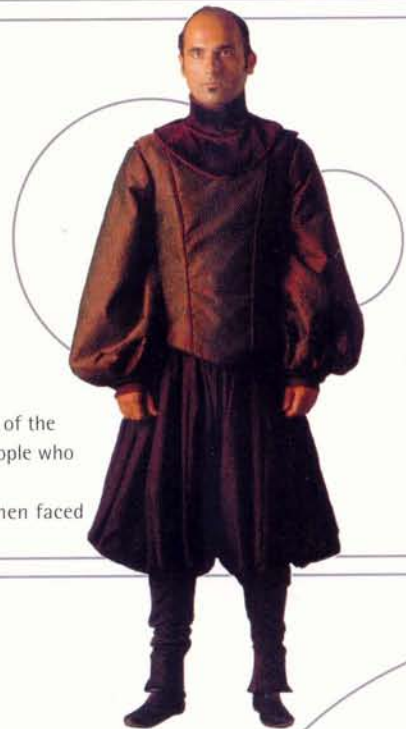


Naboo Citizen

- **Level:** 1
- **Initiative:** 8
- **Vitality Points:** 0
- **Wound Points:** 6
- **Speed:** 5 spaces
- **Defense:** 10
- **Attack:** 1d20+0 (unarmed)
- **Damage:** 1d3 (unarmed)
- **Saves:** Fortitude 1d20+1, Reflex 1d20+0, Will 1d20+1
- **General Skills:** Computer Use (1d20+2), Listen (1d20+2)

Most of the humans who inhabit the planet Naboo are nonviolent. They live in a few cities on the surface of the planet, so the rest of the world is only sparsely populated. The citizens of Naboo are cultured, peaceful people who appreciate the beauty of their world.

Most citizens of Naboo have neither the talent nor the taste for battle. They flee or surrender when faced with violence.



Major Villain

- **Level:** 5
- **Initiative:** 14
- **Vitality Points:** 24
- **Wound Points:** 14
- **Speed:** 5 spaces
- **Defense:** 15
- **Attack:** 1d20+4 or 1d20+6
(blaster; higher bonus applies to certain villain types; see description)
- **Damage:** 3d6 (blaster)
- **Saves:** Fortitude 1d20+3, Reflex 1d20+5, Will 1d20+3
- **General Skills:** Bluff (1d20+8), Computer Use (1d20+8), Spot (1d20+8), and one other skill of the GM's choice

The major villain is the brains behind whatever evil scheme the heroes must thwart. This character can wear different hats, depending on the needs of the adventure. Corrupt Senators, crimelords, evil scientists, master spies, or smuggler chiefs generally try to avoid direct conflict with the heroes. Mercenary captains, pirate leaders, alien warlords, and slaver bosses typically take a direct hand in battle, and they have slightly higher attack bonuses than other major villains (+6 instead of +4).



Pirate

- Level: 1
- Initiative: 10
- Vitality Points: 8
- Wound Points: 10
- Speed: 5 spaces
- Defense: 13
- Attack: 1d20+1 (blaster)
- Damage: 3d6 (blaster)
- Saves: Fortitude 1d20+0, Reflex 1d20+1, Will 1d20+0
- General Skills: Listen (1d20+4), Search (1d20+4)

The pirate bands of Naboo conduct raids along the trade routes within the Naboo star system, then take refuge in their hidden bases on the planet's surface. A typical pirate is a rough-and-tumble character of any species who uses piracy and terror to turn a profit. Pirates generally wear colorful clothing, carry weapons, and have escape plans prepared for any situation.



Neimoidian

- Level: 1
- Initiative: 8
- Vitality Points: 0
- Wound Points: 7
- Speed: 5 spaces
- Defense: 10
- Attack: None
- Damage: None
- Saves: Fortitude 1d20-1, Reflex 1d20+0, Will 1d20+1
- General Skills: Computer Use (1d20+4), Diplomacy (1d20+4), Spot (1d20+2)

The Neimoidians head up the powerful and wealthy Trade Federation. Though they make a big show of being bullies, they are in fact cowards who prefer to exploit peaceful civilizations—especially those that have little power to fight back.

Neimoidians won't risk their own lives in battle. Instead, they deploy battle droids of various makes and models to do their dirty work. These droid armies are the Neimoidians' typical tool for intimidating the victims and opponents of the Trade Federation.



Naboo Pilot

- Level: 1
- Initiative: 12
- Vitality Points: 8
- Wound Points: 8
- Speed: 5 spaces
- Defense: 12
- Attack: 1d20+0 (blaster) or 1d20+0 (unarmed)
- Damage: 3d6 (blaster) or 1d3 (unarmed)
- Saves: Fortitude 1d20+1, Reflex 1d20+1, Will 1d20+1
- General Skills: Computer Use (1d20+2), Pilot (1d20+4)

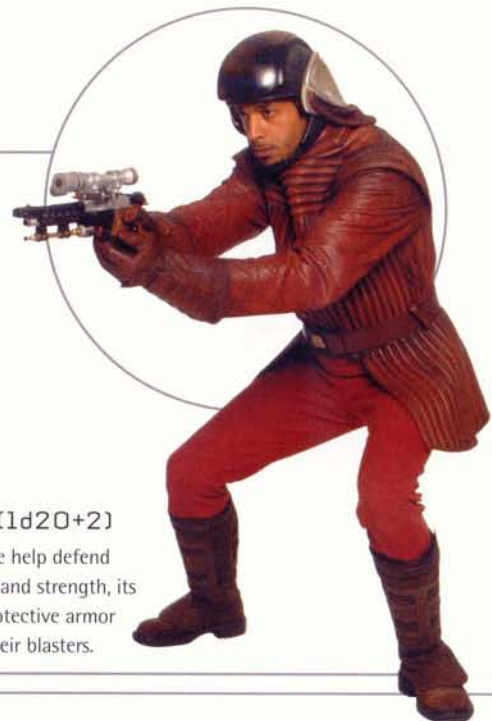
The pilots who fly Naboo's defense ships and cargo haulers are unique among the planet's human inhabitants. With their penchant for adventure, they have no qualms about leaving the world they love at a moment's notice. Especially brave are the highly trained N1 starfighter pilots. They and the volunteers who make up the Royal Security Force are perhaps the only true warriors among the humans of Naboo.



Royal Security Guard

- **Level:** 1
- **Initiative:** 10
- **Vitality Points:** 10
- **Wound Points:** 12
- **Speed:** 5 spaces
- **Defense:** 15
- **Attack:** 1d20+2 (blaster)
- **Damage:** 3d6 (blaster)
- **Saves:** Fortitude 1d20+0, Reflex 1d20+1, Will 1d20+1
- **General Skills:** Listen (1d20+4), Spot (1d20+4), Treat Injury (1d20+2)

Along with the rest of Naboo's small armada of volunteers, members of the Royal Security Force help defend their planet and its people from danger. Though the Royal Security Force is of only modest size and strength, its members are nonetheless brave and capable. Each Royal Security Guard wears some form of protective armor and carries a comlink and a blaster pistol. Some also have liquid cable dispensers attached to their blasters.



R2 Astromech Droids

- **Level:** N/A
- **Initiative:** 10
- **Vitality Points:** 0
- **Wound Points:** 8
- **Speed:** 3 spaces
- **Defense:** 11
- **Attack:** 1d20+1 (arc welder)
- **Damage:** 1d6 (arc welder)
- **Saves:** Fortitude 1d20+2, Reflex 1d20+0, Will 1d20+1
- **General Skills:** Computer Use (1d20+2), Disable Device (1d20+4), Listen (1d20+2), Repair (1d20+4), Search (1d20+2),

The typical R2 astromech unit is a multipurpose utility and maintenance droid designed for working in deep space. Short, squat, and compact, an R2 unit contains a variety of built-in tools and sensors for repairing starships and keeping them in good working order. R2 units also serve as pilot-support droids on starfighters, helping to fly vessels and holding important hyperspace jump coordinates. Extending jacks allow these droids to retrieve data and program computer systems.



Scoundrel, Typical

- **Level:** 1
- **Initiative:** 8
- **Vitality Points:** 0
- **Wound Points:** 8
- **Speed:** 5 spaces
- **Defense:** 12
- **Attack:** 1d20+1 (hold-out blaster)
- **Damage:** 3d4 (hold-out blaster)
- **Saves:** Fortitude 1d20+0, Reflex 1d20+0, Will 1d20+1
- **General Skills:** Bluff (1d20+4), Disable Device (1d20+4), Gather Information (1d20+4), Move Silently (1d20+4)

Thieves, gamblers, smugglers, con artists—all these and more are scoundrels. Anyone who operates on the other side of the law and seeks to gain profit through cheating, stealing, or other illegal means falls into this category.

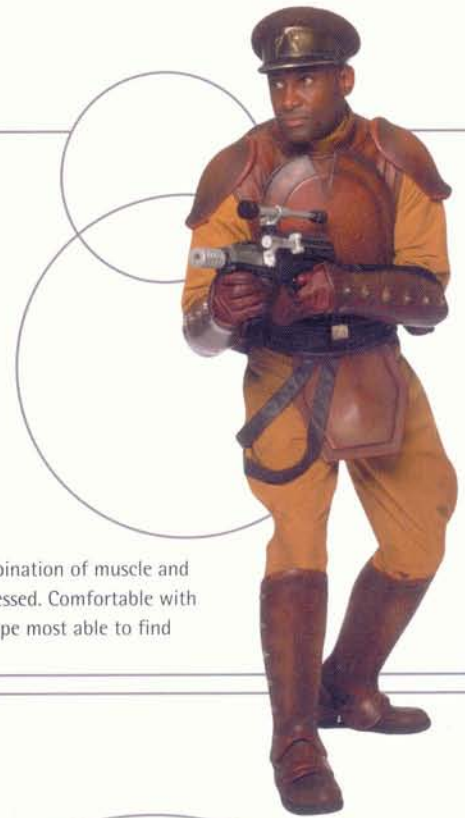
The scoundrel generally prefers talking to shooting as a way of getting out of trouble. Masters of fast talking and deception, scoundrels are usually armed only with easily concealed hold-out blasters.



Soldier, Typical

- Level: 1
- Initiative: 10
- Vitality Points: 0
- Wound Points: 10
- Speed: 5 spaces
- Defense: 14
- Attack: 1d20+3 (blaster)
- Damage: 3d6 (blaster)
- Saves: Fortitude 1d20+1, Reflex 1d20+2, Will 1d20+0
- General Skills: Computer Use (1d20+4), Intimidate (1d20+4), Search (1d20+4), Spot (1d20+4)

Thugs, mercs, bodyguards, law enforcers—all these and more are soldiers. Anyone who uses a combination of muscle and martial training to accomplish most tasks falls into this category. Soldiers prefer to fight when pressed. Comfortable with violence and capable of dishing out punishment as well as taking it, the soldier is the character type most able to find employment as the galaxy becomes more and more dangerous.



Noble, Typical

- Level: 1
- Initiative: 8
- Vitality Points: 0
- Wound Points: 6
- Speed: 5 spaces
- Defense: 12
- Attack: 1d20 (hold-out blaster)
- Damage: 3d4 (hold-out blaster)
- Saves: Fortitude 1d20+0, Reflex 1d20+0, Will 1d20+3
- General Skills: Computer Use (1d20+4), Diplomacy (1d20+4), Gather Information (1d20+4), Listen (1d20+4), Treat Injury (1d20+4)

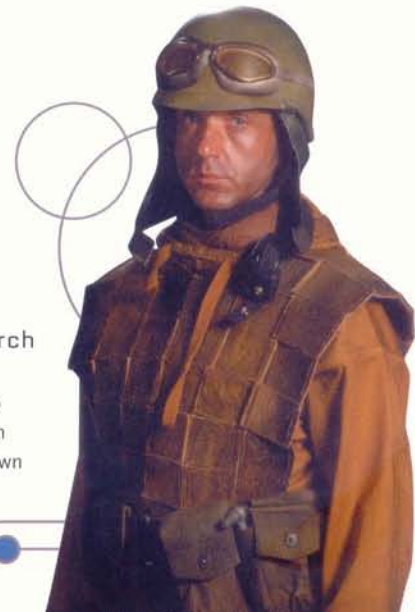
Traders, Senators, ambassadors, officers—all these and more are nobles. Anyone who uses negotiation and reasoning to accomplish most tasks falls into this category. Nobles usually have high intelligence and natural charisma, which enables them to strike beneficial deals and inspire others. Some nobles are honorable; others are treacherous and sly. Some believe they have a duty to their fellow beings, while others feel their only duty is to themselves.



Scout, Typical

- Level: 1
- Initiative: 12
- Vitality Points: 0
- Wound Points: 9
- Speed: 5 spaces
- Defense: 13
- Attack: 1d20+2 (blaster)
- Damage: 3d6 (blaster)
- Saves: Fortitude 1d20+1, Reflex 1d20+1, Will 1d20+0
- General Skills: Climb (1d20+4), Jump (1d20+4), Pilot (1d20+4), Search (1d20+4), Survival (1d20+4)

Scouts can be spacers, guides, explorers, bounty hunters, or any of various similar professions. Anyone who travels the galaxy seeking adventure and earns credits by finding things (missing people, lost items, or even new, faster routes to specific locations) falls into this category. Scouts frequent seedy cantinas and run-down spaceports in search of ships to hire onto or crews in need of their particular talents.



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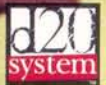
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INVASION OF THEED

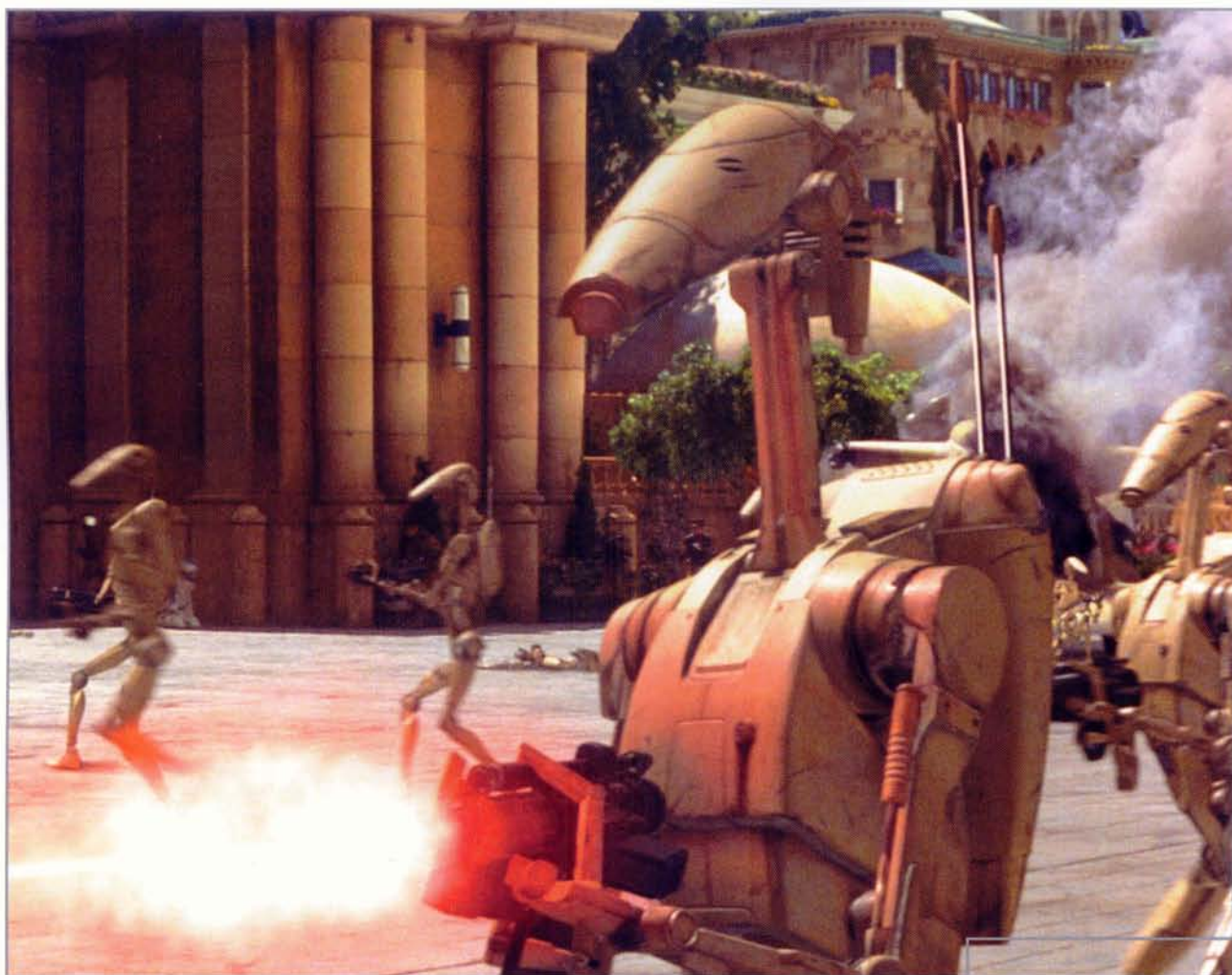
ADVENTURE GAME

● Adventures Book

- **Players:** Don't read this book! Read your *Character Folders* instead.
- **Gamemaster:** Read Adventure 1 in this book, and the Rules Summary page on the back of the "Read This First" sheet.

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Trade Federation Battle Droids invade Theed

Introduction

A long time ago in a galaxy far, far away. . . .

That's how every great *Star Wars* adventure begins, including the ones presented here. The material in this book is for the Gamemaster only. It explains all the details about the opponents the heroes will face and the secrets they must discover.

If you're new to being a GM, play through the five adventures in this book before trying to create your own. These short scenarios will show you what kind of elements a standard adventure should include. After that, you can try making up some epic *Star Wars* adventures of your own using the guidelines in the *Rulebook*.

To run these adventures, you'll need the map. If you have a collection of *Star Wars* action figures, you can use the side of the map with the larger spaces. Otherwise, use the counters and the map side with the smaller spaces.

Be sure to run these adventures in order, since each one provides a slightly greater challenge than the one before it. Take your time and go through them at your own pace. An adventure might take one session to play through, or it might take two or three, depending on your pacing and the actions of the players. That's okay. There's no rush. Just have fun and let the game flow.

If a question comes up that isn't covered in the rules or the adventure text, just make your own decision about it and continue. The trick is not to get bogged down in rules. Keep the adventure moving, be fair, and everyone should have fun.

After Adventure 2, each hero should be ready to gain a new level. You can find the rules for character advancement in the *Rulebook* and in each *Character Folder*.

Setting

The heroes were all students at the Royal House of Learning, a prestigious school in the city of Theed on the planet Naboo, before the Trade Federation blockaded and invaded the planet. The first adventure takes place during the invasion that occurs in *Star Wars: Episode I The Phantom Menace*.

That's it. Now you're ready to start reading Adventure 1. Good luck! And may the Force be with you.

Adventure 1: Battle Droid Invasion

In this adventure, the characters experience the invasion of Theed firsthand. These are dangerous times for the peaceful planet of Naboo!

Read this whole adventure to yourself before running it. When you're ready to start play, begin with Players' Introduction, below. Don't read anything out loud to the players except the boxed text in the various encounter descriptions. Everything else in this book is just for you to know.

Gamemaster's Secret Information

The forces of the Trade Federation have blockaded Naboo, cutting off all trade. Now, after many days of ineffectual negotiations, the Neimoidians have decided to send an invasion force of battle droids to the planet's surface.

In this adventure, battle droids attack the characters in the streets of Theed. But if the heroes can cross the map and commandeer the abandoned flash speeder at the opposite edge, they can escape from the center of the city.

The heroes don't need to defeat all of the battle droids to win! They just need to get the flash speeder and escape.

Players' Introduction

When you've read the adventure to yourself and are ready to start playing, read this boxed introduction out loud to the other players. It lets them know what is happening around their characters and gives them enough information to decide what they want their heroes to do next.

A few days ago, the Trade Federation set up a blockade around Naboo. Since then, no ships have been able to approach or depart the planet. The people of Naboo are growing increasingly more tense. Even the popular Queen Amidala hasn't been able to ease their fears completely.

You and your friends have been walking through the streets of Theed today, listening for the latest rumors and news. So far, things have been disturbingly quiet. There's a sense of doom in the air, and you all have a really bad feeling.

Suddenly, you hear screams and see strange vehicles flying overhead. "The Trade Federation is invading Naboo!" one shopkeeper exclaims as she runs past you. "We're all doomed!"

Then you see them. An army of skeletal battle droids marches up the street, heading straight toward you! There's a speeder at the end of the block, but the droids are between the vehicle and you. If you could just reach it, you'd be able to outrun the droids.

Then one of the droids points at you and shouts, "Halt! You're under arrest!"

What do you do?

Set-Up

Map 1 shows the starting positions for all the tokens. Place the four Pillar tokens and four Wall tokens on your map sheet, then place the Flash Speeder token at the bottom edge. Show the players where the starting area is and let them place their character tokens anywhere within it. Then place five of the Infantry Battle Droid tokens in the street.

Don't place the two Infantry Battle Droid tokens behind the Wall tokens at the bottom of the map yet. The heroes can't see them at the start of this adventure.

Encounter 1: Battle Droids in the Streets

The unmarked battle droids facing the characters are the Trade Federation's infantry troops. The orbiting Trade Federation battleship controls them, issuing orders from its central computer. Right now, their orders are to take this group of teenagers captive. To that end, the five droids that are visible at the start of the battle try to surround the heroes and keep them from getting away.

The heroes' goal for this encounter is simple: They must move to the bottom of the map, climb into the waiting flash speeder, and leave this part of the city. But accomplishing that is tough, since there are more battle droids than the heroes may be able to overcome. If the players decide to have their characters fight it out with the droids, they should quickly discover that this will be a very tough battle.

The heroes' best bet is to engage the battle droids in a running fight. That is, the characters should move and attack every turn, working their way closer and closer to the waiting speeder—and maybe taking out some of the battle droids along the way—until they reach their goal.

The game statistics for the battle droids are presented below. Use the "Wounds" boxes to track any damage the droids take in battle.

Running the Fight

All the heroes have higher initiative ratings than the battle droids. Since everyone acts in initiative order, that means the droids act last in each round. Note that there is plenty of potential cover around in the form of walls and pillars. See the Using Cover sidebar (on the next page) for its effects if the heroes (or droids) want to make use of this.

Hero Attacks: Heroes using ranged weapons can attack from a distance, but they must have at least one clear space between themselves and all opponents to do so. A hero with a melee weapon must move next to a droid to attack.

If a hero's attack roll result is equal to or better than 12 (a battle droid's Defense), the attack hits. The player then rolls the damage dice for the weapon the character is using, and you subtract the result from the droid's wound points. (Battle droids don't have any vitality points, so all damage applies to wound points.) A droid that runs out of wound points is destroyed. Flip over its token to show that it's out of the fight.

Droid Attacks: Since the droids are attacking with blasters (ranged weapons), they try to keep one open space between themselves and any hero at all times. Whenever a battle droid attacks a character, make an attack roll for it (1d20+2). If the result is equal to or better than the target hero's Defense, the droid hits. Roll 3d6 for damage and add the numbers together to see how many points the hero's player must subtract from the character's vitality. (After all of a hero's vitality points are gone, any additional damage applies to wound points instead.)

A battle droid that ends up in the space next to a hero can't shoot its blaster. Instead, it swings the weapon like a club. For each such attack, roll 1d20, but don't add any bonus to the die roll. (The droids have no bonus for this type of attack.) A result greater than or equal to the target character's Defense is a hit. A



INFANTRY BATTLE DROIDS (5)

Attack: Blaster 1d20+2 **Damage:** Blaster 3d6

Saves: Fortitude 1d20+1, Reflex 1d20+0, Will 1d20+0

Skills: Listen 1d20+4, Search 1d20+4, Spot 1d20+4

INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE
11	0	8	4	12

DAMAGE TRACK

Battle Droid 1	□□□□□□□□
Battle Droid 2	□□□□□□□□
Battle Droid 3	□□□□□□□□
Battle Droid 4	□□□□□□□□
Battle Droid 5	□□□□□□□□

blaster deals 1d4 points of damage when used in this way. Any heroes reduced to 0 wound points fall unconscious.

Outcome: Infantry battle droids never surrender and never retreat. They fight until they win or until the characters destroy them.

If any heroes reach the speeder (whether or not they have destroyed all the droids), they face a new challenge (go to **The Flash Speeder**). If the battle droids knock all of the heroes unconscious, they take them prisoner. Later, the characters wake up in a Trade Federation prison camp (go to **Adventure 3A: Escape!**).

Using Cover

The heroes and the battle droids can both take advantage of various types of cover on the battlefield. In the *Adventure Game*, "cover" is usually a large object that covers all or part of a target's body. Here's how it works.

If a wall, pillar, or other such token stands directly between a character and an opponent, neither can attack the other at all. (Since these obstacles block line of sight, characters can't see targets behind them.) If the target is in a space adjacent to one of these tokens, and the attacker's shot must cross the corner of the square containing the cover token to hit, the target gains a Defense bonus. (That is, the Defense bonus applies to a target that is next to a cover token, but just around the corner of it with respect to the attacker.) Defense bonuses are given on the table below:

Cover	Target's Defense Bonus
Pillar	+2
Wall	+4
Speeder	+2*

**This bonus applies to targets in the same space as the speeder token as well as those adjacent to it.*

The Flash Speeder

The first hero to reach the flash speeder receives an unpleasant surprise. Two more battle droids pop up from behind the wall and attack!

The game statistics for the other two battle droids are presented here. Use the "Wounds" lines to track any damage the droids take in battle.

Any conscious character can climb into the speeder and attack in the same turn. (Assume that any conscious heroes who made it to the speeder carried their unconscious companions there as well. The vehicle can hold the entire group, even if it is a bit crowded.)

Continue running the battle until all the heroes are in the flash speeder. As soon as that occurs, the characters can try to escape. The player running the hero in the driver's seat must make a Pilot check (or a Dexterity check, if the hero does not have the Pilot skill) to see whether the driver can figure out the controls, start the repulsorlift engine, and get the speeder moving. Every round that the driver's check result is 14 or lower, the speeder stays put, and any remaining battle droids shoot at its occupants. (The characters in the speeder do get to take advantage of the cover it provides, though.) As soon as the driver gets a check result of 15 or better, the heroes speed away from the invaders and escape.

INFANTRY BATTLE DROIDS (2)		INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE
Attack: Blaster 1d20+2 Damage: Blaster 3d6		11	0	8	4	12
Saves: Fortitude 1d20+1, Reflex 1d20+0, Will 1d20+0						
Skills: Listen 1d20+4, Search 1d20+4, Spot 1d20+4						
DAMAGE TRACK						
Battle Droid 6	□□□□□□□□					
Battle Droid 7	□□□□□□□□					

The End!

The adventure ends when the heroes escape in the flash speeder, or when the battle droids capture them all. If the battle droids win, they place the captured heroes in an internment camp. (Go to **Adventure 3A: Escape!** to continue.)

Experience

If the battle droids win, the characters receive no XP for this adventure. If the heroes escape from the battle droids, the group wins a total award of 2,000 XP. Divide this amount by the number of heroes involved, giving each character an equal share.

Rest

After their daring escape, the characters can find a hiding place and rest. Assume that they have recovered all their lost vitality and wound points before the next adventure begins.

Adventure 2: Recovery

Read this whole adventure to yourself before running it. When you're ready to start play, begin with the Players' Introduction, below. Once you start playing, don't read anything out loud to the players except the boxed text in the encounter descriptions.

Gamemaster's Secret Information

Since the end of Adventure 1, the battle droids have been arresting and imprisoning everyone they encounter. They have already captured some of Naboo's best pilots, bravest security officers, and most influential citizens. The invaders are holding the captives in an abandoned building just off the central plaza until they can finish setting up their prison camps.

Meanwhile, the heroes have hooked up with the Naboo Underground, an organization consisting of a few people who, like the characters, have thus far managed to remain free. But the Underground needs more resistance fighters. It is up to the heroes to free the prisoners from the abandoned building, then break into a weapons stash to arm them.

To accomplish this mission, the characters must first defeat or sneak past the two Neimoidians guarding the door of the building. Then they have to deal with some security droids before they can search for the weapons stash and escape back to the Underground.

Players' Introduction

After you've read the adventure to yourself, you're ready to start playing. First, read the following introduction out loud to the players. It tells them what's going on and gives them enough information to decide what they want their heroes to do next.

You and your friends have recently joined the Naboo Underground. Like you, this small group of people has managed to stay out of the way of the battle droids so far. They intend to remain free, find ways to free others, and cause as much trouble as possible for the villains who have invaded their homeworld.

Today, the Underground leaders ask you to take on a difficult but important mission. "We are spread thin, and the rest of our teams are already out in the field," explains Lucos Dannt, once your headmaster at the Royal House of Learning and now a leader of the Naboo Underground. "But we have just learned where the Neimoidians are holding a recently captured group of pilots and security officers. Unfortunately, they won't be there long. As soon as another prison camp is ready, the invaders will transfer them to it, and this opportunity will be lost."

The headmaster explains that the Neimoidians are using an abandoned building near the central plaza as a temporary detention center. "The place isn't heavily guarded, so this is the best chance we have of freeing these men and women," Dannt says. "What's more, the Trade Federation has stored some confiscated weapons near this makeshift prison. If you can locate the weapons stash, you'll be able to arm the prisoners immediately."

Headmaster Dannt looks at you a final time before you head out. "Be careful," he says gravely. "And may the Force be with you."

You make your way to the abandoned building and now stand across the street from it. The place looks deserted except for two Neimoidians skulking in the shadows near the main doors. There are no windows, and you don't see any other entrances except for a second door near the building's far corner.

What do you do?

Set-Up

While the players are deciding what their characters should do next, get out the map sheet and place the nine Wall tokens, two Door tokens, and two Pillar tokens on it, as shown on Map 2. Then place the two Neimoidian tokens outside the building, one on each side of the Door token. Show the players the area across the street (marked "Start Here" on Map 2) and let them place their character tokens within that area as desired.

Don't place any tokens inside the building yet! The players shouldn't see those until their characters actually enter. They also shouldn't know about the security droids that will arrive and challenge them later in the adventure.

Note that Pillar and Wall tokens block line of sight. Characters can't see or shoot through such obstacles.

Encounter 1: Neimoidian Guards

The two Neimoidians skulking outside the building haven't noticed the heroes yet. What happens next depends on what the characters do. Here are some probable hero actions and instructions for handling them.

Distract the Guards

There are a number of ways for the heroes to distract the Neimoidians in front of the door. The characters could easily frighten them into fleeing through intimidation. Or, if Sia-Lan is one of the heroes acting in this adventure, she could use her Affect Mind skill to send the Neimoidians off after a false sound that she has conjured with the Force. See the appropriate section below if the characters try either of these options.

Intimidation

Any challenge attracts the Neimoidians' attention. Since they are cowards at heart, however, they deal with any apparent threat by fleeing. No skill checks are necessary to intimidate them, but the players must describe what their characters are doing. If you decide that such actions would frighten the Neimoidians, both villains immediately run away, leaving the building unguarded.

If the heroes don't want to let the Neimoidians get away, they must fight them (go to **Fighting the Guards**). Otherwise, as soon as the Neimoidians flee, the heroes can check out the building they were guarding (go to **Approaching the Doors**).

Using Affect Mind

If one of the players is running Sia-Lan, this Force skill is available. To use it, Sia-Lan's player must make an Affect Mind skill check by rolling 1d20 and adding 6, as shown on page 3 of her *Character Folder*. The result determines the difficulty for the Neimoidians' Will saving throw. You make the saving throw for the Neimoidians by rolling 1d20+1, attempting to beat the difficulty. (One Will save covers them both.)

If the Neimoidians fail the saving throw, the young Jedi creates a false sound that attracts their attention. Both Neimoidians go around the corner of the building to investigate the auditory illusion. The heroes can then check out the doors (go to **Approaching the Doors**) or try to find another way in (go to **Look for Another Entrance**).

If the Neimoidians make the Will save (you roll higher than the difficulty), her "mind tricks" don't fool them. The heroes must then come up with a different plan for dealing with the Neimoidians.

The Stealthy Approach

The heroes might try to sneak past the Neimoidian guards. What happens in that case depends on how many heroes make the attempt and what they hope to accomplish.

Sneak Attack!

The heroes may decide to attack before the Neimoidians are even aware that anyone is watching them. In this case, the heroes get a free round of attacks before the first regular round of combat begins. (That is, each hero gets to attack once, and the guards don't get to attack back. This is called the "surprise round.")

Have each player whose hero is attacking roll 1d20 and add the attack bonus given on page 1 of the *Character Folder*. If that total is equal to or higher than 11 (the Neimoidians' Defense), the attack hits. The player then rolls damage for the weapon used, and you subtract that total from the target Neimoidian's wound points. Go to **Fighting the Guards** after the surprise round to run the rest of the battle.

Slip Past the Guards!

The heroes might try to slip quietly past the guards and find a way into the abandoned building without being seen. This is tricky. There's no way for the characters to sneak up to either door without attracting the Neimoidians' attention. But they can try to slip around to the side of the building unnoticed.

Each player whose hero tries to sneak around the building must make a Move Silently check. For a character with the Move Silently skill, the player rolls 1d20 and adds the bonus given on page 3 of the *Character Folder*. For a character who doesn't have the skill, the player rolls 1d20 and adds the hero's Dexterity bonus (given on page 2 of the *Character Folder*). Meanwhile, you make a Listen check for the Neimoidians by rolling 1d20 and adding 2. (As before, one roll covers both guards.)

Compare the Neimoidians' Listen check result with the Move Silently check result of each hero trying to be sneaky. Any character whose check result is higher than that of the Neimoidians slips past them to the side of the building (go to **Look for Another Entrance**). The Neimoidians notice any hero whose check result is lower than theirs (go to **Fighting the Guards**).

Look for Another Entrance

To look for another way into the abandoned building, the heroes must already have dealt with the guards. Otherwise, the two Neimoidians outside the door spot them (go to **Fighting the Guards**).

If the guards are out of the way or the heroes have slipped past them, it's safe for the characters to check out the building. But their options are limited. There are no obvious ways to get inside except the door at the front. (The other door obviously leads to a different place.) No windows, doors, or openings of any kind are visible on the side of the building, and no amount of searching turns up any other access.

Making a Door

Any Jedi who slipped past the guards can use a lightsaber to cut a hole in the side of the building. It takes 2 rounds for the lightsaber to slice through a wall. Once each round, make a Listen check for the guards (if they're still there) by rolling 1d20 and adding 2. If their check result is 15 or higher, they hear the distinct hum of the lightsaber and run to investigate before the character finishes making the hole (go to **Fighting the Guards**). Otherwise, remove one Wall token at the end of the second round and go to **Inside the Building**.

Fighting the Guards

There are a lot of ways that this encounter could turn into a battle with the Neimoidian guards. Some heroes might decide to take the direct approach and attack them immediately. Others might get caught while trying to be sneaky.

The Neimoidians carry blaster pistols, but they don't really like to use them. Like other members of their species, they prefer to let their battle droids fight for them. If they spot the heroes, their first inclination is to summon some security droids to assist them. While waiting for their backup to arrive, the Neimoidians try to arrest the heroes. If the heroes attack, the Neimoidians just run away.

The game statistics for the Neimoidians are presented here. Use the "Wounds" lines to track any damage the guards take in battle.

NEIMOIDIAN GUARDS (2)		INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE
Attack: Blaster 1d20+1 Damage: Blaster 3d6						
Saves: Fortitude 1d20-1, Reflex 1d20+0, Will 1d20+1						
Skills: Listen 1d20+2						
		8	0	7	5	11
DAMAGE TRACK						
Neimodian 1				□□□□□□		
Neimodian 2				□□□□□□		

Running the Fight

Any heroes who surprise the Neimoidian guards (see **Sneak Attack!**) get one round of free attacks. (That is, the heroes can attack during that round, but the guards cannot.) The players whose heroes are attacking make their attack rolls in initiative order, from highest to lowest. After that, the first regular combat round begins.

If the heroes do not have surprise, the first round of combat is a regular one. (That is, both sides get to attack normally.)

Once the first regular round of combat starts, the hero or opponent with the highest initiative goes first, the one with the next-highest initiative goes second, and so forth until everyone has acted. (In this fight, all the heroes act before the Neimoidians do in each round, since the guards have a lower initiative rating than any of the heroes.)

Hero Attacks: A hero using ranged weapons can attack from a distance, but there must be at least one empty space between that character and any opponent. Otherwise, no ranged attack is possible. A hero using a melee weapon must move next to a guard to attack.

When a hero attacks a Neimoidian, the player makes an attack roll (1d20 plus the hero's attack bonus, as given on page 1 of the *Character Folder*). The attack hits if the result is equal to or higher than 11 (the guard's Defense). If an attack hits, you deal damage by rolling the dice indicated on page 1 of the *Character Folder*. Subtract the result of that damage roll from the Neimoidian's wound points. (These guards don't have any vitality points, so all damage applies to wound points.) A guard who runs out of wound points falls unconscious. Flip over the tokens of any Neimoidians the heroes manage to defeat.

Neimoidian Attacks: Since the Neimoidian guards are armed with ranged weapons (blasters), they can attack from a distance. When it's their turn, move each Neimoidian's token toward cover. (They like to hide beside the walls on the side of the building.)

Next, make an attack roll (1d20+1) for each Neimoidian. If the result is equal to or better than the target character's Defense, the guard hits. Roll 3d6 (three 6-sided dice) for damage after any successful hit. The target hero's player must then subtract a number of points equal to the damage result from the character's vitality.

Every round, the Neimoidians move away from the heroes and make an attack. A Neimoidian who reaches the edge of the map escapes.

Outcome: The guards keep attacking until they win the battle, escape, or fall unconscious. If the heroes defeat the Neimoidians, they can check out the doors to the building (go to **Approaching the Doors**). If the guards win, the heroes wake up later in a Trade Federation prison camp. Go on to **Adventure 3A: Escape!**

Approaching Either Door

This is a noncombat encounter. (That means the characters don't have to take turns, and they can work together to accomplish a task.) After the heroes have either defeated the Neimoidian guards or gotten them to leave the area, it's safe to check out the door leading into the abandoned building. (Safe, that is, until the security droids arrive.)

The door that the Neimoidians were guarding leads into the abandoned building. The door on the side of the structure leads to

another area containing the hidden weapons stash. Go to **The Door into the Building** or **The Door to the Weapons Stash**, depending on what the characters are doing.

The Door into the Building

Read the following aloud when a character examines the door leading into the building:

The door leading into the building is made of heavy wood. It seems solid and in good repair, despite the shabby appearance of the rest of the structure. The door is locked, and it looks like it opens inward.

Here are some probable hero actions and instructions for handling them.

Listening at the Door

A player whose hero wants to listen at the door must make a Listen check. For a character with the Listen skill, the player rolls 1d20 and adds the hero's Listen bonus, as given on page 3 of the *Character Folder*. For a character without the Listen skill, the player rolls 1d20 and adds the hero's Wisdom bonus, as given on page 2 of the *Character Folder*.

A check result of 10 or higher means the hero hears voices on the other side of the doors, but can't understand what they're saying. A check result of 9 or below means the character doesn't hear anything.

Unlocking the Door

A player whose hero wants to unlock the door must make a Disable Device check. For a character with the Disable Device skill, the player rolls 1d20 and adds the appropriate skill bonus. For a character without the Disable Device skill, the player rolls 1d20 and adds the hero's Dexterity.

With a check result of 15 or higher, the hero unlocks the door. Failure means the door is still locked, but the hero can try again each round until the attempt succeeds, if desired.

When a hero gains access to the building where the prisoners are being held, go to **Encounter 2: Security Droids**.

Breaking Down the Door

Breaking the door open requires a successful Strength check. To make a Strength check, the player must roll 1d20 and add the character's Strength bonus.

On a check result of 18 or higher, the lock snaps and the door swings open. On a result of 17 or below, nothing happens. A character who fails to break open the door may try again as many times as desired, but after the first attempt the prisoners start yelling for help.

When a hero gains access to the building, go to **Encounter 2: Security Droids**.

The Door to the Weapons Stash

Read the following aloud when a character examines the side door protecting the weapons stash:

The side door is made of solid wood and set in a metal frame. It has been fitted with a brand-new electronic lock. Both the frame and the lock hum with energy.

Here are some probable hero actions and instructions for handling them.

Listening at the Door

If a hero tries to listen at this door, ask the player for the character's Listen bonus. Then make the 1d20 roll for the check yourself. Regardless of the result, inform the player that the hero hears nothing but the hum of energy. (That's because there's no one inside and nothing else to hear, but the player shouldn't know that.)

Unlocking the Door

A player whose hero wants to unlock the door must make a Disable Device check. A check result of 20 or higher means the hero unlocks the door and bypasses the shocking trap. If the check fails, the attempt releases the energy coursing through the door frame. The character making the check takes 2d6 points of damage from the massive shock. In the next round, the hero can try again. It takes one round for the electrical charge to rebuild, so there is no damage if the second check fails. From then on, all odd-numbered checks (that is, the third, fifth, seventh, and so forth) result in shocking damage on failure, but even-numbered checks do not. On the round that the attempt succeeds, the energy snaps off and the door lock disengages.

When the heroes open this door, go to **The Weapons Stash**.

Breaking Down the Door

The metal frame makes breaking open the side door impossible. Any character who attempts to smash open the door simply bounces off of it, regardless of the Strength check result.

The Weapons Stash

When the door opens, the heroes see a small chamber containing eight blaster pistols, four medpacs, and twenty blaster-ammo power packs. They can gather and distribute these at will.

Encounter 2: Security Droids

This is a combat encounter. As soon as the heroes open the door into the building (or make their own entrance), two security droids arrive—one from the north and one from the east—to put a stop to the jailbreak. (If the Neimoidians were able to sound the alarm by escaping from the area, then two security droids arrive from each entry point, for a total of four opponents instead of two.) The prisoners don't immediately understand what's happening, so they remain inside the building during the fight, even if the characters give them weapons.

Set-Up

Place the following tokens inside the building, as shown on Map 2: three Pilot tokens, two Palace Guard tokens, and two Naboo Citizen tokens. Next, place the security droid tokens at their entry points on the north and east edges of the map.

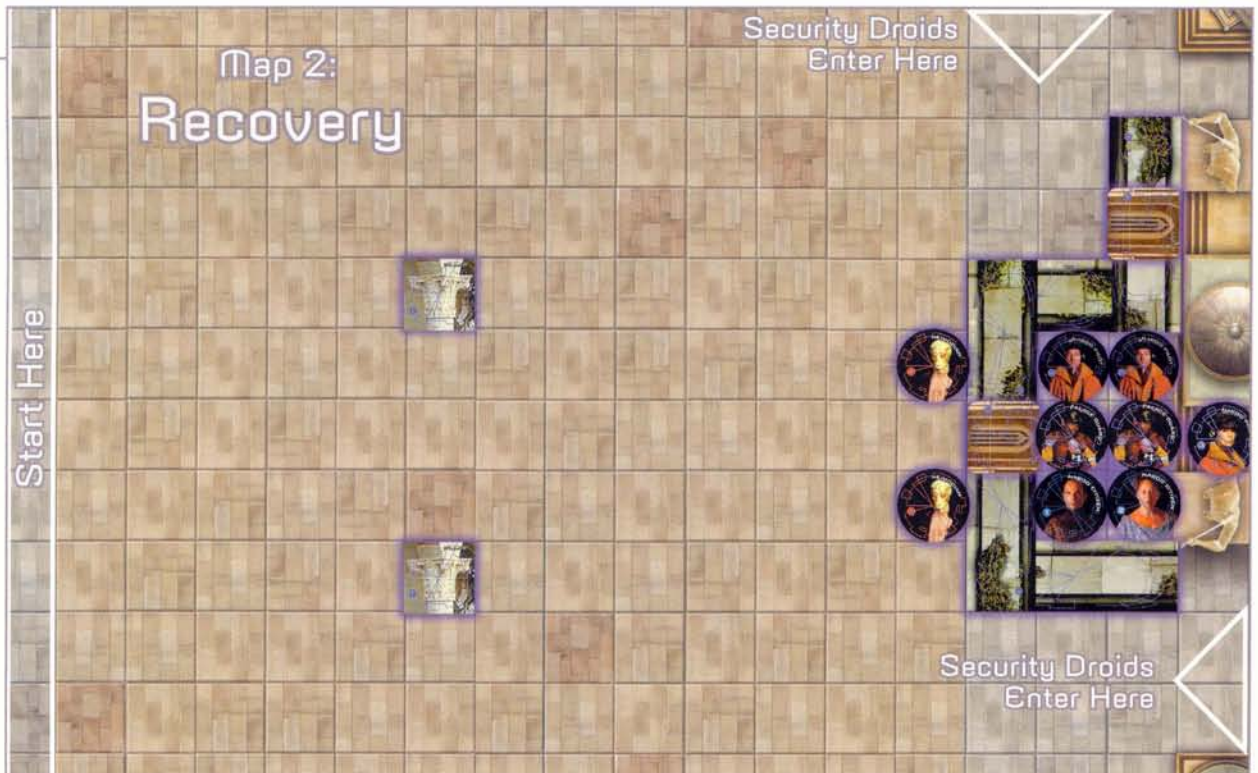
The Fight

The game statistics for the security droids are presented here. Use the "Wounds" lines to track any damage the droids take in battle.

Running the Fight

Resolve everyone's actions in initiative order. This time, the security droids might get to act before some of the heroes do.

SECURITY BATTLE DROIDS (2 OR 4)					
	INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE
Attack: Blaster 1d20+3 Damage: Blaster 3d6					
Saves: Fortitude 1d20+2, Reflex 1d20+1, Will 1d20+1					
Skills: Intimidate 1d20+6, Search 1d20+6, Spot 1d20+6					
	15	0	15	4	15
DAMAGE TRACK					
Battle Droid 1	□□□□□□□□□□□□□□□□				
Battle Droid 2	□□□□□□□□□□□□□□□□				
Battle Droid 3	□□□□□□□□□□□□□□□□				
Battle Droid 4	□□□□□□□□□□□□□□□□				



Hero Attacks: Remember, heroes using ranged weapons can attack from a distance, but must have at least one clear space between themselves and all opponents to do so. A hero armed with a melee weapon must move next to a droid to attack.

If a hero's attack roll result is equal to or better than 15 (a security droid's Defense), the attack hits and the player rolls to deal damage. When all of a droid's wound points are gone, it's destroyed. Flip over the tokens for any destroyed droids to show that they're out of the fight.

Security Droid Attacks: Since the security droids are attacking with blasters (ranged weapons), they try to keep an open space between themselves and any hero at all times. The droids use the walls for cover whenever possible, trying to catch the heroes in a crossfire. Whenever a droid attacks a hero, make an attack roll (1d20+3) for it. If the result is equal to or better than the target hero's Defense, the droid hits and deals 3d6 points of damage.

Outcome: The security droids keep attacking until they either win the battle or are defeated. If the heroes defeat the security droids, they can escape with the prisoners (go to **Adventure 3: Rescue!**). If the security droids win, the heroes wake up later in a prison camp (go to **Adventure 3A: Escape!**)

The End!

The adventure ends either when the security droids defeat the heroes, or when the heroes defeat the security droids and release the prisoners. If the heroes win, they can lead the rescued prisoners back to the Naboo Underground.

Experience

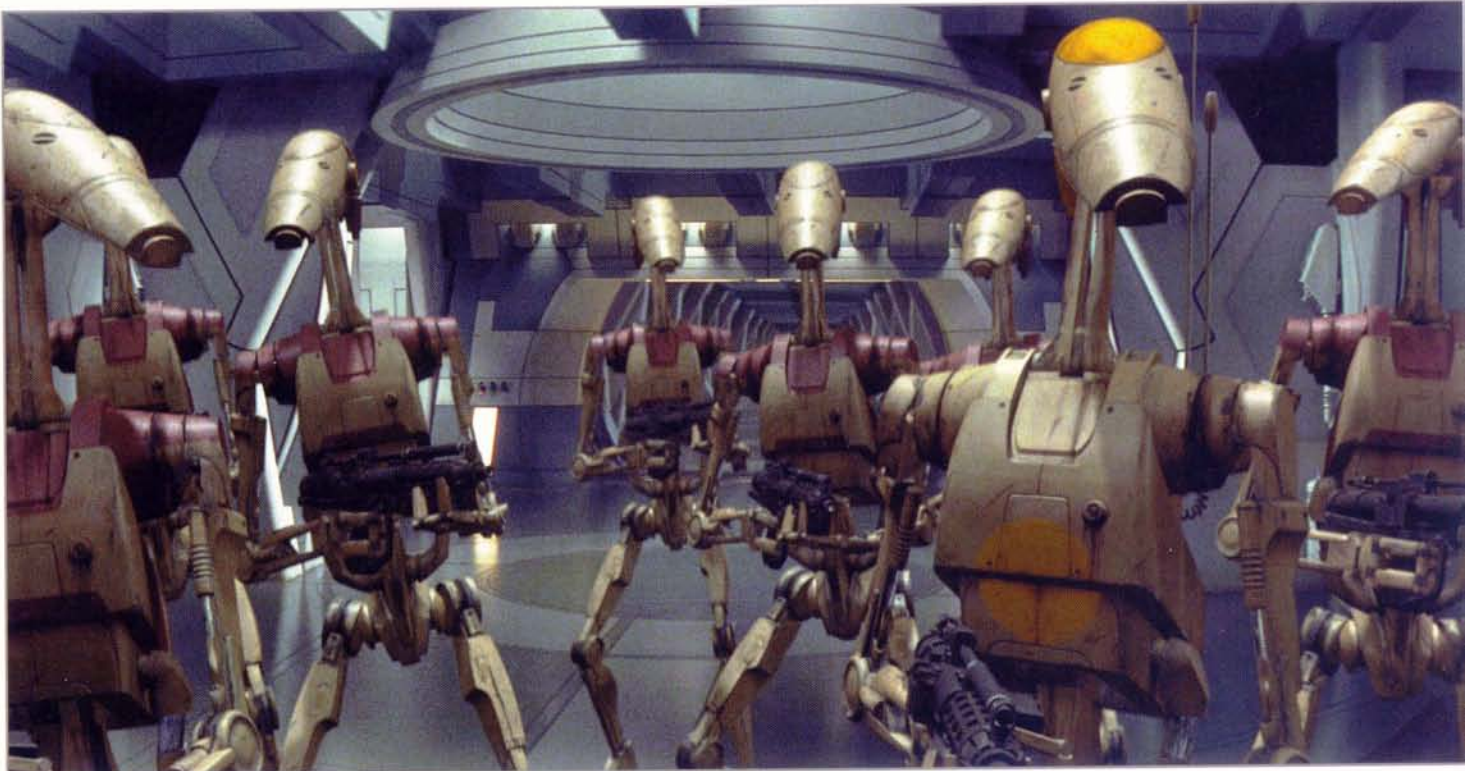
If the heroes fail this mission and wind up captured, they receive no experience points (XP). If they succeed, award experience as follows:

- Stopping the Neimoidian guards from alerting the security droids—800 XP;
- Defeating the security droids—1200 XP;
- Recovering the weapons stash—400 XP;
- Rescuing the prisoners—600 XP.

Divide the total award by the number of heroes, giving each character an equal share.

Rest

After the adventure, the characters can rest. Let the players know that their characters have recovered all lost vitality and wound points before beginning the next adventure.



Adventure 3: Rescue

Use this adventure only if the heroes won in both Adventure 1 and Adventure 2. If they successfully completed both adventures, the heroes should be 2nd Level now. If the heroes were captured in either adventure, use **Adventure 3A: Escape!** instead of this one.

In this adventure, the heroes must attempt to free some Naboo captives from a battle droid prison camp.

Gamemaster's Secret Information

While they are in hiding during the first few days after the invasion, the characters slowly learn the extent of the Trade Federation's control over Naboo. The invading army of battle droids has taken control of Theed and set up hundreds of armed prison camps to confine the inhabitants. Only a few people (including the heroes) managed to escape arrest when the blockade became an invasion. The rest of the Naboo have been taken captive.

The Trade Federation has shut down most regular channels for news and information. Still, the heroes' exploits during and after the invasion have become common knowledge among those lucky enough to escape confinement. On the basis of those tales, a young resistance fighter named Lialla seeks the characters out and appeals to them for help. The battle droids have arrested her parents and are holding them in a prison camp near the palace. She has been given another mission, but she begs the heroes to free her mother and father and get them to safety.

To win this adventure, the characters must trick or defeat a pair of security droids, open the security gate to the prison, and then hold off a squadron of infantry droids while the prisoners run to safety.

Players' Introduction

After you've read the adventure to yourself and are ready to start playing, read this boxed introduction out loud to the players. It explains what's going on and gives them enough details to decide what they want to do next.

After your daring escape from the battle droids, you and your friends found refuge with the Naboo Underground. You've stayed hidden since then, avoiding the patrols of battle droids that constantly scour the city.

Lucos Dannt, the leader of the resistance, brings you news from the streets every day. His contacts report that although the brave soldiers of Naboo's Royal Security Force tried to repel the invaders, the battle droids greatly outnumbered them. Some RSF members were captured; others fled into hiding. Since then, the invaders have captured many city officials, as well as some members of the queen's court, and locked them up in makeshift prison camps. "There has been no word on the fate of the Queen, however," Dannt informs you.

While you are recovering from your previous battles, the resistance leader brings a visitor to see you. The golden-haired woman is about your age, but the lines of weariness and worry on her face make her seem older. "I am Lialla Tane," she says. "My father is Kyu Tane, Minister of Culture. He and my mother have been taken captive by the invaders." She pauses, looking at each of you in turn.

"I have heard about how you escaped from a squadron of battle droids and rescued some prisoners," she continues. "I have promised to aid the resistance in another mission, and I have no one else to turn to. Will you rescue my parents before the battle droids harm them? The invaders have given their prisoners no food or water, and my parents are growing weaker with each passing day. I'm afraid they won't last much longer."

What do you do?

Other Information

If the heroes refuse to help, Dannt tries to change their minds. If he can't this adventure ends.

If the heroes agree to help Lialla, she provides whatever information she can. Since this is a roleplaying encounter, let the players ask questions for their characters. Then you answer their questions as Lialla would. This is a great way to get into the mood of the story, impart information in a fun and interactive way, and give the players a chance to flex their imaginations.

The players can speak either as their characters or for their characters, whichever is more comfortable and enjoyable for them. Here's an example of each style of play.

- As Character: "Lialla, what can you tell me about the prison? How many battle droids will we have to face?"
- For Character: "My character, Sia-Lan, wants to know about the prison. She asks Lialla how many battle droids are guarding it."

Here is the information Lialla knows. Reveal it bit by bit, in response to appropriate questions from the characters. Feel free to add other details during the discussion if you like, but don't give away any secrets that Lialla wouldn't reasonably know.

- The prison consists of portable energy walls. You can't cut through them or break them in any way.
- The prison where my parents are being held is on the Street of Glory, not far from the palace.

- A single gate leads into the prison. I've seen the droids and the Neimoidian overseers enter a code to open the energy gate, but I don't know what it is.
- Two Neimoidian overseers are always near the prison. I'm sure they have the code to open the energy gate.
- Two security droids guard the energy gate.
- A squad of battle droids patrols the area to maintain security.
- Battle droids can't be intimidated or bribed.

After the heroes have asked her all the questions they can think of, Lialla wishes them luck and says she'll meet them here after her mission.

Set-Up

Refer to Map 3 for placement of tokens. Put seven Wall tokens, two Pillar tokens, and one Door token on the map sheet to represent the prison's energy walls and gate. Next, place two Security Battle Droid tokens (one on each side of the Door token) and two Neimoidian tokens outside the prison. Then place a three space wall token at the other end of the map. Tell the players that their characters can start anywhere behind the wall.

Don't place the four Infantry Battle Droid tokens yet. They're out on patrol right now, but they show up later in the adventure.

Encounter 1: Break In!

The heroes have a couple of options for starting the adventure. They can take the direct approach and blast their way past the security droids, or they can be subtler and try to acquire the access code from the Neimoidian overseers first. Both of these options are described below.

The Direct Approach

This option begins with an attack against the two security droids guarding the energy gate. These battle droids have red markings to distinguish them from other types of battle droids, and they carry blasters. Security droids can think for themselves, so they are smarter and more resourceful than their infantry counterparts. (Remember that battle droids can't be intimidated, bluffed, bribed, negotiated with, or tricked using Jedi mind powers. The characters must defeat them in combat to get past them.)

If the heroes keep their weapons hidden, they can walk right up to the security droids. Surprising them isn't an option unless they somehow get out of sight though, since drawing a weapon takes a character's entire turn.

If the characters approach with their weapons already in hand, the security droids attack when any hero gets within 10 spaces of their position, or when a hero attacks, whichever comes first.

The game statistics for the two security battle droids are presented here. Use the "Wounds" lines to track any damage the droids take in battle.



SECURITY BATTLE DROIDS (2)		INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE
Attack: Blaster 1d20+3, or unarmed 1d20+2 Damage: Blaster 3d6, or unarmed 1d4+1		15	0	15	4	15
Saves: Fortitude 1d20+2, Reflex 1d20+1, Will 1d20+1 Skills: Gather Information 1d20+6, Intimidate 1d20+6, Search 1d20+6, Spot 1d20+6						
DAMAGE TRACK						
Security Droid 1	□□□□□□□□□□□□□□					
Security Droid 2	□□□□□□□□□□□□□□					

NEIMOIDIAN OVERSEERS (2)		INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE
Attack: None (The overseers won't fight) Damage: None		8	0	7	5	10
Saves: Fortitude 1d20+1, Reflex 1d20+0, Will 1d20+1 Skills: Diplomacy 1d20+4, Spot 1d20+2, Use Computer 1d20+4						
DAMAGE TRACK						
Neimoidian 1	□□□□□□					
Neimoidian 2	□□□□□□					

Running the Fight

As soon as anyone starts shooting, the Neimoidian overseers flee, escaping off the top edge of the map. The patrol of four infantry battle droids hears the commotion and arrives 2 rounds later. Keep track of the combat rounds played and go to **Encounter 2: The Patrol** as soon as these reinforcements arrive on the scene.

The security droids don't necessarily go last in each round, since they have a higher initiative rating than some of the heroes provided with this adventure. Just resolve their actions whenever their turn comes up in the initiative order.

By now you should be practiced running combat rounds. Each character and opponent acts in initiative order, makes an attack roll or performs some other action, and deals damage if an attack succeeds.

Outcome: The security droids fight until they win or are defeated. If the heroes defeat the droids, they can examine the energy gate (go to **The Energy Gate**). If the security droids win the fight, they take the heroes prisoner (go to **Adventure 3A: Escape!**).

The Subtle Approach

This approach begins with getting the access code for the energy gate from the Neimoidian overseers. The Neimoidians are nervous, unassuming beings who can be ruthless in business, but have no stomach for physical confrontations. The heroes can either bribe the Neimoidians for the code or threaten them into revealing it. Both of these options are detailed in the following sections.

These Neimoidians supervise work at the prison camp, commanding the security droids and sometimes interrogating the prisoners. More often than not, the overseers are bored. They feel that a command droid should be handling this job. After all, Neimoidians are much too important to be standing around watching energy walls crackle.

The game statistics for the Neimoidians are detailed on page 13. Remember, however, that Neimoidians never attack; they prefer to run from fights.

Bribery

To bribe the Neimoidians, the heroes must first approach them in a friendly, or at least businesslike, manner. Hostile actions immediately send them running.

Once the Neimoidians understand what the characters want, one overseer takes over negotiating for the pair. The heroes must likewise choose one character to handle the negotiations for their side. If that hero offers at least 100 credits for the information and gets a higher Diplomacy check result than the Neimoidian does, the overseer accepts the bribe offered. If the Neimoidian wins the Diplomacy check, the price for the access code goes up to 200 credits.

The Neimoidians are willing to accept a bribe because they want the money. They have no intention of allowing the characters to use the code, however. In fact, they intend to call the battle droid patrol the moment the heroes head off toward the energy gate. (Go to **Encounter 2: The Patrol** when it arrives 2 rounds later.)

If the heroes play nice and pay the credits, the Neimoidians provide them with the access code. Read the following out loud:

"It's T112110," the overseer says. "Just punch in the code and the energy gate will open."

If the heroes refuse to pay, they'll have to threaten the overseers to get the information they want. Go to **Intimidation** for this, or to **The Direct Approach** if the characters change tactics and head for the gate.

Intimidation

Only one character can threaten the Neimoidians at a time. If that character's Intimidate check result beats the Will saving throw you make for the Neimoidians, the characters frighten their opponents into cooperating. (One saving throw covers both Neimoidians.)

If the hero is successful, the overseers reluctantly provide the characters with the access code. Read the following out loud, then go to **The Energy Gate** to continue:

"T112110," one of the Neimoidians stammers. "For all the good it will do you!"

If the Neimoidians' saving throw is higher than the hero's Intimidate check result, the overseers immediately call for help. Go to **Encounter 2: The Patrol** to continue when the battle droids arrive 2 rounds later. Meanwhile, the security droids, if they're still around, immediately move around the corner of the prison compound to attack the heroes when they hear the call for help.

The Energy Gate

The portable energy walls and gate form a sealed area in which the battle droids can hold prisoners. Because these 3-meter-high barriers are really force fields made of energy, there's no way for the characters to shoot, break, or cut through them. Climbing an energy wall is impossible as well, since it shocks and repels anyone who touches it.

There are three ways to open the energy gate. One is to punch the access code into the keypad next to the gate. Another is to use the Disable Device skill to bypass the gate's power. The third is to crack the access code with the Computer Use skill, then enter it on the keypad. But the security droids won't just stand by while the characters tinker with the gate. Using any of these

three options, therefore, requires defeating the security droids first. (Go to **The Direct Approach** to continue if the characters have not already done this.)

Once the security droids are out of the way, the heroes can try to open the gate. If they already had the access code before defeating the security droids, they can simply enter the code and wait. The gate opens 1 round later. If they didn't get the code, go to **Disable Device** or **Computer Use**, depending upon which method they try.

Disable Device

Opening the gate this way requires a successful Disable Device check if the character has that skill, or a Dexterity check otherwise. A check result of 20 or better disengages the energy gate. Go to **Rescuing the Prisoners** to continue.

If the first check fails, the character can keep trying, once every round, until the gate opens. Keep track of how many rounds have passed, however, since the battle droid patrol is likely to arrive sometime during this period. (Go to **Encounter 2: The Patrol** when the four infantry battle droids arrive.)

Computer Use

Opening the gate this way requires a successful Computer Use check if the character has that skill, or an Intelligence check otherwise. On a check result of 25 or better, the hero cracks the access code, and the energy gate opens 1 round later. Go to **Rescuing the Prisoners** to continue.

If the first check fails, the character can keep trying, once every round. Keep track of how many rounds have passed, however, since the battle droid patrol is likely to arrive sometime during this period. (Go to **Encounter 2: The Patrol** when the infantry battle droids arrive.)

Rescuing the Prisoners

Once the heroes get the energy gate open, place the tokens representing the prisoners inside the compound. (Refer to Map 3 for positioning.) Use two Palace Guard tokens, four Naboo Citizen tokens, and one Naboo Pilot token. (The two Guard tokens represent Lialla's parents.)

Next, the heroes must convince the prisoners to accompany them. How each prisoner responds depends on how the characters approach them.

Lialla's Parents: Lialla's mother and father are tired and weak, but they retain their diplomatic skills even in these terrible circumstances. "Who are you?" the mother asks. "How do we know we can trust you?" the father asks. Let the players speak for their characters. You talk for Lialla's parents. They are polite but skeptical, unsure if they should trust these young people or not. They won't be hurried or bullied. They will respond favorably if the heroes mention Lialla and their connection to her.

The Citizens: This collection of Naboo citizens initially refuses to leave the confines of the prison. They are frightened and hungry, sure that this is some kind of trick on the part of the Neimoidians. A hero must convince the prisoners that the heroes can protect them and lead them to safety. Have the player explain the basics of what his or her character says, then have the player make a Diplomacy check (if the hero is trying to be reassuring and friendly) or an Intimidate check (if the hero is trying to get them to move through any means possible). If the hero doesn't have the appropriate skill, he or she makes a Charisma check instead. Give the player a +2 bonus to the check if his story is particularly stirring or convincing. Then you make a separate check (1d20) for each of the citizens.

Citizens whose check results are lower than the hero's agree to follow them. Any citizens who win the check refuse to budge, claiming that they'll never make it and that attempting to escape will just get everyone killed. Any or all of the heroes may try again, once each round, to convince any reluctant prisoners to move.

The Pilot: The wounded pilot has no faith in the heroes. "You're too young and too trusting," the pilot says. "There's no way you're going to get us out of here, even if I believed this wasn't some kind of Neimoidian trap. Run along and play before you get us all killed." The players can try to convince the pilot of their worth using any method they can think of. The pilot responds particularly well to a Jedi or soldier character, but waits to see what the heroes do against the patrol before venturing out of the prison.

Remember, to win the adventure, the heroes must get Lialla's parents safely away from the prison and off the map at the heroes' starting point. The characters earn additional experience points for any other prisoners they lead to safety.

Once the captives are free, start **Encounter 2: The Patrol** if the heroes have not yet fought the guard patrol. Otherwise, go to **The End!**

Encounter 2: The Patrol

At some point in the adventure, the four infantry battle droids patrolling the area show up to cause more trouble for the heroes. When this happens, the characters' first concern should be to protect the prisoners (especially Lialla's parents) and get them to safety.

Exactly when the patrol arrives depends on what the characters have done up to this point. If they took the direct approach, the patrol arrives on the scene 2 rounds after the battle with the security droids ends. If they successfully bribed the overseers, the patrol arrives 4 rounds after the characters leave the Neimoidians. If the overseers called for help, the patrol arrives 2 rounds after the Neimoidians started yelling. Otherwise, the patrol reaches the area just as the heroes and the prisoners they are trying to rescue step out of the prison.

The Patrol

When the patrol arrives, the four Infantry Battle Droid tokens enter as shown on Map 3.

Moving the Prisoners

The captives all have speed ratings of 3 due to their weakened states. Let the players move the tokens of the prisoners who have agreed to follow them as they desire each round. The prisoners move at the end of the round, after the heroes and battle droids have acted. None of the captives are in any condition to help fight the droids, however. They are using all of their strength just to try to keep up with the heroes.

Running the Fight

The heroes have higher initiative ratings than infantry battle droids do, so the droids act last in each round. Then the players can move the prisoner tokens 3 spaces each. Each character and opponent makes an attack roll or performs some other action, and deals damage if an attack succeeds. Since the droids are attacking with blasters, they try to keep one open space between themselves and any hero at all times. A battle droid that ends up in the space next to a hero can't shoot its blaster. Instead, it swings the weapon like a club. For each such attack, roll 1d20, but don't add any bonus to the die roll. (The droids have no bonus for this type of attack.) A result greater than or equal to the target character's Defense is a hit. A blaster deals 1d4 points of damage when used as a club.

Outcome: The battle droids concentrate their attacks on the heroes. Their orders are to stop the armed opponents before trying to recapture the escaping prisoners. Remember that battle droids never surrender or retreat.

If the heroes reach their starting point on the map with the prisoners, they all escape to safety, whether or not they defeat all the battle droids. (Go to **The End!**) If the battle droids win, the heroes wind up inside the locked prison with the prisoners they tried to rescue (go to **Adventure 3A: Escape!**). Either way, the adventure is over.

INFANTRY BATTLE DROIDS (4)				
INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE
Attack: Blaster 1d20+2 Damage: Blaster 3d6 Saves: Fortitude 1d20+1, Reflex 1d20+0, Will 1d20+0 Skills: Listen 1d20+4, Search 1d20+4, Spot 1d20+4				
11	0	8	4	12
DAMAGE TRACK				
Battle Droid 1	□□□□□□□□			
Battle Droid 2	□□□□□□□□			
Battle Droid 3	□□□□□□□□			
Battle Droid 4	□□□□□□□□			

The End!

If the heroes rescue the prisoners, Lialla's parents are reunited with their daughter after her mission. The other former captives head off to find any members of their own families who may be among the resistance fighters. The characters receive the thanks of the Minister of Culture, plus 400 credits to split among themselves.

Experience

The heroes receive no XP for this adventure if the droids defeated them. If they freed Lialla's parents and got them to safety, the heroes win 3,000 XP. For each additional prisoner they rescue, they win another 200 XP. Divide the total experience award by the number of heroes, giving each character an equal share.

Rest

After the adventure, the characters can rest and recover any vitality and wound points they have lost. Lucos Dannt knows a merchant who's supplying equipment to the resistance fighters on the sly if the characters want to spend some credits. (The merchant has made an "agreement" with the Neimoidians, but he's secretly helping the resistance.) The Weapons Table in the *Rulebook* shows everything that's available and prices for all the items.

Adventure 3A: Escape!

Use this adventure only if the heroes were captured in an earlier adventure, or if you need a scenario that involves the characters escaping from a battle droid prison.

Gamemaster's Secret Information

At the start of this adventure, the heroes wake up inside a prison compound. They have recovered all their lost vitality and wound points, but they have neither weapons nor gear—just the clothes on their backs.

Set-Up

Use Map 3 to set up the tokens for this adventure. Instead of starting next to the two pillars, however, the heroes begin play inside the prison. After the players put their tokens in the compound, place three additional tokens (one Naboo Citizen, one Pilot, and one Palace Guards) inside with them to represent other prisoners.

To win this adventure, the characters must open the prison gate, defeat a pair of security droids, and then hold off a squadron of four infantry droids while their fellow prisoners run to safety. (If the prisoners exit the map from the area behind the two pillars, they have escaped.)

Players' Introduction

When you've read the adventure to yourself and are ready to start playing, read this boxed introduction out loud to the players:

You and your friends wake up inside the crackling energy walls of a Neimoidian prison. All of your weapons and gear are missing. The only possessions you have with you are your clothes and boots.

"Looks like the new guests are awake," says a voice nearby. You turn to face a Naboo citizen who, judging from his gaunt body, has probably been in prison for several days. "Welcome to Prison Compound 32," he says dejectedly.

"We've been here since the first hours of the invasion," another prisoner chimes in weakly. "The battle droids rounded us up and herded us into this energy cage."

"I hope you're not hungry," a third prisoner whispers. "They haven't given us any food or water since they locked us up. Some of us won't last much longer."

What do you do?

Encounter 1: Inside the Cage

The characters have few choices at this point. Their best options involve talking to the other prisoners, examining the energy walls, and checking out the energy gate that leads out of the prison. Each of these options is described below.

Talk to the Prisoners

This is a roleplaying encounter. The players speak for their characters, and you speak for the prisoners.

The three other prisoners are Ruto Graven, Ela Sivel, and Private Boraso. Any character can speak to one or all of them whenever desired. However, the prisoners don't readily reveal anything except their names and their complaints about the situation. Drawing any useful information out of them requires a successful Diplomacy (or Charisma) check. (The player rolls 1d20 and adds the appropriate bonus for the character making the attempt, while you roll 1d20 for the prisoner.)

A prisoner whose check result is lower than that of the questioner reveals everything he or she knows. See the appropriate paragraph below for the information each prisoner has.

Ruto Graven: "I'm the Assistant Minister of Internal Affairs for Queen Amidala. I've heard that the Trade Federation army has taken control of Naboo. The Queen escaped, however, and is on her way to Coruscant to plead our case before the Republic Senate. I am confident this crisis will soon be over."

Ela Sivel: "I'm so weak! Why won't they feed us? Those horrible, horrible droids! I hate them!
"I'm an artist. I've lived on Naboo all my life and nothing this terrible has ever happened before! We're all going to die in here—I just know it!"

Private Boraso: "I'm with the Royal Security Force. The battle droids captured me after I got shot in a fight. I'm too weak and hurt to help you right now, but you could probably get away if you could open the energy gate. I'm no good at that kind of stuff myself, but if one of you wants to try, I've got a couple of security tools hidden in my belt. Here. Take them. By the way, don't touch the energy walls—the shock can kill you."

Note: If the heroes haven't successfully completed Adventure 3 yet, then you can substitute Ruto and Ela for Liialla's parents (see Adventure 3 for details).

A Bad Feeling

While the heroes are interacting with the prisoners, tell the Jedi's player that the Jedi suddenly feels cold and uncomfortable. If the Jedi looks around, read:

A disturbance in the Force draws your attention to a small group of people walking past the prison. You peer past the crackling energy gate to see what appears to be a pair of high-ranking Neimoidians walking beside a figure in dark robes. A black hood conceals his features. Then, as though sensing you, the hooded figure turns and stares at you. Tattoos of red and black cover his face, and his yellow eyes scrutinize you for an instant. Then he turns away, dismissing you. As the trio move out of sight, you get an impression of pure hatred. You have glimpsed the dark side.

That, of course, was Darth Maul, who has come to Naboo to aid the Viceroy and deal with Qui-Gon Jinn and Obi-Wan Kenobi. The heroes are no match for Maul, and they are in no position to challenge him right now anyway. Use this scene to hint at future events and to tie the heroes into the bigger story that is *Star Wars Episode I: The Phantom Menace*.

What's Next?

From here, continue with **The Energy Walls** if the characters try examining those, or **The Prison Gate** if they try to break out of the prison immediately.

The Energy Walls

These 3-meter-tall, portable force fields carry a powerful electrical charge. Because they're literally made of energy, there's no way for the characters to shoot, break, or cut through them.

The barrier shocks and repels anyone who touches it, so no one can climb over it. Leaping over it is also impossible, and none of the heroes is strong enough to throw another character over the wall.

Go to **Talk to the Prisoners** if the characters decide to discuss the situation with their fellow prisoners, or to **The Prison Gate** if they examine that.

The Prison Gate

The portal into the prison is an energy gate set in a frame that contains a keypad control and a power source. Heroes who approach the portal notice two security droids standing just beyond the crackling barrier of energy, one on each side of the gate. (Place two Security Droid tokens outside the compound, as shown on Map 3.)

The characters can open the energy gate either by bypassing its power or by cracking the access code. The first of those options requires a successful Disable Device check. The second requires a successful Computer Use check.

Either method attracts the attention of the security droids unless either the character making the attempt is particularly stealthy, or the other characters create a distraction. Both of these options are outlined below.

Stealthy Attempt

A Move Silently check result that beats the droids' Listen check result allows a character to work on the gate unnoticed. If the droids win the check, they spot the activity and order the hero away from the gate. Go to **Opening the Gate** when a character begins working on it.

Creating a Distraction

To distract the security droids, the characters not working on the gate can start a fight at the other end of the prison, or they can attempt to engage the droids in conversation. The latter option requires a good story from the players and at least one Diplomacy (or Charisma) check result higher than the droids' Charisma check result. (Roll 1d20 for the check. One roll covers both droids in this case.)

If one or more heroes successfully distracts the security droids, another character can work undisturbed on the gate. Keeping the droids occupied requires a new Diplomacy (or Charisma) check each round. The first time the droids win any such check, they notice the activity at the gate and order everyone away from it. Go to **Opening the Gate** when a character begins working on it.

Opening the Gate

Opening the gate requires a successful Disable Device or Computer Use check. These options are described below.

Disable Device

A hero who uses Private Boraso's security tools gains a +2 bonus to Disable Device checks. As before, a character who doesn't have the Disable Device skill can make a Dexterity check instead.

A check result of 20 or higher disengages the energy gate. If the first attempt fails, the character can keep trying, once every round, until either the gate opens or the security droids notice the activity. Go to **Fighting the Security Droids** once the characters successfully open the gate.

Computer Use

With a Computer Use (or Intelligence) check result of 25 or better, a hero can crack the access code. The gate opens 1 round later.

If the first attempt fails, the character can keep trying, once every round, until either the gate opens or the security droids notice the activity. Go to **Fighting the Security Droids** once the characters successfully open the gate.

Fighting the Security Droids

Once the heroes get the energy gate open, they must gather their equipment and fight the guards. Their gear and weapons are in an unlocked container next to the energy wall, just outside and to the left of the prison gate. Moving to the box and grabbing a weapon takes a whole round, so newly armed heroes cannot actually attack with their weapons until the following round.

Security droids have red markings to distinguish them from other types of battle droids, and they carry blasters. They can think for themselves, so they are smarter and more resourceful than their infantry counterparts. (Remember that droids can't be intimidated, bluffed, bribed, negotiated with, or tricked using Jedi mind powers. The characters must defeat them in combat to get past them.)

SECURITY BATTLE DROIDS (2)					
INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE	
Attack: Blaster 1d20+3, or unarmed 1d20+2 Damage: Blaster 3d6, or unarmed 1d4+1					
Saves: Fortitude 1d20+2, Reflex 1d20+1, Will 1d20+1 Skills: Gather Information 1d20+6, Intimidate 1d20+6, Search 1d20+6, Spot 1d20+6					
15	0	15	4	15	
DAMAGE TRACK					
Security Droid 1			□□□□□□□□□□□□□□		
Security Droid 2			□□□□□□□□□□□□□□		

Running the Fight

The security droids don't necessarily go last in each round, since they have a higher initiative rating than some of the heroes. Just resolve their actions whenever their turn comes up in the initiative order.

Outcome: The security droids fight until they win or are defeated. If the heroes win the fight, they can make their escape (go to **Encounter 2: Run For It!**). If the security droids win, they capture the heroes, take away their weapons and gear, and put them back into the prison. (Go back to the beginning of this adventure and let the heroes try again to escape.)

Encounter 2: Run For It!

To escape to safety, the heroes must escape off the map at the spot behind the pillars. As soon as the other prisoners see the security droids defeated, they ask the characters to take them to safety as well.

The last obstacle in the heroes' way is the four infantry battle droids patrolling the area.

The Patrol

The infantry battle droid patrol appears as soon as the fight with the security droids is over. Place the four Infantry Battle Droid tokens as shown on Map 3.

Moving the Prisoners

The prisoners all have speed ratings of 3 due to their weakened states. Let the players move the prisoner tokens as desired each round. The prisoners act last in the round. The prisoners are in no condition to help fight the droids, however. They are using all of their strength just to try to keep up with the heroes.

Running the Fight

The heroes have higher initiative ratings than these battle droids, so the droids act after the heroes in each round. The droids act before the players move the prisoner tokens, though.

INFANTRY BATTLE DROIDS (4)					
INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE	
Attack: Blaster 1d20+2 Damage: Blaster 3d6					
Saves: Fortitude 1d20+1, Reflex 1d20+0, Will 1d20+0 Skills: Listen 1d20+4, Search 1d20+4, Spot 1d20+4					
11	0	8	4	12	
DAMAGE TRACK					
Battle Droid 1			□□□□□□□□		
Battle Droid 2			□□□□□□□□		
Battle Droid 3			□□□□□□□□		
Battle Droid 4			□□□□□□□□		

Outcome: The battle droids concentrate their attacks on the heroes. Their orders are to stop the armed opponents before trying to recapture the escaping prisoners. Remember that battle droids never surrender or retreat.

If the heroes reach the exit point behind the pillars, they escape to safety, as do any prisoners they have with them (go to The End!). If the battle droids win the fight, they confiscate the heroes' gear and put them back into the prison. (Go back to the beginning of this adventure and start over.) If the heroes abandon the prisoners to make good their own escape, the battle droids recapture the prisoners and put them back into the compound.

The End!

The adventure ends as soon as the heroes escape, whether or not they have defeated all the battle droids.

Experience

If the droids win, the characters receive no XP for this adventure. If the heroes escape to safety, they win 2,000 XP. For each additional prisoner the heroes bring to safety, they win another 300 XP. As usual, divide the total award by the number of heroes, giving each character an equal share.

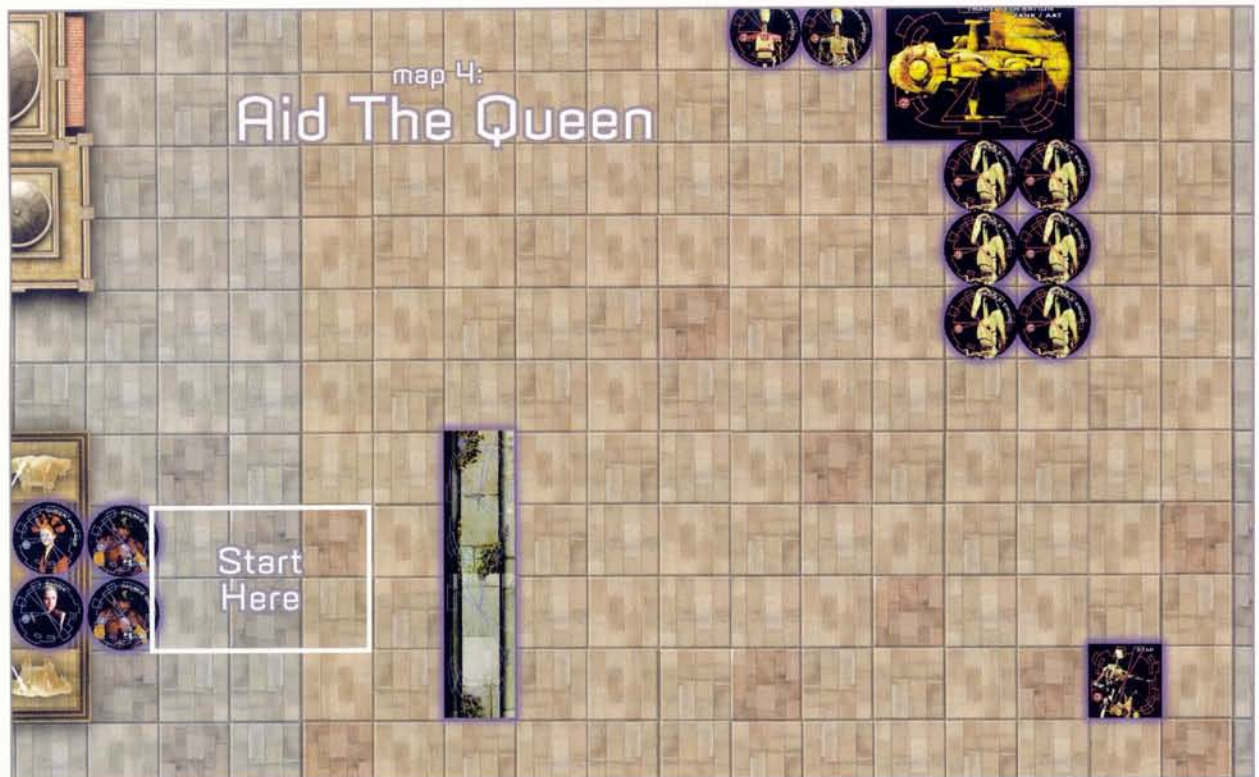
Rest

After the adventure, the characters can rest at the headquarters of the Naboo Underground and recover any lost vitality and wound points before starting the next adventure. Lucos Dannt, leader of the resistance, knows a merchant who's supplying equipment to the Underground on the sly if the characters want to spend some credits. The Weapons Table in the *Rulebook* shows what is available and lists the price for each item.

Adventure 4: Aid the Queen

This adventure takes place well into the invasion, when Queen Amidala returns from Coruscant to make a last, desperate attempt to defeat the Trade Federation invaders.

While the characters sneak around Theed looking for some way to strike at the battle droid army, they encounter Queen Amidala and some of her companions (a handmaiden and two palace guards). The queen asks the heroes to help her get past the Trade Federation troops and into the palace.



Gamemaster's Secret Information

The "queen" is really Sabé, Amidala's trusted handmaiden. She's the decoy, charged with keeping Amidala safe by taking her place when there is danger. Sabé must get into the palace and distract at least part of the defending forces. This will give the real Amidala a better chance of reaching the throne room to confront the Trade Federation Viceroy. Sabé will never admit that she isn't Queen Amidala.

To win this adventure, the heroes must keep the battle droid forces occupied so that the "queen" and her companions can cross the map safely. As soon as the Queen token exits off the top of the map, Sabé has successfully entered the palace.

At that point, it's time for the heroes to escape. They get away as soon as their tokens exit off the bottom edge of the map. The heroes don't need to defeat all the battle droids to win. They just have to keep them busy long enough for the "queen" to get into the palace.

Players' Introduction

When you've read the adventure to yourself and are ready to start playing, read this boxed introduction out loud to the players:

You and your friends have been quietly exploring the streets of Theed, looking for ways to help the people of Naboo survive this terrible invasion. Just as you notice a large force of battle droids gathering in the middle of the plaza, a sound behind you draws your attention to the nearby shadows.

"Are you for or against the queen?" a member of the Royal Security Force asks, stepping into the light.
What do you say to him?

Meeting the Queen

If the characters claim to be supporters of the queen, the royal soldier nods and steps to the side. Read the following out loud to the players:

You stare in amazement as Queen Amidala, one of her handmaidens, and another royal soldier step out of the shadows. "Good friends," the queen says, "we are in desperate need of your help. We must enter the palace, but those battle droids stand in our way. Will you help us get past them?"

If the players agree to help the "queen," she outlines her plan. Read the following aloud to the players:

"We shall run straight for the palace doors," says the queen, indicating the two soldiers and her handmaiden. "While we do, you must keep the battle droids occupied. Just keep them busy—you do not have to destroy them for us to win the day.

"Once we get inside, your job is done. Flee in the opposite direction and find a safe place to hide. We will be safe enough inside the palace; we have friends there who will help us. Do you understand?"

If the heroes have anything to add to the plan, Sabé agrees to any reasonable suggestion. But she doesn't have time for elaborate maneuvers, so she insists on keeping with the basics of her plan.

Set-Up

When the characters are ready to help the "queen" get to the palace, refer to Map 4 for details on positioning the tokens. Place four Wall tokens, two Palace Guard tokens, one Queen token, and one Padmé token on the map sheet, as shown on Map 4. Have the players put their character tokens somewhere between the royal party and the Wall tokens. Then place one Battle Tank token, one Command Droid token, one Security Droid token, six Infantry Droid tokens, and one STAP token, as shown on Map 4.

Encounter 1: Fight and Flight!

Since the battle droids aren't expecting trouble here, the heroes automatically surprise them. This gives the players one round in which to take actions before their opponents can respond.

The heroes can distract the battle droids either by attacking them or by creating a disturbance in a side street. Either option, however, means that the heroes must fight the droids eventually.

In addition to their own characters, let the players control the four members of the royal party. Assign one royal party member to each player, or double them up if there aren't enough players. Remind the players that the queen must get to the palace as quickly and as safely as she can. The soldiers and handmaiden are not available to help the heroes fight battle droids. They attack only to help clear a path or to keep the "queen" safe. Sabé fights only if it becomes necessary to defend herself.

Experience

If the droids defeat the heroes or the "queen," the characters receive no XP for this adventure. If Sabé makes it into the palace, the heroes win 3,000 XP. If the heroes escape off the map, the group wins another 1,000 XP. In addition, for every battle droid the heroes defeat (reduce to 0 wound points), they receive an additional 300 XP. As always, divide the total experience award by the number of heroes, giving each character an equal share.

Rest

After this adventure, the battle for Naboo reaches a climax. As seen in the movie, Queen Amidala takes control of the palace, Obi-Wan Kenobi defeats Darth Maul after Qui-Gon Jinn is killed, and Anakin Skywalker disables the droid control ship thus deactivating the army of battle droids.

The heroes rest and recover any lost vitality and wound points. Then they receive one last mission prior to the grand celebration that occurs at the end of the movie.

INFANTRY BATTLE DROIDS (6)				
INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE
Attack: Blaster 1d20+2 Damage: Blaster 3d6 Saves: Fortitude 1d20+1, Reflex 1d20+0, Will 1d20+0 Skills: Listen 1d20+4, Search 1d20+4, Spot 1d20+4				
11	0	8	4	12

DAMAGE TRACK

Battle Droid 1	□□□□□□□□
Battle Droid 2	□□□□□□□□
Battle Droid 3	□□□□□□□□
Battle Droid 4	□□□□□□□□
Battle Droid 5	□□□□□□□□
Battle Droid 6	□□□□□□□□

BATTLE DROID ON STAP				
INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE
Attack: Twin laser cannons 1d20+4/1d20+0 Damage: Laser cannons 2d8/2d8 Saves: Fortitude 1d20+2, Reflex 1d20+4, Will 1d20+0 Skills: Pilot 1d20+4, Spot 1d20+4				
12	0	18	8	16

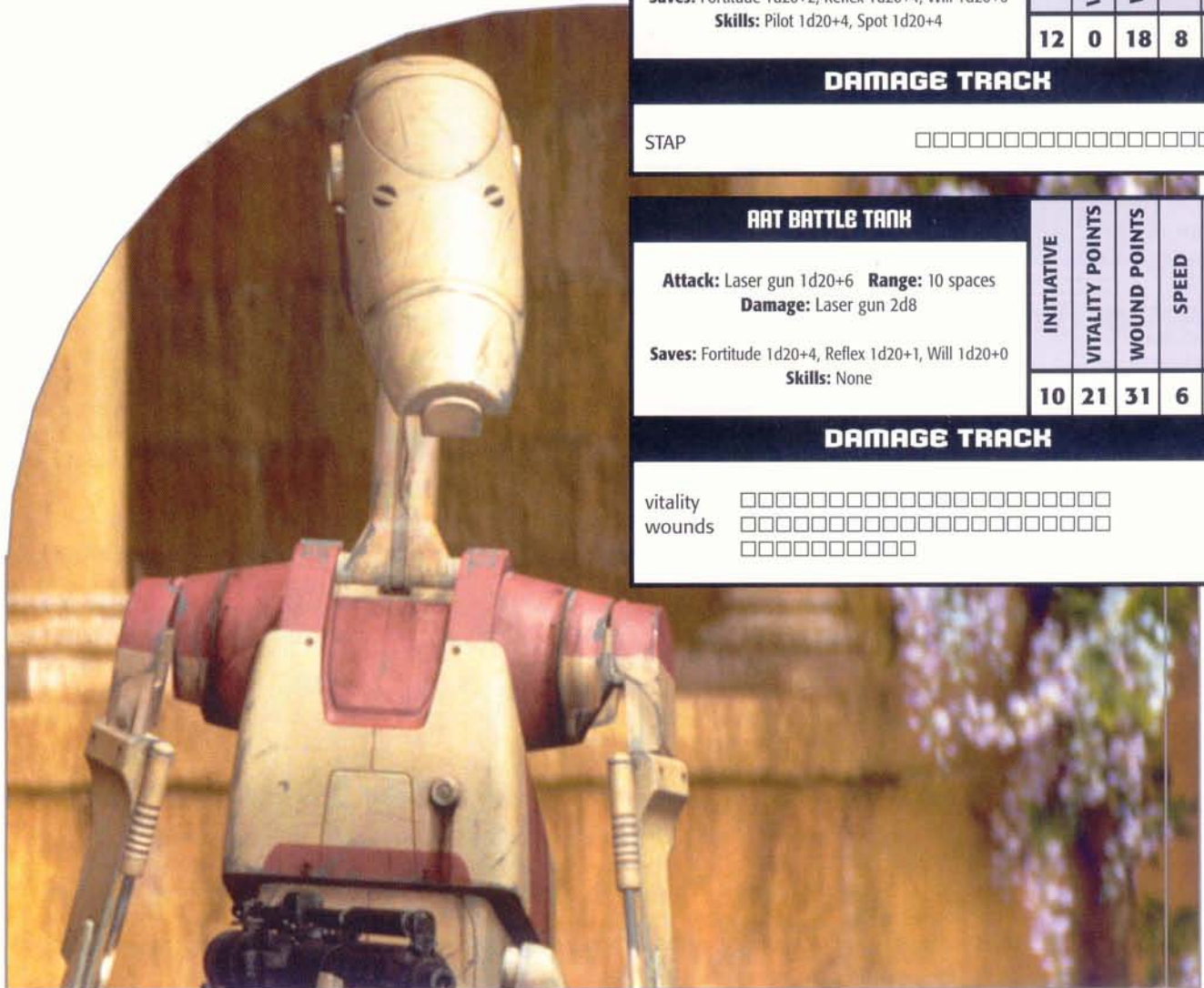
DAMAGE TRACK

STAP	□□□□□□□□□□□□□□□□
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AAT BATTLE TANK				
INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE
Attack: Laser gun 1d20+6 Range: 10 spaces Damage: Laser gun 2d8 Saves: Fortitude 1d20+4, Reflex 1d20+1, Will 1d20+0 Skills: None				
10	21	31	6	18

DAMAGE TRACK

vitality	□□□□□□□□□□□□□□□□□□
wounds	□□□□□□□□□□□□□□□□□□
	□□□□□□□□



Adventure 5: Renegade

This adventure doesn't use the map or the tokens, but you might want to use the tokens to keep track of where the characters are during any combat situations. The heroes receive a special mission from Sabé as all of Theed prepares to honor the dead and celebrate the victory over the Trade Federation. As always, read the entire adventure to yourself before running it for your players.

Gamemaster's Secret Information

Hidden in the wilderness outside Theed, among the ancient ruins that lie abandoned in the swamps, one last secret danger prepares to attack Queen Amidala. A renegade leads a group of disillusioned humans and Gungans. Savor Kibbs, who was rejected by the Jedi Council but nevertheless possesses a powerful link to the Force, is a charismatic leader with a handful of disgruntled followers. Kibbs knows he doesn't have an army large enough to take control of Naboo, but he believes he has enough resources to destroy the queen and stop the Naboo-Gungan alliance from solidifying. With a few dark side powers to call upon and a reconfigured destroyer droid in his arsenal, Kibbs plans on sending his followers on a suicide mission to Theed. Before that happens, the heroes will get one chance to stop Kibbs and convince his followers to abandon their destructive path.

Players' Introduction

When you've read the adventure to yourself and are ready to start playing, read this introduction to the players:

The joy at defeating the Trade Federation and greeting the arriving dignitaries—including the new Chancellor of the Republic, Palpatine of Naboo, and a contingent of Jedi including Yoda and Master Mace Windu—hasn't eradicated the feelings of loss that everyone in Theed is experiencing. Friends, loved ones, and respected officials suffered and even died during the invasion and battle. The funeral for the fallen Jedi Master, Qui-Gon Jinn, brought it all home and has left a melancholy cloud over the city of Theed.

Still, the clean up of the city continues, and you can see that the preparations for the grand celebration are getting underway. As you watch a group of workers toss droid parts into a speeder, one of the Queen's handmaidens approaches you. She is accompanied by Lialla Tane and Lucas Dannt. The headmaster nods to you, and Lialla smiles in greeting. The handmaiden says, "I am Sabé, my friends. You provided a great many services to the Queen and her people during the dark weeks that have passed, and I am here to ask one more service of you. We have learned that a group of renegades has gathered in the swamps outside the city. These renegades consist of both humans and Gungans, and we have heard that their leader speaks out against the Queen and the Naboo-Gungan alliance. Lialla has seen the renegades' camp and can lead you there. I hope you will agree to scout out the camp and report back to us on whether or not these renegades represent a true threat to Naboo."

Will you agree to help Sabé?

Encounter 1: Gathering Information

This is a roleplaying encounter in which the players get to interact with Sabé, Lialla, and Headmaster Dannt as their characters would. The trio will answer any questions the heroes have. You should speak for these three characters while the players ask questions for the heroes. Here's what Sabé and the others know. Reveal the information a piece at a time in answer to the heroes' questions. Try to impart the details through the characters' conversation, as opposed to simply relaying the information as it is written. Feel free to add your own touches, details, and bits of personality to the characters as the conversation continues.

What Sabé Knows

"Our people suffered greatly during the invasion. Thanks to the efforts of many people, including the Gungans, we were able to capture the Trade Federation Viceroy and defeat the invading droid army. By destroying the control ship, all of the droids immediately stopped functioning. Even now, the deactivated droids are being gathered up for destruction.

"We share the Jedi's grief over the death of Master Qui-Gon Jinn. We are not sure who the terrible being that killed him was, but I'm sure that the Jedi Council is investigating the matter.

"We do not know the name of the renegade leader, but he seems to have been establishing himself since before the Trade Federation blockade. In fact, the dark days of the invasion seem to have helped him gain followers. They apparently found refuge in the ruins, and for keeping a portion of our citizens safe, we thank him. However, the rumors that he wishes to overthrow Queen Amidala and disrupt the formation of the alliance with the Gungans disturbs us greatly.

"Lialla discovered the renegade camp during one of her missions for the Underground. She can tell you more about what she saw."

What Lialla Knows

"I'd be honored to participate in a mission with you. Many members of the Underground were impressed by your actions on behalf of the people of Theed.

"The ruins are located in the swamps about a half a day outside of Theed. The path is treacherous; the swamps contain a

variety of dangers for those who don't know what to watch for. Dangerous creatures and natural hazards can be deadly if you aren't careful. I'll accompany you to point out the correct path and to warn you of any dangers.

"When I discovered the camp, I noticed a few things. The renegade's followers include both humans and Gungans. I saw at least two dozen humans and a half dozen Gungans when I was there, but there could have easily been more. Many of them had weapons. Along with the ruins, there were a few damaged Trade Federation droids in the camp, including battle droids and a destroyer droid. None of the droids appeared to be functional.

"I heard the renegade speak. He had a presence about him. It was dark, powerful, yet compelling all at the same time. When he spoke, the whole camp fell silent to listen. He talked of the troubles the Queen has brought upon this planet, of the dangers she has unleashed on Naboo and Gungan alike. While I listened, I wanted to believe his lies about the Queen. It was seductive. He said that the way of peace has weakened us. He said that it was time to learn the ways of war to defend ourselves against our enemies. He said that if the Queen wouldn't lead us from destruction, then someone would step forward to replace her. Then, as one, the crowd chanted. Over and over they shouted, 'Lead us! Lead us!' And then the renegade smiled. I hurried away before anyone noticed me and reported what I saw."

What Headmaster Dantt Knows

"The ruins date back to the most ancient times of Naboo, before humans arrived on this world. It is unclear who built them, but the Gungans consider some of these locations to be holy places. It isn't surprising that the renegade and his followers can remain hidden in these ruins, as many of them are uncharted and far from any settlements. That's why one such spot made a great refuge for the Gungans after the droid armies invaded their underwater cities.

"Trust Lialla to show you the way. She knows those swamps almost as well as I know the many corridors in the House of Learning. If anyone can get you into and out of the swamp in one piece, it's Lialla.

"Remember that we aren't asking you to confront the renegade. Simply scout out his base and try to determine what he's planning. We really don't believe he's powerful enough to strike at the Queen directly, but if he is really adamant about disrupting the alliance, he'd have to move quickly before the ceremonial Globe of Peace is exchanged between Queen Amidala and Boss Nass. If you see evidence of such preparations, report back to us immediately.

"We will provide you with a speeder, but you'll want to walk the last few kilometers to the ruins to keep from alerting the renegade and his followers."

Encounter 2: Dangers in the Swamp

There's no map of the trip through the swamp. Instead, key events occur along the way, and those are the ones we focus on in play. It's kind of like a movie; play through the important scenes, then fade or cut to the next important scene. There's no reason to play every step through every meter of swamp. The fun occurs when we get to the events, so that's what we detail (and you play through).

The three key events should occur in order. First, the heroes encounter a vicious Swamp Beast that wrecks their speeder and forces them to continue the rest of the way on foot. Then the heroes must deal with a large patch of Quicksand that threatens to drown them all. Finally, as they reach the first sign of ruins, the heroes encounter a Tangler Tree that has been corrupted by the dark side of the Force. Each of these encounters is described below.

Starting Out

As discussed, Headmaster Dantt provides the heroes with a speeder and gives each of the characters a field kit. The kit includes food rations and water for one week, a glowrod, a medpac, and a comlink. Dantt wishes them luck, and Sabè says she must return to the Queen's side but she will be anxiously awaiting the mission team's report.

Ask the players to decide which hero is driving the speeder. The character with the best Pilot skill makes the best driver, but anyone can operate a speeder. If a character without the Pilot skill is driving, he (or she) uses his Dexterity modifier if any skill checks are required. As soon as the heroes are ready, they zoom away, leaving the preparations for the victory celebration in other hands as they exit Theed and enter the wilderness beyond.

In case you need them, here are Lialla's statistics. She's a full member of the mission team. You control her, but don't overshadow the heroes. Let Lialla stay in the background until she's needed or the adventure calls for her specific participation.

LIALLA TANG				
INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE
Attack: Blaster 1d20+3 Damage: Blaster 3d6 Saves: Fortitude 1d20+2, Reflex 1d20+3, Will 1d20+1 Skills: Search 1d20+4, Survival 1d20+4				
12	8	8	5	14
DAMAGE TRACK				
vitality <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		wounds <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

Scene 1: Swamp Beast

Read the text below to the players to start this encounter:

Your speeder quickly navigates the streets of Theed and is soon zooming away from the city. The scene wipes as the speeder disappears over the horizon, then fades in as we see it racing through a dark, dense swamp. Lialla has been directing you, leading you deeper into the swamp. You have been traveling for almost eight hours when a large tree suddenly falls directly in your path. The speeder is moving too fast to stop in time. The only way to avoid crashing is to maneuver around the falling tree.

To avoid crashing into the falling tree, the driver must make a Pilot or Dexterity check. The difficulty for maneuvering around the falling tree and high speed and maintaining control is 20.

Success!

If the driver's result is 20 or higher, read the following to the players.

With great skill, you manipulate the speeder's controls and steer around the falling tree. You bring the speeder to a stop in a clearing a few dozen meters away as the tree smashes into the swamp. Everyone seems to be okay.

Go to **The Beast Attacks** to continue this encounter.

Failure!

If the driver's result is 19 or lower, read the following to the players.

You manipulate the speeder's controls but you aren't fast enough. A heavy branch cracks into the rear end of the speeder as you try to turn away from the falling tree. The repulsorlift whines in protest and the speeder begins to spin wildly. You fight to maintain control, but to no avail. The speeder crashes into a huge rock, bounces back, and comes to rest in a cluster of thorny bushes.

Everyone must make a Reflex saving throw to determine the amount of damage they suffer in the crash. Anyone who gets a result of 10 or higher suffers 2d4 vitality damage. Anyone who gets a result of 9 or less suffers 1d4 wound damage. The Gamemaster rolls for Lialla.

Before anyone can do anything else, the swamp beast enters the scene. Go to **The Beast Attacks**.

The Beast Attacks

Whether the speeder maneuvered safely to a stop or crashed into the brush, immediately thereafter, before the heroes can do anything, a vicious swamp beast attacks. Lialla (and the Gungan hero, if he's being used) know that the creature is called a grakkt. The first thing the grakkt does is attack the speeder. If the vehicle wasn't damaged before, it is now. If it was damaged, the grakkt's blow adds to the vehicle's devastation. Then the creature turns on the heroes. Read:

SWAMP BEAST (GRAHKT)					
	INITIATIVE	VITALITY POINTS	WOUND POINTS	SPEED	DEFENSE
Attack: Claws 1d20+6 or Bite 1d20+2 Damage: Claws 2d8+2 or Bite 2d12+2	14	20	14	4	18
Saves: Fortitude 1d20+3, Reflex 1d20+0, Will 1d20+0 Skills: Search 1d20+4, Spot 1d20+4					
DAMAGE TRACK					
vitality	□□□□□□□□□□□□□□□□□□□□				
wounds	□□□□□□□□□□□□□□				

As the great tree's crash continues to ring in your ears, you hear another sound. Rushing out of the trees is a huge creature. The creature is almost three meters long, with armored scales and great claws on its four massive legs, and its large mouth drips with venomous fangs. Like a great armored lion with the head of a crocodile and a spiked tail, the creature is terrifying. It smashes into the speeder, throwing you from the vehicle as the side of the speeder crumples. With a terrible roar, the swamp beast turns toward you with a hungry, vicious expression.

If any of the characters were hurt in the crash, they remain damaged at the start of this battle. Run the combat, with characters acting in order of their initiative. The grakkt has an initiative score of 14, so it may go before some of the heroes. The beast isn't smart; it attacks a different character each round, usually turning toward the last hero to hurt it. When it is reduced to 8 or fewer wounds, it tries to flee. If the characters let it go, it disappears into the swamp. If they decide to keep attacking it, the creature fights until it is killed.

After the beast flees or is defeated, the heroes can take a few moments to recover. Tell the players that any vitality damage the heroes suffered will recover naturally before the next encounter. Wound damage, however, must be treated with medpacs or by a Jedi power (Heal Self or Heal Another). Determine the state of the heroes before moving on to the next encounter.

The speeder is too badly damaged for the heroes to use. Anyone with the Repair skill can try to fix it, but they quickly come to

the realization that they don't have the time or parts necessary to get it back in working order.

If any hero attempts to use a comlink, all that comes through is static. Either the swamp is interfering with the communications signal, or the signal is being purposely jammed.

The heroes must walk to get anywhere. They are closer to the ruins than to Theed, and Lialla will urge them to carry on with the mission. If they decide to ignore her, they are free to return to Theed and the adventure ends. You'll have to decide what happens between the renegade and the Queen. Lialla, of course, tries to accomplish the mission with or without the heroes.

Scene 2: Quicksand

If the heroes decide to continue their mission, Lialla takes the lead. Ask the players where their characters are in relation to Lialla (walking beside her, right behind her, a few meters behind her, or another distance), then read the text below out loud:

Walking through the swamp is sweaty, tiring business. Bugs buzz around you. Sweat stings your eyes. You constantly have to find new paths through the muck and mire. Lialla knows what she's doing, however, and she always seems to find a way around every obstacle you come across. She pauses up ahead, scouting the terrain and looking for landmarks and other familiar signs. "We have a problem up here," Lialla calls to you. "It looks like—oh!" Suddenly the ground beneath Lialla crumbles and she plunges out of sight.

Any heroes beside or right behind Lialla must make Reflex saving throws to avoid sliding down the crumbling slope. The difficulty is 15. Anyone who fails the save slides into a vast pool of quicksand that stretches before the mission team. There's no easy way around the pool. The best path is to climb over the quicksand using the canopy of tree branches that hangs overhead.

Lialla and any heroes who failed the save tumble down the slope and splash into the watery mire. Lialla has a moment to call, "Be careful! This is quicksand!" She struggles, but it's obvious that she doesn't have much time (and neither do any heroes that fell in with her).

Anyone in the quicksand must make a Will saving throw each round to avoid panic and keep from struggling. The difficulty is 10 the first round, and it increases by 1 each round thereafter (11, then 12, then 13, and so on). When a character fails a save, panic sets in. A panicking character struggles, increasing the suction and quickly succumbing to the quicksand. Such a character is pulled under on the next round and begins to drown. A character can hold his or her breath for a number of rounds equal to his or her Constitution score. If the character is still under the quicksand after that number of rounds has passed, the character dies.

To rescue a character from the quicksand, another character that didn't fall in needs to use either a long stick (easily found in the swamp) or some liquid cable or other ropelike item. The character must make a Strength check with a difficulty of 15 to pull a character out of the quicksand. Two characters can team up to pull another character out of the quicksand; the difficulty for two characters working together is 10 (only one of them makes the check).

A character can try to rescue himself, but it's tough. A Jedi with the Move Object skill can pull a vine or stick toward himself and pull himself free, but other characters must struggle to swim through the muck. First, roll 1d6+2 to determine how many meters the character is from the edge of the quicksand. Then the character must make a Swim (or Strength) check each round to get closer to the edge. This check has a difficulty of 15, and a success gets the character 1 meter closer to safety. Swimming increases the difficulty of the Will saving throw, however. It starts at 15 (instead of 10) and increases each round from there.

Beating the Quicksand

Once the heroes pull their companions out of the quicksand, they have to find a way to get across the large pool of muck. The best method is to use the dense canopy of tree branches to climb over the quicksand. The number of branches makes this pretty easy. Climb (or Strength) checks with a difficulty of 5 are required to successfully cross the area. It takes four successful checks to make it across. If a character fails a check, he or she must make a Dexterity check (difficulty 10) to catch a branch and keep from falling. If this second check succeeds, the character can continue to climb through the canopy. If the check fails, the character falls into the quicksand and must be rescued (see above).

Scene 3: The Dark Grove

After the heroes get past the quicksand, they continue on. A few hours later they reach a portion of the swamp that seems even darker and more oppressive than anything they've encountered thus far. Read:

The path ahead winds through a grove of ugly, twisted vegetation. You notice a few ancient stone blocks poking out from the plants, bushes, and trees, the first sign of the ruins you are looking for. This area seems darker, colder than the rest of the swamp, and you have a very bad feeling about what lies ahead.

If one of the players is running Rann, have him make a See Force check. If the result is 15 or better, Rann feels the presence of the dark side of the Force in the mutated grove up ahead. The feeling seems centered around a huge tangle tree near the center of the grove that has vines and branches intermingling with the other plants in the cluster. This is a dark side nexus, a concentra-

Encounter 4: The Renegade's Base

Savor Kibbs and his followers occupy the ruins of an ancient hall deep in the swamp. As the heroes spot the renegade's base, read:

The ruins rise out of the mire ahead, an ancient hint of a civilization long ago claimed by this fetid swamp. Great columns jut from the mud, and a dry stone platform remains as a reminder of the once-impressive structure. A second building, half buried in the mud and foliage, retains most of its walls and roof. A couple of giant heads, carved from massive blocks of stone, watch the camp from either side of the ruined buildings. You see about a dozen humans and Gungans standing among the ruins. They don't appear to be armed, but they do look like they've been expecting you.

What are you going to do?

The heroes can enter the camp without a problem. No one attacks them or tries to stop them in any way. This should begin as a roleplaying encounter where the heroes get to talk to the renegades. If the heroes don't want to talk and instead resort to hostile activities, then go to **Destroyer Droid** below.

Scene 1: Talking to the Followers

The followers believe in the renegade. Many were frightened and looking for help when they came to this camp. Others were genuinely concerned with the future of Naboo. The charismatic appeal of Savor Kibbs boosted by the influence of the dark side nexus make the followers especially susceptible to Kibbs' charms and impassioned speeches. They aren't brainwashed, but they are very much under the influence of Kibbs and the dark side nexus. This influence keeps them from realizing that they are indeed being blinded by Kibbs' anger and hatred.

When the heroes enter the camp, one human, a tough-looking woman, shouts at them. Read:

"Queen lovers! You're so blinded by Amidala's beauty that you don't see the doom she's brought upon this planet. If we allow her to fortify her alliance with the Gungans, she will lead all of us to destruction. Can't you see that?"

Let the heroes argue or discuss these views with the followers for as long as everyone is having fun. Use the dialog below to help form the conversations. Remember that you should impart the information as naturally as possible, speaking as the characters in question, and adding details as you see fit. These are fanatics; there aren't any right or wrong things to say. If the players present good arguments and stand behind their convictions, they can begin to sway some of the followers. The influence of the dark side is too strong, however, for them to really open the followers' eyes while the conduit—Savor Kibbs—is in their midst. They won't even notice the obvious contradictions this hatred has thrust upon them.

When discussion starts to get old, or if the heroes resort to violence, go to **Destroyer Droid** for the epic conclusion of this adventure.

Tough-Looking Woman

"The Queen has fooled you. She doesn't really know what she's doing. She's too young. Everyone is challenging her, and such challenges will become more frequent as time goes by. I'm frightened, I truly am. First the Trade Federation tried to take our world, and next it will be the Republic itself. Savor Kibbs should lead us. Only he has the power to save us all."

Gungan Warrior

"Wesa no liken mixin wit da Queen. She bringen da Mackineeks on uss-en. We hates da Mackineeks! Wesa die. Da Queen do dis. Wesa tinken Savor is bombad. Wesa tinken Savor gonna be da leader now."

Angry Young Man

The Queen is deceiving you. I think she's in league with the Trade Federation. I know she's in league with the people who ravaged our planet. The Queen must be stopped, and the truth must be revealed. Savor knows this. Savor promotes this. Savor says we should embrace our anger and use it to fuel our indignation."

Scene 2: Destroyer Droid

If the heroes are having an easy time of swaying the followers, or if any of the heroes makes a threatening gesture, Savor Kibbs unleashes the weapon he has been saving to use against the Queen. Even if neither of these things occurs, the renegade decides he must eliminate these emissaries of the Queen before he can put a stop to the victory celebration, thanks to the hateful thoughts promoted by the dark side nexus. With that, he activates the destroyer droid that he has had repaired and equipped with a droid brain, allowing it to function even though the droid control ship has been destroyed. Read:

STAR WARS INVASION OF THEED

ADVENTURE GAME

CHARACTER SHEET

NAME _____

SPECIES _____

CLASS _____

LEVEL _____



SKILLS

When your character uses a skill, make a skill check. If you roll high enough, the attempt succeeds. The Gamemaster knows how high you need to roll.

SKILLS

Bluff	1d20+ _____
Climb	1d20+ _____
Computer Use	1d20+ _____
Diplomacy	1d20+ _____
Disable Device	1d20+ _____
Gather Information	1d20+ _____
Hide	1d20+ _____
Intimidate	1d20+ _____
Jump	1d20+ _____
Listen	1d20+ _____
Move Silently	1d20+ _____
Pilot	1d20+ _____
Repair	1d20+ _____
Ride	1d20+ _____
Search	1d20+ _____
Spot	1d20+ _____
Survival	1d20+ _____
Swim	1d20+ _____
Treat Injury	1d20+ _____

FORCE SKILLS

Affect Mind	1d20+ _____
Battlemind	1d20+ _____
Empathy	1d20+ _____
Force Push	1d20+ _____
Force Stealth	1d20+ _____
Heal Another	1d20+ _____
Heal Self	1d20+ _____
Move Object	1d20+ _____
See Force	1d20+ _____
Telepathy	1d20+ _____

EXPERIENCE POINTS

INITIATIVE

Once combat starts, the character with the highest initiative acts first.

SPEED

Your character can move this many spaces per turn.

DEFENSE

Opponents must roll your character's Defense or better to hit.

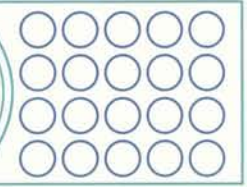
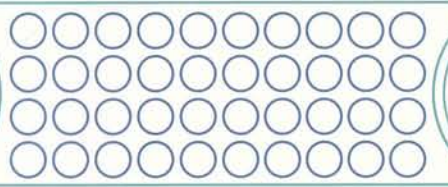
FORCE POINTS

Roll 1d6 (or 2d6 for Jedi) and add the results to all task resolution rolls for saving throws, skill checks, ability checks, and attacks, but not damage rolls.

DAMAGE TRACK

If your character runs out of vitality points, damage reduces wounds instead. A character who runs out of wounds falls unconscious.

Record your total in the circle. Use the check dots to record damage taken.



WEAPONS

_____	Attack: Roll 1d20 + _____	Damage: Roll _____
_____	Attack: Roll 1d20 + _____	Damage: Roll _____
_____	Attack: Roll 1d20 + _____	Damage: Roll _____
_____	Attack: Roll 1d20 + _____	Damage: Roll _____

ABILITY

SCORE

BONUS

STRENGTH	_____	_____
DEXTERITY	_____	_____
CONSTITUTION	_____	_____
INTELLIGENCE	_____	_____
WISDOM	_____	_____
CHARISMA	_____	_____



SAVING THROWS

FORTITUDE:	1d20+ _____	To resist poison, disease or massive physical damage
REFLEX:	1d20+ _____	To avoid hazards and explosions
WILL:	1d20+ _____	To resist mental distress or Force attacks

GEAR

Blank space for recording gear.

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Combat Encounters

Combat is an important part of the game. Here are the steps to follow when a fight starts.

Choose a Weapon

Before combat begins, decide which weapon Sia-Lan has in hand. She can switch weapons during combat, but doing so takes her whole turn.

Who Goes First?

Once a fight starts, the character or opponent with the highest initiative goes first. The one with the second highest initiative goes second, and so on. If there's a tie, the tied players each roll 1d20. (The GM rolls for each opponent involved in the tie.) The characters or opponents then take their actions in descending order of results (highest die roll, then next highest, and so on) for that battle.

What Can Sia-Lan Do?

Choose one of the following actions for Sia-Lan each time her turn comes up:

- Move and Attack**
- Switch weapons**, but not move
- Move and reload a weapon**, but not attack
- Reload a weapon and attack**, but not move
- Perform some **other action**, such as opening a door or picking up an object.

Moving

Sia-Lan can move up to her speed rating in spaces each round. Moving diagonally is okay. If Sia-Lan moves next to an opponent, she must stop. If she starts her turn next to an opponent, she can move only 1 space unless the character is fleeing. Sia-Lan may move through, but not stop in, a space occupied by a friend.

Attacking

Sia-Lan must be next to an opponent to attack with a melee weapon (such as fists, a cesta, or a lightsaber). She must have at least one empty space between himself and all opponents to use a ranged weapon (such as a blaster pistol or a bowcaster). She must also have a clear shot—there can't be any walls, characters, or opponents between her and her target.

Making an Attack Roll: Roll 1d20 and add the bonus listed for the weapon Sia-Lan is using. If the result is equal to or greater than her opponent's defense, she hits. Then you can roll damage.

Making a Damage Roll: Roll the type of die indicated for the weapon Sia-Lan used and add its bonus (if any). Damage reduces her opponent's vitality points (if any) first, then it reduces wound points. Characters and opponents fall unconscious when their wound points drop to 0. Unconscious characters eventually die unless they receive medical aid.

Using the Force

Sia-Lan can use the Force before or after moving in a turn. Of her Force skills, the following are usable during combat: Force Push, Heal Another, Heal Self, and Move Object. Sia-Lan's other Force skills work best outside of combat.

To use the Force in combat, Sia-Lan must be at least 1 space away from all opponents. Roll 1d20 and add her bonus for the skill she's using. You might also have to roll a die to determine how much damage Sia-Lan heals or deals using the Force.

Shooting into a Fight

If Sia-Lan fires a ranged weapon at an opponent who is standing next to a friend, she has a -4 penalty to her attack roll.

Flanking

If Sia-Lan and a teammate are on opposite sides of an opponent, and each has a melee weapon in hand, each gets a +2 attack roll bonus against that opponent.

Reloading

If your die roll for a ranged weapon attack is 1 (before adding Sia-Lan's attack bonus), the weapon runs out of ammo. Sia-Lan can reload and either move or attack (but not both) on her next turn.

Fleeing

If Sia-Lan runs from a fight, every opponent with a clear attack at her gets a free attack against her.

Noncombat Encounters

When there's no combat happening, play is much more casual. The GM describes the scene and asks the players what their characters do.

What Can Sia-Lan Do?

Here are some noncombat options for Sia-Lan:

- Listen at a door**
- Try to bypass a door control panel**
- Search a defeated opponent**
- Access a secured computer file**
- Explore a location**
- Question a local**
- Bargain with a trader**
- Talk to a palace guard to get the scoop on what's going on inside the palace**

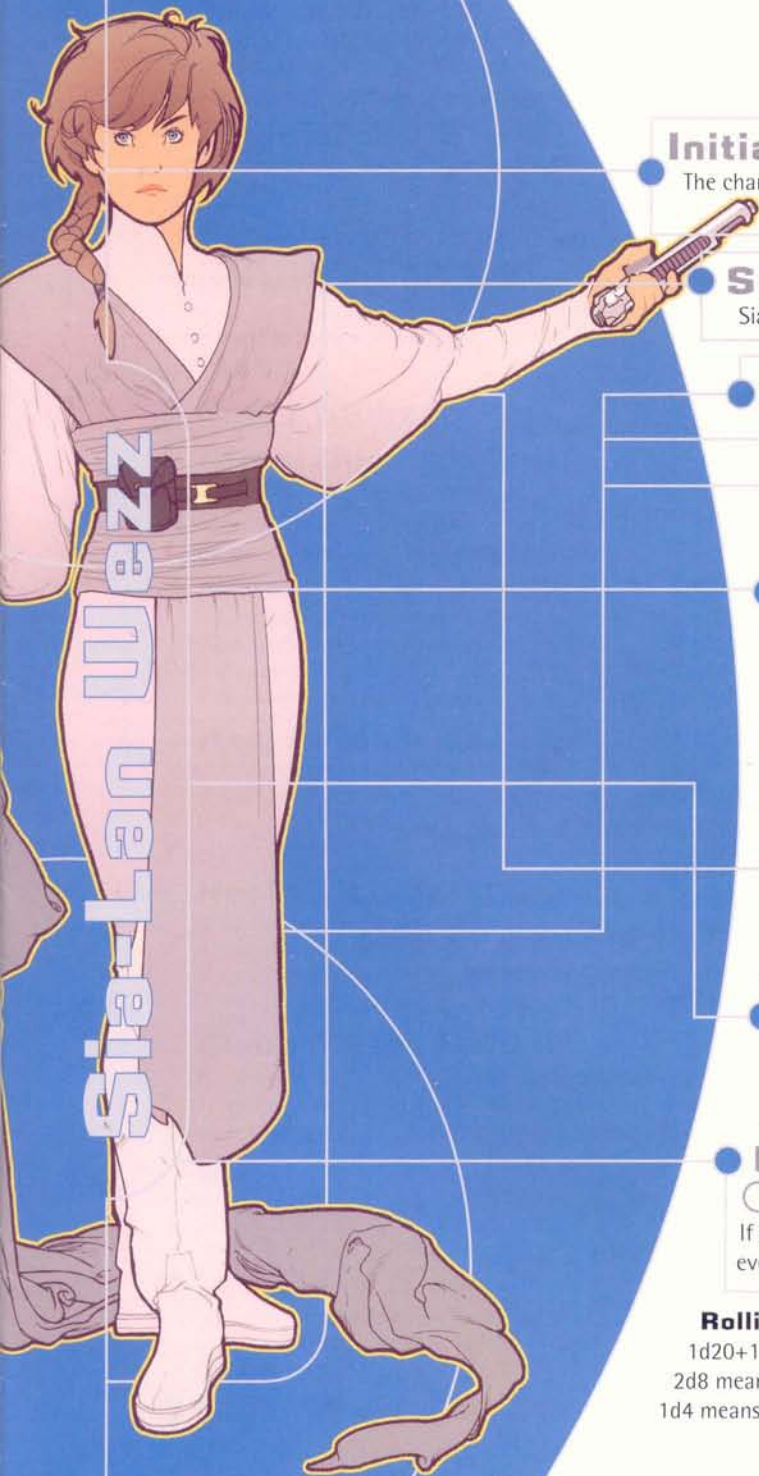
Sia-Lan Wezz

Human Jedi Guardian (Padawan)

Species: Human **Class:** Jedi Guardian **Level:** 1 **Age:** 15 **Credits:** 75 **Experience Points:** 0

Sia-Lan is the Padawan learner of Master Lo-Jad. Her Master sent her to Naboo to Study at Theed's Royal House of Learning. It was here that she met and befriended the other adventurers.

The young Jedi has heard the rumors about the Trade Federation and its intention to invade Naboo. If that happens, she and her friends may get their chance to become heroes. With the Force as her ally and her friends at her side, Sia-Lan knows she'll be ready for anything!



Initiative 16

The character with the highest initiative goes first, the one with the next highest goes second, and so on.

Speed 5 spaces

Sia-Lan can move 5 spaces a turn.

Lightsaber (melee weapon)

Attack: Roll 1d20+1

Damage: Roll 2d8

Fists (melee weapon)

Attack: Roll 1d20+1

Damage: Roll 1d4

Roll an attack each turn that Sia-Lan fights an opponent. If the result is high enough to hit, roll damage against the opponent. Damage reduces the opponent's vitality points first, then wound points.

Defense 16

An opponent must score Sia-Lan's defense or better on an attack roll to hit her.

Vitality Points 11



If Sia-Lan runs out of vitality points, further damage reduces her wound points.

Wound Points 12



If Sia-Lan runs out of wound points, she falls unconscious and eventually dies if she does not receive medical aid.

Rolling Dice ("d" stands for "die" or "dice")

1d20+1 means roll one 20-sided die and add 1 to that number.

2d8 means roll two 8-sided dice and add those numbers together.

1d4 means roll one 4-sided die and use that number alone.

Sia-Lan Wezz

● Saving Throws

● **Fortitude: 1d20+3**

To resist poison, disease, or massive physical damage

● **Reflex: 1d20+4**

To avoid hazards or explosions

● **Will: 1d20+2**

To resist mental distress or Force attacks

● **Force Points: 2**

Sia-Lan has 2 Force Points. You can use a Force Point to increase her chances of succeeding at any given action. If you want to do that, roll 2d6 and add the result to all Sia-Lan's task resolution rolls (attack rolls, saving throws, skill checks, and ability checks, but not damage rolls) for the round. After you use a Force Point, cross it off this sheet.

● **Force Feats:** Alter, Control, Exotic Weapon (Lightsaber), Force-Sensitive

Alter: Sia-Lan can affect the Force as it flows between herself and another being or object. (That is, she can acquire Force skills of the Alter type. Affect Mind, Force Push, Heal Another, and Move Object are Alter skills.)

Control: Sia-Lan can use the Force to control her own body more perfectly. (That is, she can acquire Force skills of the Control type. Heal Self is a Control skill.)

Exotic Weapon (Lightsaber): Sia-Lan knows how to use a lightsaber in combat.

Force-Sensitive: Sia-Lan is receptive to the Force. She sometimes receives flashes of inspiration or warning, and she can learn the ways of the Force. (That is, she can acquire Force skills and feats.)

● **Gear:** Backpack, comlink, credit chip (containing 75 credits), medpac

Comlink: a communication device.

Credit Chip: a secure memory device containing electronic funds equivalent to Republic credits.

Medpac: a one-use emergency medical kit that restores 1 wound point.

● **Weapons:** Lightsaber

Sia-Lan received her lightsaber as a gift from her teacher, Master Lo-Jad.

Ability	Score	Bonus	Bonus Applies To*
Strength	10	0	Lightsaber attack, fist attack, fist damage
Dexterity	15	+2	Defense, Reflex saving throw
Constitution	12	+1	Validity points, Fortitude saving throw, Heal Self skill
Intelligence	15	+2	Force Push skill, Move Object skill, skill points
Wisdom	12	+1	Heal Another skill, Will saving throw
Charisma	14	+2	Affect Mind skill

*Note:

The above bonuses have already been applied to all attack, saving throw, and skill check rolls shown in this folder.

Skills

When Sia-Lan uses a skill, make a skill check (that is, roll 1d20 and add a bonus, as shown below). If the result is high enough, she succeeds. The Gamemaster knows how high you need to roll.

Hide 1d20+2

Sia-Lan can conceal herself so that opponents don't notice her. If her check result beats the Spot check result for a character who might see her, she remains hidden.

Jump 1d20+4

If Sia-Lan's check result is 1-9, she jumps 2 meters (1 space).
If Sia-Lan's check result is 10-14, she jumps 4 meters (2 spaces).
If Sia-Lan's check result is 15-19, she jumps 6 meters (3 spaces).
If Sia-Lan's check result is 20-24, she jumps 8 meters (4 spaces).
Sia-Lan can choose to end a jump short of its full distance if she wishes.

Search 1d20+1

Sia-Lan can find lost items or hidden features within 4 meters of the spot where she started her search.

Spot 1d20+1

Sia-Lan notices a hidden opponent if her check result beats that character's Hide check result. (The GM may also require a Spot check to determine whether Sia-Lan notices something out of the ordinary, such as a clue.)

Force Skills*

Affect Mind 1d20+6

Sia-Lan distracts her opponent with a false sound or image for a single round. The check result sets the opponent's Will saving throw. If the save fails, the opponent loses his next action. Cost 2 vitality points.

Force Push 1d20+6

Sia-Lan's check result sets the damage and the target Reflex's saving throw difficulty. On a failed save, the target is knocked back 1 space, falls to the ground, and receives full damage. On a successful save, the target remains standing in place and receives half damage. Cost 3 vitality points.
If Sia-Lan's check result is 1-15, 1d4 damage and save is 10.
If Sia-Lan's check result is 16-25, 2d4 damage and save is 15.
If Sia-Lan's check result is 26+, 3d4 damage and save is 20.

Heal Another 1d20+5

If Sia-Lan's check result is 1-14, no healing occurs. Cost 1 vitality point.
If Sia-Lan's check result is 15-19, she restores 1d4+1 vitality. Cost 1 vitality point.
If Sia-Lan's check result is 20-24, she restores 1d6+2 vitality or 1d4+1 wounds (your choice). Cost 2 vitality points.
If Sia-Lan's check result is 25+, she restores 1d8+3 vitality or 1d6+2 wounds (your choice). Cost 4 vitality points.

Heal Self 1d20+5

If Sia-Lan's check result is 1-9, no healing occurs. Cost 1 vitality point.
If Sia-Lan's check result is 10-14, she restores 1d4+1 vitality. Cost 0 vitality points.
If Sia-Lan's check result is 15-19, she restores 1d6+2 vitality or 1d4+1 wounds (your choice). Cost 0 (for vitality) or 1 (for wounds) vitality point.
If Sia-Lan's check result is 20+, she restores 1d8+3 vitality or 1d6+2 wounds (your choice). Cost 0 (for vitality) or 2 (for wounds) vitality points.

Move Object 1d20+6

If Sia-Lan's check result is 10 or better, she can pick up and move a 5-kg (11 pound) object 5 spaces per round. For Sia-Lan to strike an opponent with the object, her check result must beat that character's Reflex saving throw. A 5-kg object deals 1d6 points of damage on a successful hit. Cost 1 vitality point per round used.

*Note:

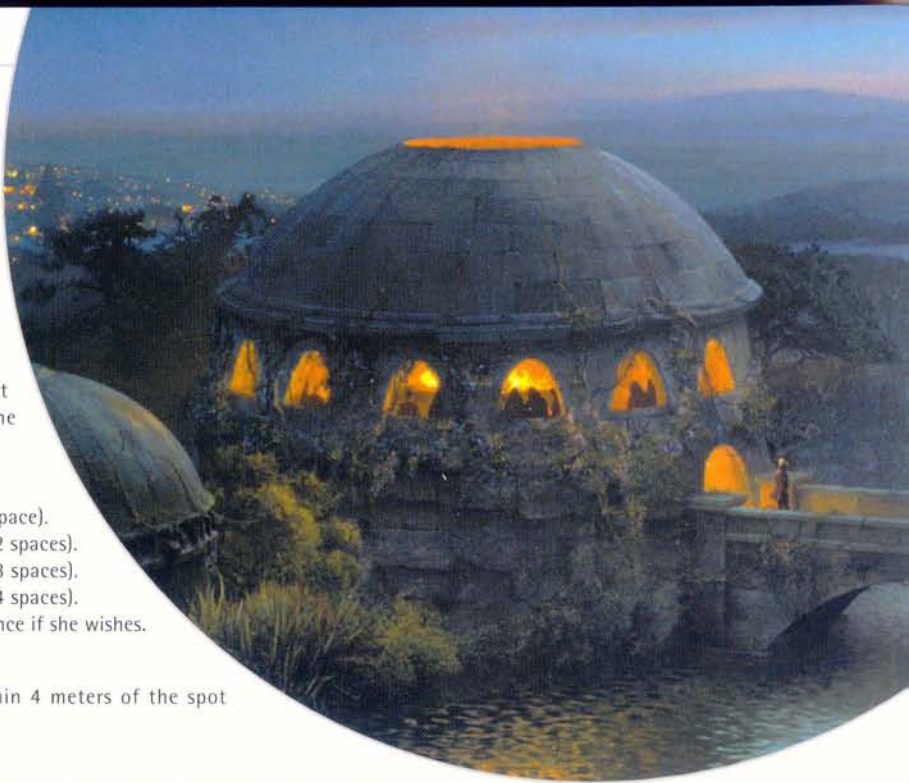
Force skills cost vitality. Subtract the cost from Sia-Lan's vitality points whenever she uses a Force skill, whether or not she is successful.

Improving Skills

When Sia-Lan reaches 2nd level, you can improve six of her skills and add 1 point to each of their check bonuses. (For example, adding 1 point to her Heal Self skill improves its check value from 1d20+5 to 1d20+6.) Or instead of that, you can add any one new skill from the *Rulebook* (at a check value of 1d20+5) to her list.

Other 2nd-Level Improvements

Other improvements are listed in the *Rulebook*.



Combat Encounters

Combat is an important part of the game. Here are the steps to follow when a fight starts.

Choose a Weapon

Before combat begins, decide which weapon Rorworr has in hand. He can switch weapons during combat, but doing so takes his whole turn.

Who Goes First?

Once a fight starts, the character or opponent with the highest initiative goes first. The one with the second highest initiative goes second, and so on. If there's a tie, the tied players each roll 1d20. (The GM rolls for each opponent involved in the tie.) The characters or opponents then take their actions in descending order of results (highest die roll, then next highest, and so on) for that battle.

What Can Rorworr Do?

Choose one of the following actions for Rorworr each time his turn comes up:

- Move and Attack**
- Switch weapons**, but not move
- Move and reload a weapon**, but not attack
- Reload a weapon and attack**, but not move
- Perform some **other action**, such as opening a door or picking up an object.

Moving

Rorworr can move up to his speed rating in spaces each round. Moving diagonally is okay. If Rorworr moves next to an opponent, he must stop. If he starts his turn next to an opponent, he can move only 1 space unless he is fleeing. Rorworr may move through, but not stop in, a space occupied by a friend.

Attacking

Rorworr must be next to an opponent to attack with a melee weapon (such as fists, a cеста, or a lightsaber). He must have at least one empty space between himself and all opponents to use a ranged weapon (such as a blaster pistol or a bowcaster). He must also have a clear shot—there can't be any walls, characters, or opponents between him and his target.

Making an Attack Roll: Roll 1d20 and add the bonus listed for the weapon Rorworr is using. If the result is equal to or greater than his opponent's defense, he hits. Then you can roll damage.

Making a Damage Roll: Roll the type of die indicated for the weapon Rorworr used and add its bonus (if any). Damage reduces his opponent's vitality points (if any) first, then it reduces wound points. Characters and opponents fall unconscious when their wound points drop to 0. Unconscious characters eventually die unless they receive medical aid.

Shooting into a Fight

If Rorworr fires a ranged weapon at an opponent who is standing next to a friend, he has a -4 penalty to his attack roll.

Flanking

If Rorworr and a teammate are on opposite sides of an opponent, and each has a melee weapon in hand, each gets a +2 attack roll bonus against that opponent.

Reloading

If your die roll for a ranged weapon attack is 1 (before adding Rorworr's attack bonus), the weapon runs out of ammo. Rorworr can reload and either move or attack (but not both) on his next turn.

Fleeing

If Rorworr runs from a fight, every opponent with a clear attack at him gets a free attack against him.

Noncombat Encounters

When there's no combat happening, play is much more casual. The GM describes the scene and asks the players what their characters do.

What Can Rorworr Do?

Here are some noncombat options for Rorworr:

- Listen at a door**
- Try to bypass a door control panel**
- Search a defeated opponent**
- Access a secured computer file**
- Explore a location**
- Question a local**
- Bargain with a trader**
- Talk to a palace guard to get the scoop on what's going on inside the palace**

Rorworr

Wookiee Scout

Species: Wookiee **Class:** Scout **Level:** 1 **Age:** 17 **Credits:** 50 **Experience Points:** 0

Rorworr is a Wookiee from the planet Kashyyyk. He lives on Naboo with his father, a Wookiee diplomat stationed there, and attends Theed's Royal House of Learning. It was here that he met and befriended the other characters.

Rorworr is both curious and brave. He enjoys scouting the Naboo wilderness and hopes to explore the galaxy one day.

Rorworr and his friends have long dreamed of adventures. Now, with the Trade Federation threatening to invade the planet, perhaps it is time they became heroes. With his strength and scouting skills, Rorworr can surely help keep the planet safe.

Initiative 18

The character with the highest initiative goes first, the one with the next highest goes second, and so on.

Speed 5 spaces

Rorworr can move 5 spaces a turn.

Bowcaster (ranged weapon)

Attack: Roll 1d20+2

Damage: Roll 3d10

Range: 10 Spaces

Fists (melee weapon)

Attack: Roll 1d20+3

Damage: Roll 1d4+2

Roll an attack each turn that Rorworr fights an opponent. If the result is high enough to hit, roll damage against the opponent. Damage reduces the opponent's vitality points first, then wound points.

Defense 14

An opponent must score Rorworr's defense or better on an attack roll to hit him.

Vitality Points 9



If Rorworr runs out of vitality points, further damage reduces his wound points.

Wound Points 14



If Rorworr runs out of wound points, he falls unconscious and eventually dies if he does not receive medical aid.

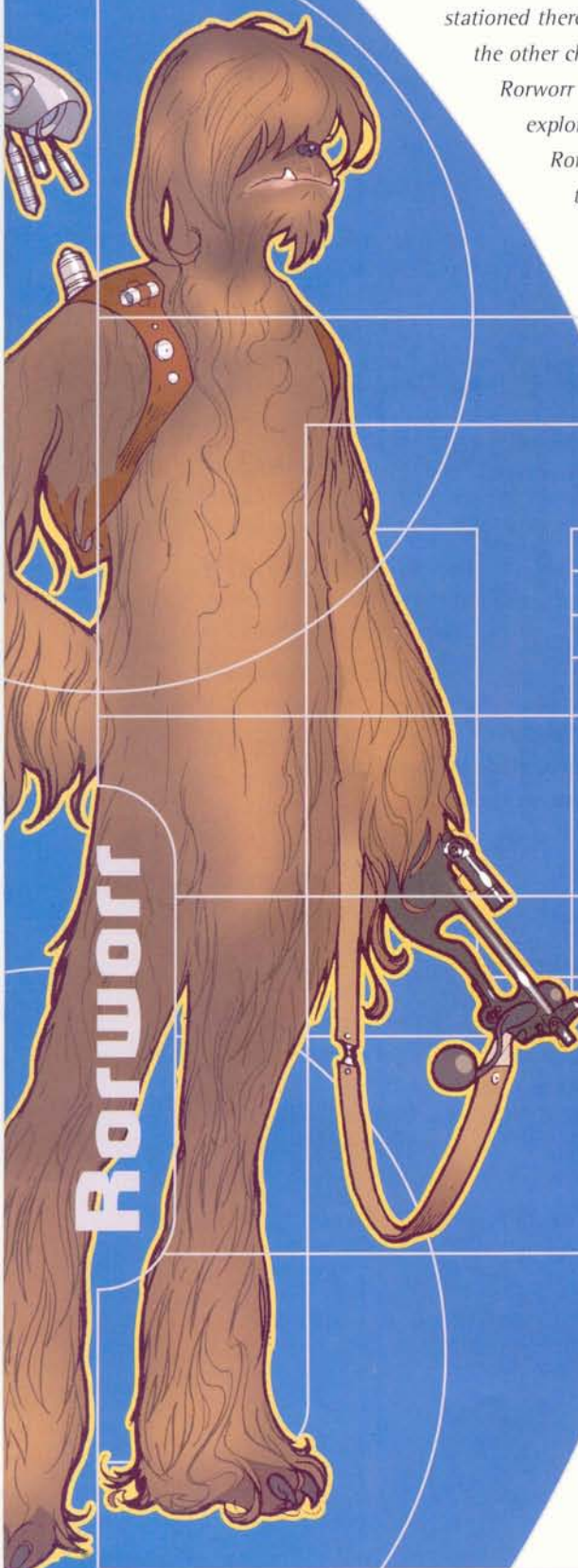
Rolling Dice ("d" stands for "die" or "dice")

1d20+2 means roll one 20-sided die and add 2 to that number.

3d10 means roll three 10-sided dice and add those numbers together.

1d20+3 means roll one 20-sided die and add 3 to that number.

1d4+2 means roll one 4-sided die and add 2 to that number.



Rorworr

● Saving Throws

● **Fortitude: 1d20+3**

To resist poison, disease, or massive physical damage

● **Reflex: 1d20+2**

To avoid hazards or explosions

● **Will: 1d20+1**

To resist mental distress or Force attacks

● **Force Points: 1**

Rorworr has 1 Force Point. You can use a Force Point to increase his chances of succeeding at any given action. If you want to do that, roll 1d6 and add the result to all Rorworr's task resolution rolls (attack rolls, saving throws, skill checks, and ability checks, but not damage rolls) for the round. After you use a Force Point, cross it off this sheet.

● **Gear:** Backpack, comlink, credit chip (containing 50 credits), electrobinoculars, medpac, survival kit

Comlink: a communication device.

Credit Chip: a secure memory device containing electronic funds equivalent to Republic credits.

Electrobinoculars: a magnifying device that grants the user a +4 bonus to Spot checks.

Medpac: a one-use emergency medical kit that restores 1 wound point.

Survival Kit: a small pack containing food, water, and everything else a character needs to survive in the wild.

● **Weapons:** Bowcaster

Rorworr's bowcaster is a Wookiee ranged weapon that fires explosive energy quarrels.

Ability	Score	Bonus	Bonus Applies To*
Strength	16	+3	Fist attack, fist damage, Climb skill
Dexterity	12	+1	Defense, Reflex saving throw, Hide skill, Pilot skill
Constitution	14	+2	Vitality points, Fortitude saving throw
Intelligence	12	+1	Repair skill, skill points
Wisdom	10	+0	
Charisma	10	+0	

***Note:**

The above bonuses have already been applied to all attack, saving throw, and skill check rolls shown in this folder.



Skills

When Rorworr uses a skill, make a skill check (that is, roll 1d20 and add a bonus, as shown below). If the result is high enough, he succeeds. The Gamemaster knows how high you need to roll.

Climb 1d20+9

If Rorworr's check result is 15 or higher, he can climb up a rough vertical surface at a rate of 5 meters per round. (The surface must have some handholds and footholds.)

Hide 1d20+5

Rorworr can conceal himself so that opponents don't notice him. If his check result beats the Spot check result for a character who might see him, he remains hidden.

Intimidate 1d20+6

Rorworr can threaten or coerce someone into cooperating. If his check result beats the opponent's Will saving throw, that character does as Rorworr asks. Battle droids can't be intimidated.

Pilot 1d20+5

Rorworr can operate land, air, sea, and space vehicles. Skill checks are needed only in extreme situations (such as combat or chases). Usually, Rorworr's check result must be 15 or higher to succeed if a skill check is necessary.

Repair 1d20+5

Rorworr can fix damaged ships, weapons, and droids.

Spot 1d20+4

Rorworr notices a hidden opponent if his check result beats that character's Hide check result. (The GM may also require a Spot check to determine whether Rorworr notices something out of the ordinary, such as a clue.)

Survival 1d20+4

Rorworr can use this skill to hunt, guide a group through the wilderness, avoid natural hazards, or find a trail.

Improving Skills

When Rorworr reaches 2nd level, you can improve all seven of his skills by adding 1 point to each of their check bonuses. (For example, adding 1 point to his Spot skill improves its check value from 1d20+4 to 1d20+5.) Or instead of that, you can add any one new skill (except a Force skill) from the *Rulebook* (at a check value of 1d20+5) to his list and improve any one skill he already has by 1 point.

Other 2nd-Level Improvements

Other improvements are listed in the *Rulebook*.

Combat Encounters

Combat is an important part of the game. Here are the steps to follow when a fight starts.

Choose a Weapon

Before combat begins, decide which weapon Deel has in hand. He can switch weapons during combat, but doing so takes his whole turn.

Who Goes First?

Once a fight starts, the character or opponent with the highest initiative goes first. The one with the second highest initiative goes second, and so on. If there's a tie, the tied players each roll 1d20. (The GM rolls for each opponent involved in the tie.) The characters or opponents then take their actions in descending order of results (highest die roll, then next highest, and so on) for that battle.

What Can Deel Do?

Choose one of the following actions for Deel each time his turn comes up:

- Move and Attack**
- Switch weapons**, but not move
- Move and reload a weapon**, but not attack
- Reload a weapon and attack**, but not move
- Perform some **other action**, such as opening a door or picking up an object.

Moving

Deel can move up to his speed rating in spaces each round. Moving diagonally is okay. If Deel moves next to an opponent, he must stop. If he starts his turn next to an opponent, he can move only 1 space unless the character is fleeing. Deel may move through, but not stop in, a space occupied by a friend.

Attacking

Deel must be next to an opponent to attack with a melee weapon (such as fists, a cеста, or a lightsaber). He must have at least one empty space between himself and all opponents to use a ranged weapon (such as a blaster pistol). He must also have a clear shot—there can't be any walls, characters, or opponents between him and his target.

Making an Attack Roll: Roll 1d20 and add the bonus listed for the weapon Deel is using. If the result is equal to or greater than his opponent's defense, he hits. Then you can roll damage.

Making a Damage Roll: Roll the type of die indicated for the weapon Deel used and add its bonus (if any). Damage reduces his opponent's vitality points (if any) first, then it reduces wound points. Characters and opponents fall unconscious when their wound points drop to 0. Unconscious characters eventually die unless they receive medical aid.

Shooting into a Fight

If Deel fires a ranged weapon at an opponent who is standing next to a friend, he has a -4 penalty to his attack roll.

Flanking

If Deel and a teammate are on opposite sides of an opponent, and each has a melee weapon in hand, each gets a +2 attack roll bonus against that opponent.

Reloading

If your die roll for a ranged weapon attack is 1 (before adding Deel's attack bonus), the weapon runs out of ammo. Deel can reload and either move or attack (but not both) on his next turn.

Fleeing

If Deel runs from a fight, every opponent with a clear attack at him gets a free attack against him.

Noncombat Encounters

When there's no combat happening, play is much more casual. The GM describes the scene and asks the players what their characters do.

What Can Deel Do?

Here are some noncombat options for Deel:

- Listen at a door**
- Try to bypass a door control panel**
- Search a defeated opponent**
- Access a secured computer file**
- Explore a location**
- Question a local**
- Bargain with a trader**
- Talk to a palace guard to get the scoop on what's going on inside the palace**

Deel Surool

Twi'lek Scoundrel

Species: Twi'lek **Class:** Scoundrel **Level:** 1 **Age:** 17 **Credits:** 200 **Experience Points:** 0

Deel is a Twi'lek from the planet Ryloth. His parents are wealthy merchants who have set up a trading emporium in the Naboo city of Theed, where Deel attends the Royal House of Learning. It was here that he met and befriended the other characters.

This young Twi'lek has a knack for getting into trouble, but can usually find a way out of it. He's a smooth operator, confident and charismatic, with a talent for being sneaky.

Deel and his friends have long dreamed of adventures. If the rumors about the Trade Federation are true and the Neimoidians invade the planet, these students may well get their chance to become heroes. Deel's all for heroics—as long as he has a shadow or two to hide in when there's trouble.

Initiative 12

The character with the highest initiative goes first, the one with the next highest goes second, and so on.

Speed 5 spaces

Deel can move 5 spaces a turn.

Hold-Out Blaster (ranged weapon)

Attack: Roll 1d20+3

Damage: Roll 3d4

Range: 3 Spaces

Vibroblade (melee weapon)

Attack: Roll 1d20

Damage: Roll 2d6

Roll an attack each turn that Deel fights an opponent. If the result is high enough to hit, roll damage against the opponent. Damage reduces the opponent's vitality points first, then wound points.

Defense 17

An opponent must score Deel's defense or better on an attack roll to hit him.

Vitality Points 9



If Deel runs out of vitality points, further damage reduces his wound points.

Wound Points 11



If Deel runs out of wound points, he falls unconscious and eventually dies if he does not receive medical aid.

Rolling Dice ("d" stands for "die" or "dice")

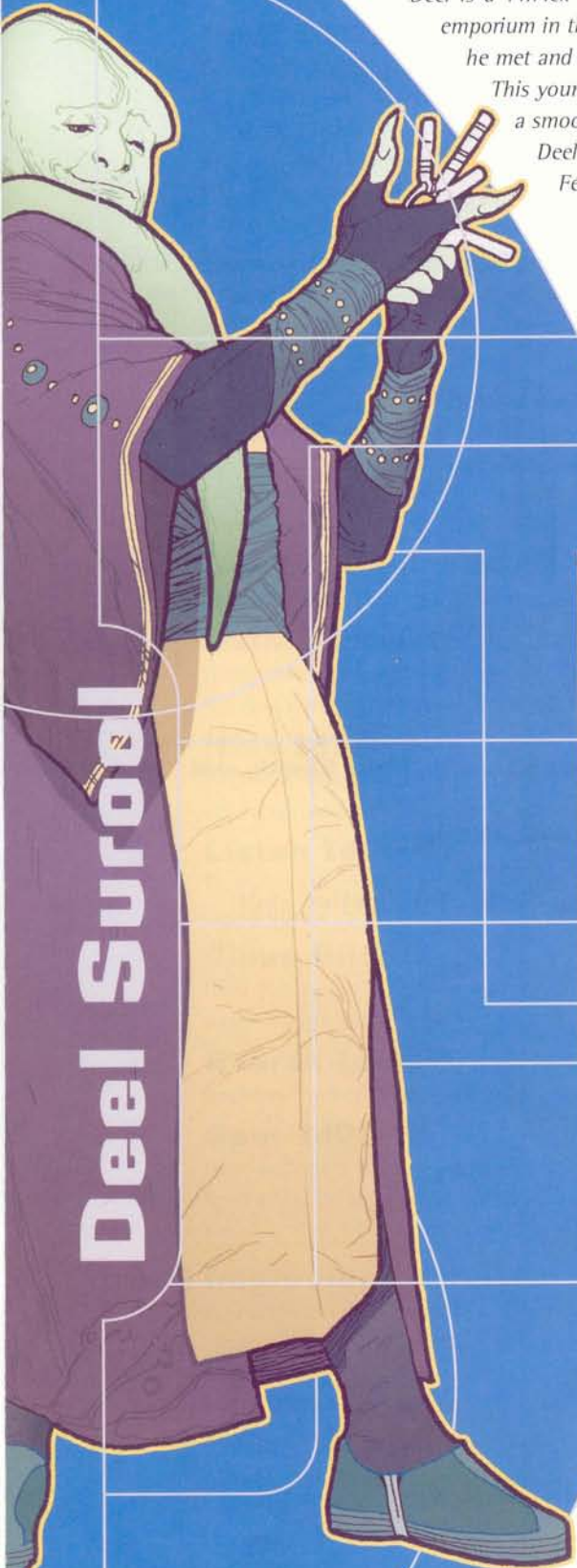
1d20+3 means roll one 20-sided die and add 3 to that number.

3d4 means roll three 4-sided dice and add those numbers together.

1d20 means roll one 20-sided die.

2d6 means roll two 6-sided die and add those numbers together.

Deel Surool



Deel Suurool

Saving Throws

Fortitude: 1d20+1

To resist poison, disease, or massive physical damage

Reflex: 1d20+5

To avoid hazards or explosions

Will: 1d20

To resist mental distress or Force attacks

Force Points: 1

Deel has 1 Force Point. You can use a Force Point to increase his chances of succeeding at any given action. If you want to do that, roll 1d6 and add the result to all Deel's task resolution rolls (attack rolls, saving throws, skill checks, and ability checks, but not damage rolls) for the round. After you use a Force Point, cross it off this sheet.

Gear: Belt pouch, comlink, credit chip (containing 200 credits), datapad, security kit

Comlink: a communication device.

Credit Chip: a secure memory device containing electronic funds equivalent to Republic credits.

Datapad: a portable personal computer.

Security Kit: a set of tools for bypassing electronic and mechanical locks.

Weapons: Hold-Out Blaster, Vibroblade

Deel carries a vibroblade (melee weapon) and a hold-out blaster (ranged weapon), both concealed.

Ability	Score	Bonus	Bonus Applies To*
Strength	10	+0	
Dexterity	16	+3	Defense, Reflex saving throw, Hide skill, Move Silently skill
Constitution	11	+0	
Intelligence	14	+2	Search skill, Computer Use skill, skill points
Wisdom	10	+0	
Charisma	15	+2	Bluff skill, Diplomacy skill, Gather Information skill

***Note:**

The above bonuses have already been applied to all attack, saving throw, and skill check rolls shown in this folder.

Skills

When Deel uses a skill, make a skill check (that is, roll 1d20 and add a bonus, as shown below). If the result is high enough, he succeeds. The Gamemaster knows how high you need to roll.

Bluff 1d20+6

Deel can trick or otherwise deceive someone. If his check result beats an opponent's Wisdom check result, that character believes Deel's story and acts accordingly. To make a Wisdom check, the GM rolls 1d20 and adds the opponent's Wisdom bonus to that number.

Computer Use 1d20+6

Deel can perform complex tasks with a computer. He can modify a program if his check result is 15 or higher, create a new program if his check result is 20 or higher, or break into a secured system if his check result is 25 or higher.

Diplomacy 1d20+4

Deel gains the upper hand in a negotiation or debate if his check result beats the opponent's Diplomacy check result (or Charisma check result, if the character does not have the Diplomacy skill). To make a Charisma check, the GM rolls 1d20 and adds the opponent's Charisma bonus to that.

Disable Device 1d20+6

With this skill, Deel can disarm a security device, bypass a mechanical lock, or rig a device to fail.

Gather Information 1d20+6

If his check result is 10 or better, Deel learns something through local gossip and his contacts within an area. The higher his check result, the more detailed is the information he receives.

Hide 1d20+7

Deel can conceal himself so that opponents don't notice him. If his check result beats the Spot check result for a character who might see him, he remains hidden.

Listen 1d20+4

This skill allows Deel to hear approaching opponents or eavesdrop on conversations. If someone is trying not to be heard, Deel's check result must beat that character's Move Silently check result.

Move Silently 1d20+7

Deel can sneak up on an opponent or slip away without being heard if his check result beats the Listen check result of anyone who might hear him.

Search 1d20+4

Deel can find lost items or hidden features within 4 meters of the spot where he started his search.

Spot 1d20+4

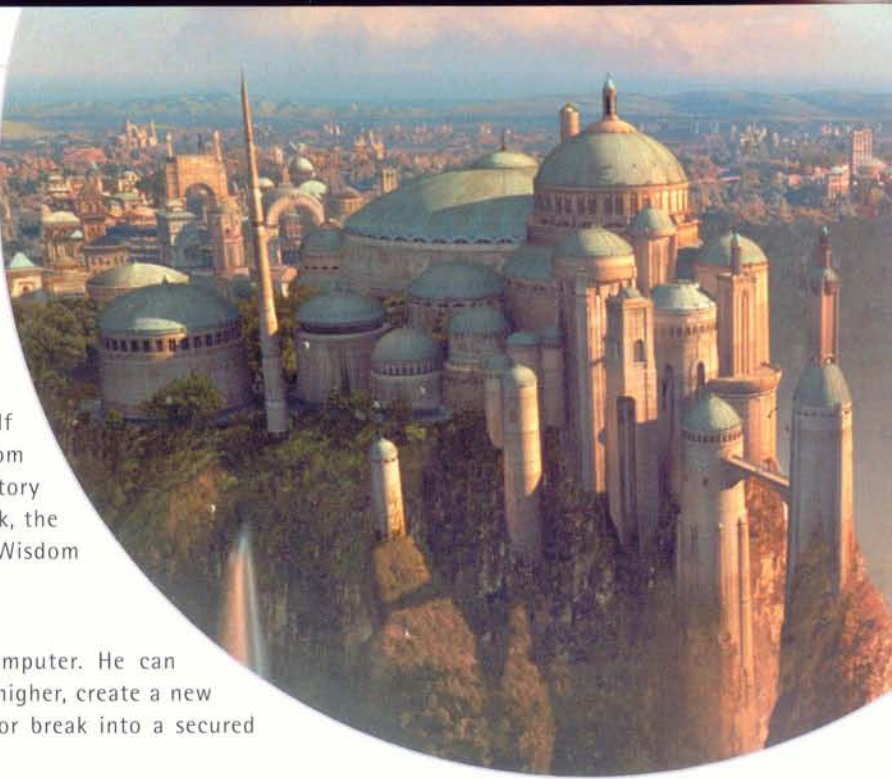
Deel notices a hidden opponent if his check result beats that character's Hide check result. (The GM may also require a Spot check to determine whether Deel notices something out of the ordinary, such as a clue.)

Improving Skills

When Deel reaches 2nd level, you can improve all ten of his skills by adding 1 point to each of their check bonuses. (For example, adding 1 point to his Listen skill improves its check value from 1d20+4 to 1d20+5.) Or instead of that, you can add any one new skill (except a Force skill) from the *Rulebook* (at a check value of 1d20+5) to his list and improve any four skills he already has by 1 point each.

Other 2nd-Level Improvements

Other improvements are listed in the *Rulebook*.



Combat Encounters

Combat is an important part of the game. Here are the steps to follow when a fight starts.

Choose a Weapon

Before combat begins, decide which weapon Galak has in hand. He can switch weapons during combat, but doing so takes his whole turn.

Who Goes First?

Once a fight starts, the character or opponent with the highest initiative goes first. The one with the second highest initiative goes second, and so on. If there's a tie, the tied players each roll 1d20. (The GM rolls for each opponent involved in the tie.) The characters or opponents then take their actions in descending order of results (highest die roll, then next highest, and so on) for that battle.

What Can Galak Do?

Choose one of the following actions for Galak each time his turn comes up:

- Move and Attack**
- Switch weapons**, but not move
- Move and reload a weapon**, but not attack
- Reload a weapon and attack**, but not move
- Perform some **other action**, such as opening a door or picking up an object.

Moving

Galak can move up to his speed rating in spaces each round. Moving diagonally is okay. If Galak moves next to an opponent, he must stop. If he starts his turn next to an opponent, he can move only 1 space unless Galak is fleeing. Galak may move through, but not stop in, a space occupied by a friend.

Attacking

Galak must be next to an opponent to attack with a melee weapon (such as fists, a cesta, or a lightsaber). He must have at least one empty space between himself and all opponents to use a ranged weapon (such as a blaster pistol). He must also have a clear shot—there can't be any walls, characters, or opponents between him and his target.

Making an Attack Roll: Roll 1d20 and add the bonus listed for the weapon Galak is using. If the result is equal to or greater than his opponent's defense, he hits. Then you can roll damage.

Making a Damage Roll: Roll the type of die indicated for the weapon Galak used and add its bonus (if any). Damage reduces his opponent's vitality points (if any) first, then it reduces wound points. Characters and opponents fall unconscious when their wound points drop to 0. Unconscious characters eventually die unless they receive medical aid.

Shooting into a Fight

If Galak fires a ranged weapon at an opponent who is standing next to a friend, he has a -4 penalty to his attack roll.

Flanking

If Galak and a teammate are on opposite sides of an opponent, and each has a melee weapon in hand, each gets a +2 attack roll bonus against that opponent.

Reloading

If your die roll for a ranged weapon attack is 1 (before adding Galak's attack bonus), the weapon runs out of ammo. Galak can reload and either move or attack (but not both) on his next turn.

Fleeing

If Galak runs from a fight, every opponent with a clear attack gets a free attack against him.

Noncombat Encounters

When there's no combat happening, play is much more casual. The GM describes the scene and asks the players what their characters do.

What Can Galak Do?

Here are some noncombat options for Galak:

- Listen at a door**
- Try to bypass a door control panel**
- Search a defeated opponent**
- Access a secured computer file**
- Explore a location**
- Question a local**
- Bargain with a trader**
- Talk to a palace guard to get the scoop on what's going on inside the palace**

Galak

Human Soldier

Species: Human **Class:** Soldier **Level:** 1 **Age:** 15 **Credits:** 50 **Experience Points:** 0

Galak is a human from the planet Naboo. He is a volunteer in the Royal Security Force, but he also finds time to attend Theed's Royal House of Learning. It was here that he met and befriended the other characters.

The rumors concerning the invasion of Naboo by the forces of the Trade Federation make him frightened and angry at the same time. But Galak has had military training from Captain Panaka himself, and he knows he's ready for anything.

Galak and his friends have long dreamed of adventures. So when the Trade Federation arrives, he'll do everything in his power to protect his friends and his planet from the invaders.

Initiative 14

The character with the highest initiative goes first, the one with the next highest goes second, and so on.

Speed 5 spaces

Galak can move 5 spaces a turn.

Heavy Blaster Pistol (ranged weapon)

Attack: Roll 1d20+4

Damage: Roll 3d8

Range: 6 Spaces

Fists (melee weapon)

Attack: Roll 1d20+3

Damage: Roll 1d4+1

Roll an attack each turn that Galak fights an opponent. If the result is high enough to hit, roll damage against the opponent. Damage reduces the opponent's vitality points first, then wound points.

Defense 17

An opponent must score Galak's defense or better on an attack roll to hit him.

Vitality Points 11



If Galak runs out of vitality points, further damage reduces his wound points.

Wound Points 13



If Galak runs out of wound points, he falls unconscious and eventually dies if he does not receive medical aid.

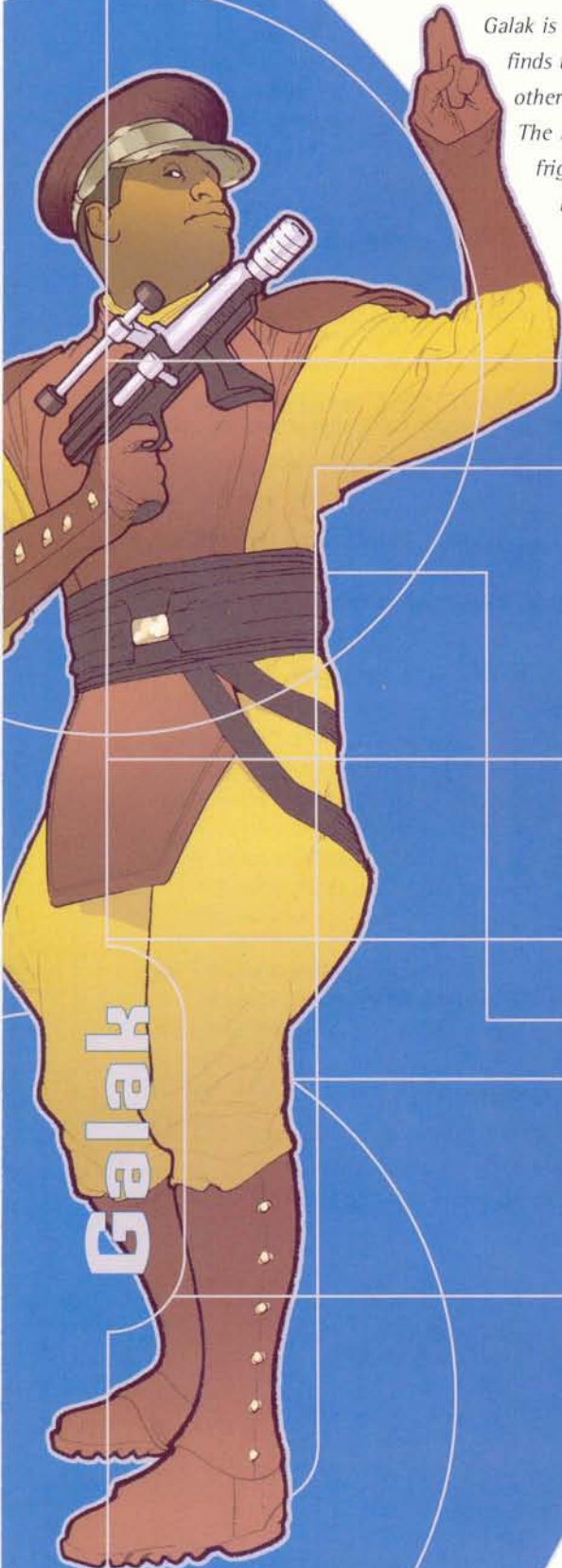
Rolling Dice ("d" stands for "die" or "dice")

1d20+4 means roll one 20-sided die and add 4 to that number.

3d8 means roll three 8-sided dice and add those numbers together.

1d20+3 means roll one 20-sided die and add 3 to that number.

1d4+1 means roll one 4-sided die and add 1 to that number.



Galak

● Saving Throws

● **Fortitude: 1d20+3**

To resist poison, disease, or massive physical damage

● **Reflex: 1d20+2**

To avoid hazards or explosions

● **Will: 1d20+1**

To resist mental distress or Force attacks

● **Force Points: 1**

Galak has 1 Force Point. You can use a Force Point to increase his chances of succeeding at any given action. If you want to do that, roll 1d6 and add the result to all Galak's task resolution rolls (attack rolls, saving throws, skill checks, and ability checks, but not damage rolls) for the round. After you use a Force Point, cross it off this sheet.

● **Gear:** Combat Jumpsuit, comlink, credit chip (containing 50 credits), datapad, liquid cable dispenser, medpac

Combat Jumpsuit: a form of armor that gives Galak a +5 Defense bonus. (This bonus has already been incorporated into the Defense rating listed in this folder.)

Comlink: a communication device.

Credit Chip: a secure memory device containing electronic funds equivalent to Republic credits.

Datapad: a portable personal computer.

Liquid Cable Dispenser: a device containing a special liquid that instantly solidifies in air to form a tough, lightweight, flexible cable. The dispenser contains enough liquid for 20 meters of cable.

Medpac: a one-use emergency medical kit that restores 1 wound point.

● **Weapons:** Heavy Blaster Pistol

Galak uses a heavy blaster pistol in combat.

Ability	Score	Bonus	Bonus Applies To*
Strength	14	+2	Fist attack, fist damage
Dexterity	14	+2	Defense, Reflex saving throw
Constitution	13	+1	Vitality points, Fortitude saving throw
Intelligence	10	+0	
Wisdom	12	+1	Will saving throw, Spot skill, Treat Injury skill
Charisma	11	+0	

*Note:

The above bonuses have already been applied to all attack, saving throw, and skill check rolls shown in this folder.

Skills

When Galak uses a skill, make a skill check (that is, roll 1d20 and add a bonus, as shown below). If the result is high enough, he succeeds. The Gamemaster knows how high you need to roll.

Computer Use 1d20+4

Galak can perform complex tasks with a computer. He can modify a program if his check result is 15 or higher, create a new program if his check result is 20 or higher, or break into a secured system if his check result is 25 or higher.

Intimidate 1d20+4

Galak can threaten or coerce someone into cooperating. If his check result beats the opponent's Will saving throw, that character does as Galak asks. Battle droids can't be intimidated.

Spot 1d20+3

Galak notices a hidden opponent if his check result beats that character's Hide check result. (The GM may also require a Spot check to determine whether Galak notices something out of the ordinary, such as a clue.)

Treat Injury 1d20+5

Galak can use a medpac more efficiently than most characters can.

If Galak's check result is 1-4, he restores 1 wound point with his medpac.

If Galak's check result is 5-9, he restores 2 wound points with his medpac.

If Galak's check result is 10-14, he restores 3 wound points with his medpac.

If Galak's check result is 15-19, he restores 4 wound points with his medpac.

If Galak's check result is 20-24, he restores 5 wound points with his medpac.

If Galak's check result is 25+, he restores 6 wound points with his medpac.

Improving Skills

When Galak reaches 2nd level, you can improve all four of his skills by adding 1 point to each of their check bonuses. (For example, adding 1 point to his Intimidate skill improves its check value from 1d20+4 to 1d20+5.) Or instead of that, you can add any one new skill (except a Force skill) from the *Rulebook* (at a check value of 1d20+5) to his list

Other 2nd-Level Improvements

Other improvements are listed in the *Rulebook*.



Combat Encounters

Combat is an important part of the game. Here are the steps to follow when a fight starts.

Choose a Weapon

Before combat begins, decide which weapon Rann has in hand. He can switch weapons during combat, but doing so takes his whole turn.

Who Goes First?

Once a fight starts, the character or opponent with the highest initiative goes first. The one with the second highest initiative goes second, and so on. If there's a tie, the tied players each roll 1d20. (The GM rolls for each opponent involved in the tie.) The characters or opponents then take their actions in descending order of results (highest die roll, then next highest, and so on) for that battle.

What Can Rann Do?

Choose one of the following actions for Rann each time his turn comes up:

- Move and Attack**
- Switch weapons**, but not move
- Move and reload a weapon**, but not attack
- Reload a weapon and attack**, but not move
- Perform some **other action**, such as opening a door or picking up an object.

Moving

Rann can move up to his speed rating in spaces each round. Moving diagonally is okay. If Rann moves next to an opponent, he must stop. If he starts his turn next to an opponent, he can move only 1 space unless the character is fleeing. Rann may move through, but not stop in, a space occupied by a friend.

Attacking

Rann must be next to an opponent to attack with a melee weapon (such as fists, a cеста, or a lightsaber). He must have at least one empty space between himself and all opponents to use a ranged weapon (such as a blaster pistol or a bowcaster). He must also have a clear shot—there can't be any walls, characters, or opponents between him and his target.

Making an Attack Roll: Roll 1d20 and add the bonus listed for the weapon Rann is using. If the result is equal to or greater than his opponent's defense, he hits. Then you can roll damage.

Making a Damage Roll: Roll the type of die indicated for the weapon Rann used and add its bonus (if any). Damage reduces his opponent's vitality points (if any) first, then it reduces wound points. Characters and opponents fall unconscious when their wound points drop to 0. Unconscious characters eventually die unless they receive medical aid.

Using the Force

Rann can use the Force before or after moving in a turn. Of his Force skills, the following are usable during combat: Battlemind, Force Push, and Heal Self. Rann's other Force skills work best outside of combat.

To use the Force in combat, Rann must be at least 1 space away from all opponents. Roll 1d20 and add any bonuses that apply. You might also have to roll a die to determine how much damage Rann heals or deals using the Force.

Shooting into a Fight

If Rann fires a ranged weapon at an opponent who is standing next to a friend, he has a -4 penalty to his attack roll.

Flanking

If Rann and a teammate are on opposite sides of an opponent, and each has a melee weapon in hand, each gets a +2 attack roll bonus against that opponent.

Reloading

If your die roll for a ranged weapon attack is 1 (before adding Rann's attack bonus), the weapon runs out of ammo. Rann can reload and either move or attack (but not both) on his next turn.

Fleeing

If Rann runs from a fight, every opponent with a clear attack at him gets a free attack against him.

Noncombat Encounters

When there's no combat happening, play is much more casual. The GM describes the scene and asks the players what their characters do.

What Can Rann Do?

Here are some noncombat options for Rann:

- Listen at a door**
- Try to bypass a door control panel**
- Search a defeated opponent**
- Access a secured computer file**
- Explore a location**
- Question a local**
- Bargain with a trader**
- Talk to a palace guard to get the scoop on what's going on inside the palace**

Rann I-Kanu

Human Jedi Guardian (Padawan)

Species: Human **Class:** Jedi Guardian **Level:** 1 **Age:** 15 **Credits:** 75 **Experience Points:** 0

Rann I-Kanu is the Padawan learner of Master Ali-Vor. His Master sent him to Naboo to Study at Theed's Royal House of Learning. It was here that he met and befriended the other adventurers.

The young Jedi has heard the rumors about the Trade Federation and its intention to invade Naboo. If that happens, he and his friends may get their chance to become heroes. With the Force as his ally and her friends at his side, Rann knows he'll be ready for anything!

Initiative 13

The character with the highest initiative goes first, the one with the next highest goes second, and so on.

Speed 5 spaces

Rann can move 5 spaces a turn.

Lightsaber (melee weapon)

Attack: Roll 1d20+3

Damage: Roll 2d8

Fists (melee weapon)

Attack: Roll 1d20+3

Damage: Roll 1d4+1

Roll an attack each turn that Rann fights an opponent. If the result is high enough to hit, roll damage against the opponent. Damage reduces the opponent's vitality points first, then wound points.

Defense 15

An opponent must score Rann's defense or better on an attack roll to hit him.

Vitality Points 11



If Rann runs out of vitality points, further damage reduces his wound points.

Wound Points 13



If Rann runs out of wound points, he falls unconscious and eventually dies if he does not receive medical aid.

Rolling Dice ("d" stands for "die" or "dice")

1d20+3 means roll one 20-sided die and add 3 to that number.

2d8 means roll two 8-sided dice and add those numbers together.

1d4+1 means roll one 4-sided die and add 1 to that number.

Rann I-Kanu



Rann I-Kanu

● Saving Throws

● **Fortitude: 1d20+3**

To resist poison, disease, or massive physical damage

● **Reflex: 1d20+3**

To avoid hazards or explosions

● **Will: 1d20+4**

To resist mental distress or Force attacks

● **Force Points: 2**

Rann has 2 Force Points. You can use a Force Point to increase his chances of succeeding at any given action. If you want to do that, roll 2d6 and add the result to all Rann's task resolution rolls (attack rolls, saving throws, skill checks, and ability checks, but not damage rolls) for the round. After you use a Force Point, cross it off this sheet.

● **Force Feats:** Control, Exotic Weapon (Lightsaber), Force-Sensitive, Sense

Control: Rann can use the Force to control his own body more perfectly. (That is, he can acquire Force skills of the Control type. Battlemind, Force Stealth, and Heal Self are Control skills.)

Exotic Weapon (Lightsaber): Rann knows how to use a lightsaber in combat.

Force-Sensitive: Rann is receptive to the Force. He sometimes receives flashes of inspiration or warning, and he can learn the ways of the Force. (That is, he can acquire Force skills and feats. Empathy is a Force Sensitive skill.)

Sense: Rann can sense the Force as it flows between himself and another person or object. (That is, he can acquire Force skills of the Sense type. See Force and Telepathy are Sense skills.)

● **Gear:** Backpack, comlink, credit chip (containing 75 credits), medpac

Comlink: a communication device.

Credit Chip: a secure memory device containing electronic funds equivalent to Republic credits.

Medpac: a one-use emergency medical kit that restores 1 wound point.

● **Weapons:** Lightsaber

Rann received his lightsaber as a gift from his teacher, Master Ali-Vor.

Ability	Score	Bonus	Bonus Applies To*
Strength	15	+2	Lightsaber attack, fist attack, fist damage
Dexterity	12	+1	Defense, Reflex saving throw, Move Silently skill
Constitution	13	+1	Vitality points, Fortitude saving throw, Battlemind skill, Heal Self skill
Intelligence	14	+2	Skill points
Wisdom	16	+3	Empathy skill, See Force skill, Will saving throw
Charisma	10	+0	

*Note:

The above bonuses have already been applied to all attack, saving throw, and skill check rolls shown in this folder.



Skills

When Rann uses a skill, make a skill check (that is, roll 1d20 and add a bonus, as shown below). If the result is high enough, he succeeds. The Gamemaster knows how high you need to roll.

Move Silently 1d20+3

Rann can sneak up to an opponent or slip away without being heard if his check result beats the Listen check result of anyone who might hear him.

Force Skills*

Battlemind 1d20+5

If Rann's check result is 15 or higher, he gains a +1 bonus to his attack rolls for the next 5 rounds. (That is, his attack roll with a lightsaber or fists becomes 1d20+4 instead of 1d20+3.) Cost 3 vitality points.

Empathy 1d20+3

Rann can gauge an opponent's general mood, attitude, and emotional state if his check result beats that character's Will saving throw. Cost 1 vitality point.

Force Stealth 1d20+5

A bonus applies to any Move Silently checks you make for Rann in the next 10 minutes. The amount of the bonus depends on Rann's Force Stealth check result: 1-9 gives no bonus at all, 10-14 gives a +2 bonus, 15-19 gives a +4 bonus, 20-24 gives a +6 bonus, and 25-29 gives a +8 bonus. Cost 1 vitality point per 10 minutes.

Heal Self 1d20+5

If Rann's check result is 1-9, no healing occurs. Cost 1 vitality point.

If Rann's check result is 10-14, he restores 1d4+1 vitality. Cost 0 vitality points.

If Rann's check result is 15-19, he restores 1d6+2 vitality or 1d4+1 wounds (your choice). Cost 0 (for vitality) or 1 (for wounds) vitality point.

If Rann's check result is 20+, he restores 1d8+3 vitality or 1d6+2 wounds (your choice). Cost 0 (for vitality) or 2 (for wounds) vitality points.

See Force 1d20+7

If Rann's check result is 15 or better, he can determine the number and general types of living creatures within 10 meters (5 spaces) of his position. For Rann to detect an opponent who is using Force Stealth, however, his check result must beat that character's Will save. Cost 1 vitality point.

Telepathy 1d20+7

If Rann's check result is 10 or better, he establishes a mental link with a friend. If his check result beats an opponent's Will saving throw, he establishes a mental link with that character. In either case, Rann can exchange emotions and a single thought such as "Go!" "Help!" or "Danger!" Cost 3 vitality points.

*Note:

Force skills cost vitality. Subtract the cost from Rann's vitality points whenever he uses a Force skill, whether or not he is successful.

Improving Skills

When Rann reaches 2nd level, you can choose six of his skills and add 1 point to each of their check bonuses. (For example, adding 1 point to his Battlemind skill improves its check value from 1d20+5 to 1d20+6.) Or instead of that, you can add any one new skill from the *Rulebook* (at a check value of 1d20+5) to his list.

Other 2nd-Level Improvements

Other improvements are listed in the *Rulebook*.

Combat Encounters

Combat is an important part of the game. Here are the steps to follow when a fight starts.

Choose a Weapon

Before combat begins, decide which weapon Toba has in hand. He can switch weapons during combat, but doing so takes his whole turn.

Who Goes First?

Once a fight starts, the character or opponent with the highest initiative goes first. The one with the second highest initiative goes second, and so on. If there's a tie, the tied players each roll 1d20. (The GM rolls for each opponent involved in the tie.) The characters or opponents then take their actions in descending order of results (highest die roll, then next highest, and so on) for that battle.

What Can Toba Do?

Choose one of the following actions for Toba each time his turn comes up:

- Move and Attack**
- Switch weapons**, but not move
- Move and reload a weapon**, but not attack
- Reload a weapon and attack**, but not move
- Perform some **other action**, such as opening a door or picking up an object.

Moving

Toba can move up to his speed rating in spaces each round. Moving diagonally is okay. If Toba moves next to an opponent, he must stop. If he starts his turn next to an opponent, he can move only 1 space unless the character is fleeing. Toba may move through, but not stop in, a space occupied by a friend.

Attacking

Toba must be next to an opponent to attack with a melee weapon (such as fists, a cеста, or a lightsaber). He must have at least one empty space between himself and all opponents to use a ranged weapon (such as a blaster pistol or a bowcaster). He must also have a clear shot—there can't be any walls, characters, or opponents between him and his target.

Making an Attack Roll: Roll 1d20 and add the bonus listed for the weapon Toba is using. If the result is equal to or greater than his opponent's defense, he hits. Then you can roll damage.

Making a Damage Roll: Roll the type of die indicated for the weapon Toba used and add its bonus (if any). Damage reduces his opponent's vitality points (if any) first, then it reduces wound points. Characters and opponents fall unconscious when their wound points drop to 0. Unconscious characters eventually die unless they receive medical aid.

Shooting into a Fight

If Toba fires a ranged weapon at an opponent who is standing next to a friend, he has a -4 penalty to his attack roll.

Flanking

If Toba and a teammate are on opposite sides of an opponent, and each has a melee weapon in hand, each gets a +2 attack roll bonus against that opponent.

Reloading

If your die roll for a ranged weapon attack is 1 (before adding Toba's attack bonus), the weapon runs out of ammo. Toba can reload and either move or attack (but not both) on his next turn.

Fleeing

If Toba runs from a fight, every opponent with a clear attack at him gets a free attack against him.

Noncombat Encounters

When there's no combat happening, play is much more casual. The GM describes the scene and asks the players what their characters do.

What Can Toba Do?

Here are some noncombat options for Toba:

- Listen at a door**
- Try to bypass a door control panel**
- Search a defeated opponent**
- Access a secured computer file**
- Explore a location**
- Question a local**
- Bargain with a trader**
- Talk to a palace guard to get the scoop on what's going on inside the palace**



Toba

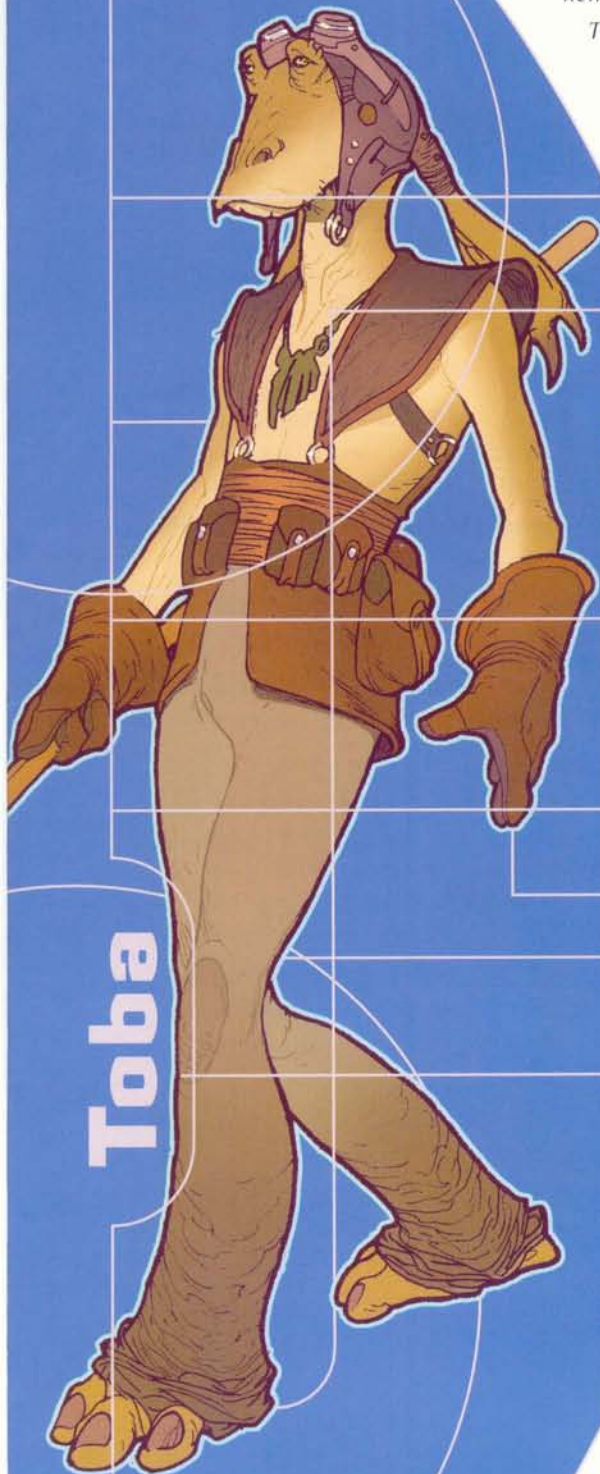
Gungan Scout

Species: Gungan **Class:** Scout **Level:** 1 **Age:** 16 **Credits:** 0 **Experience Points:** 0

Toba is a Gungan from the underwater city of Otoh Gunga. During one of his excursions to Naboo's drier regions, he made friends with some students from Theed's Royal House of Learning while they were on a field trip. Now he visits them whenever he can.

This young Gungan is both curious and brave. He's always looking for new places to explore and new things to discover.

Toba and his friends have long dreamed of adventures. Now, with the Trade Federation threatening to invade the planet, perhaps it is time they became heroes. Toba's scouting skills should be very helpful in keeping the planet safe.



Initiative 19

The character with the highest initiative goes first, the one with the next highest goes second, and so on.

Speed 5 spaces

Toba can move 5 spaces a turn.

Cesta (melee weapon)

Attack: Roll 1d20+3

Damage: Roll 2d4+2

Fists (melee weapon)

Attack: Roll 1d20+2

Damage: Roll 1d4+1

Roll an attack each turn that Toba fights an opponent. If the result is high enough to hit, roll damage against the opponent. Damage reduces the opponent's vitality points first, then wound points.

Defense 16

An opponent must score Toba's defense or better on an attack roll to hit him.

Vitality Points 10



If Toba runs out of vitality points, further damage reduces his wound points.

Wound Points 15



If Toba runs out of wound points, he falls unconscious and eventually dies if he does not receive medical aid.

Rolling Dice ("d" stands for "die" or "dice")

1d20+3 means roll one 20-sided die and add 3 to that number.

2d4+2 means roll two 4-sided die and add 2 to that number.

1d20+2 means roll one 20-sided die and add 2 to that number.

1d4+1 means roll one 4-sided die and add 1 to that number.

Toba

Toba

● Saving Throws

● **Fortitude: 1d20+3**

To resist poison, disease, or massive physical damage

● **Reflex: 1d20+5**

To avoid hazards or explosions

● **Will: 1d20+1**

To resist mental distress or Force attacks

● **Force Points: 1**

Toba has 1 Force point. You can use a Force Point to increase his chances of succeeding at any given action. If you want to do that, roll 1d6 and add the result to all Toba's task resolution rolls (attack rolls, saving throws, skill checks, and ability checks, but not damage rolls) for the round. After you use a Force Point, cross it off this sheet.

● **Gear:** Belt pouch, survival kit

Survival Kit: a small pack containing food, water, and everything else a character needs to survive in the wild.

● **Weapons:** Cesta

Toba's cesta is a Gungan melee weapon that delivers an electrical charge.

Ability	Score	Bonus	Bonus Applies To*
Strength	14	+2	Fist attack, cesta attack, fist damage, cesta damage, Swim skill
Dexterity	16	+3	Defense, Reflex saving throw, Hide skill
Constitution	15	+2	Vitality points, Fortitude saving throw
Intelligence	10	+0	
Wisdom	10	+0	
Charisma	11	+0	

***Note:**

The above bonuses have already been applied to all attack, saving throw, and skill check rolls shown in this folder.

Skills

When Toba uses a skill, make a skill check (that is, roll 1d20 and add a bonus, as shown below). If the result is high enough, he succeeds. The Gamemaster knows how high you need to roll.

Hide 1d20+7

Toba can conceal himself so that opponents don't notice him. If his check result beats the Spot check result for a character who might see him, he remains hidden.

Jump 1d20+6

If Toba's check result is 1-9, he jumps 2 meters (1 space).

If Toba's check result is 10-14, he jumps 4 meters (2 spaces).

If Toba's check result is 15-19, he jumps 6 meters (3 spaces).

If Toba's check result is 20-24, he jumps 8 meters (4 spaces).

Toba can choose to end a jump short of its full distance if he wishes.

Listen 1d20+6

This skill allows Toba to hear approaching opponents or eavesdrop on conversations. If someone is trying not to be heard, his check result must beat that character's Move Silently check result.

Search 1d20+4

Toba can find lost items or hidden features within 4 meters of the spot where he started his search.

Survival 1d20+4

Toba can use this skill to hunt, guide a group through the wilderness, avoid natural hazards, or find a trail.

Swim 1d20+10

Toba can move through the water at one-half his normal speed.

Improving Skills

When Toba reaches 2nd level, you can improve all six of his skills by adding 1 point to each of their check bonuses. (For example, adding 1 point to his Listen skill improves its check value from 1d20+6 to 1d20+7.) Or instead of that, you can add any one new skill (except Force skills) from the *Rulebook* (at a check value of 1d20+5) to his list.

Other 2nd-Level Improvements

Other improvements are listed in the *Rulebook*.



Combat Encounters

Combat is an important part of the game. Here are the steps to follow when a fight starts.

Choose a Weapon

Before combat begins, decide which weapon Arani has in hand. She can switch weapons during combat, but doing so takes her whole turn.

Who Goes First?

Once a fight starts, the character or opponent with the highest initiative goes first. The one with the second highest initiative goes second, and so on. If there's a tie, the tied players each roll 1d20. (The GM rolls for each opponent involved in the tie.) The characters or opponents then take their actions in descending order of results (highest die roll, then next highest, and so on) for that battle.

What Can Arani Do?

Choose one of the following actions for Arani each time her turn comes up:

- Move and Attack**
- Switch weapons**, but not move
- Move and reload a weapon**, but not attack
- Reload a weapon and attack**, but not move
- Perform some **other action**, such as opening a door or picking up an object.

Moving

Arani can move up to her speed rating in spaces each round. Moving diagonally is okay. If Arani moves next to an opponent, she must stop. If she starts her turn next to an opponent, she can move only 1 space unless Arani is fleeing. Arani may move through, but not stop in, a space occupied by a friend.

Attacking

Arani must be next to an opponent to attack with a melee weapon (such as fists, a cesta, or a lightsaber). She must have at least one empty space between herself and all opponents to use a ranged weapon (such as a blaster pistol). She must also have a clear shot—there can't be any walls, characters, or opponents between her and her target.

Making an Attack Roll: Roll 1d20 and add the bonus listed for the weapon Arani is using. If the result is equal to or greater than her opponent's defense, she hits. Then you can roll damage.

Making a Damage Roll: Roll the type of die indicated for the weapon Arani used and add its bonus (if any). Damage reduces her opponent's vitality points (if any) first, then it reduces wound points. Characters and opponents fall unconscious when their wound points drop to 0. Unconscious characters eventually die unless they receive medical aid.

Shooting into a Fight

If Arani fires a ranged weapon at an opponent who is standing next to a friend, she has a -4 penalty to her attack roll.

Flanking

If Arani and a teammate are on opposite sides of an opponent, and each has a melee weapon in hand, each gets a +2 attack roll bonus against that opponent.

Reloading

If your die roll for a ranged weapon attack is 1 (before adding Arani's attack bonus), the weapon runs out of ammo. Arani can reload and either move or attack (but not both) on her next turn.

Fleeing

If Arani runs from a fight, every opponent with a clear attack at her gets a free attack against her.

Noncombat Encounters

When there's no combat happening, play is much more casual. The GM describes the scene and asks the players what their characters do.

What Can Arani Do?

Here are some noncombat options for Arani:

- Listen at a door**
- Try to bypass a door control panel**
- Search a defeated opponent**
- Access a secured computer file**
- Explore a location**
- Question a local**
- Bargain with a trader**
- Talk to a palace guard to get the scoop on what's going on inside the palace**

● Arani Korden

Human Scoundrel

Species: Human **Class:** Scoundrel **Level:** 1 **Age:** 16 **Credits:** 150 **Experience Points:** 0

Arani is the daughter of a Theed noble. She attends the Royal House of Learning, where she met and befriended the other characters.

Arani lives for excitement and has a knack for getting into trouble. She can usually even find a way out of it. She's confident and charismatic, with a talent for being sneaky and a sense of humor that keeps her friends laughing, no matter what challenge confronts them.

Arani and her friends have long dreamed of adventures. If the rumors about the Trade Federation are true, and the Neimoidians invade the planet, they'll finally get their chance to become heroes. Arani's ready for anything—as long as she can deal with it in her own sneaky way.

● Initiative 15

The character with the highest initiative goes first, the one with the next highest goes second, and so on.

● Speed 5 spaces

Arani can move 5 spaces a turn.

● Blaster Pistol (ranged weapon)

Attack: Roll 1d20+4

Damage: Roll 3d6

Range: 10 Spaces

● Fists (melee weapon)

Attack: Roll 1d20

Damage: Roll 1d4-1

Roll an attack each turn that Arani fights an opponent. If the result is high enough to hit, roll damage against the opponent. Damage reduces the opponent's vitality points first, then wound points.

● Defense 18

An opponent must score Arani's defense or better on an attack roll to hit her.

● Vitality Points 10



If Arani runs out of vitality points, further damage reduces her wound points.

● Wound Points 12



If Arani runs out of wound points, she falls unconscious and eventually dies if she does not receive medical aid.

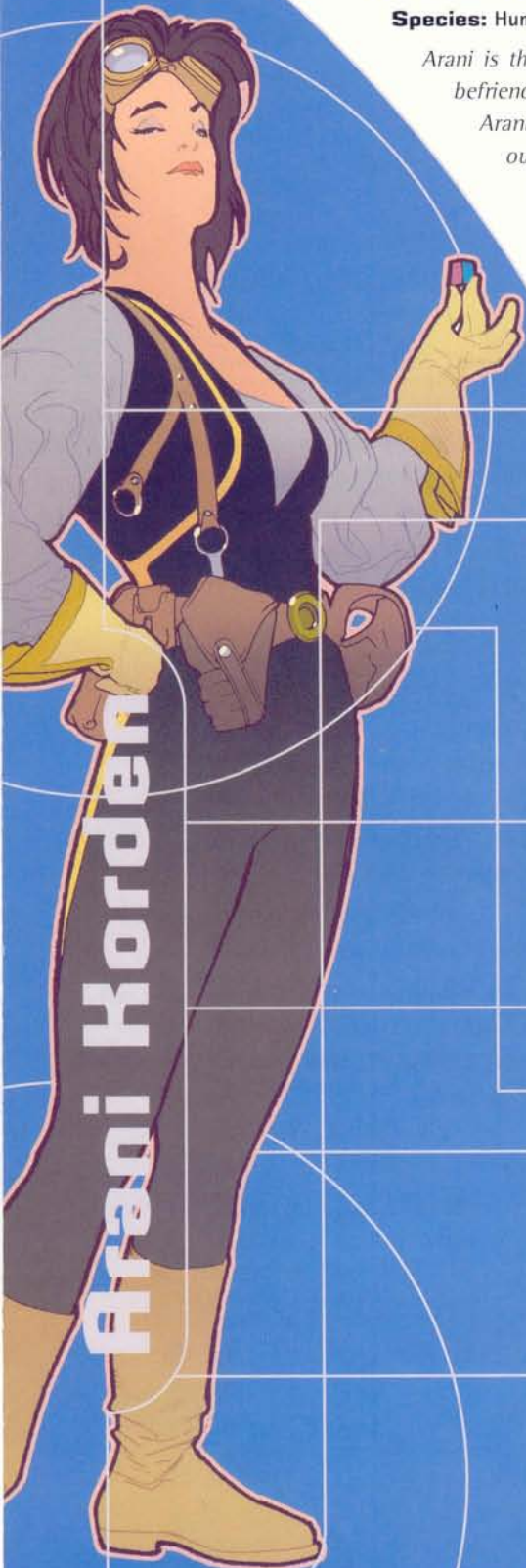
Rolling Dice ("d" stands for "die" or "dice")

1d20+4 means roll one 20-sided die and add 4 to that number.

3d6 means roll three 6-sided dice and add those numbers together.

1d20 means roll one 20-sided die.

1d4-1 means roll one 4-sided die and subtract 1 from that number. (Ignore any result of 0. Arani always deals at least 1 point of damage with a successful hit.)



Arani Korden

Saving Throws

Fortitude: 1d20+1

To resist poison, disease, or massive physical damage

Reflex: 1d20+6

To avoid hazards or explosions

Will: 1d20

To resist mental distress or Force attacks

Force Points: 1

Arani has 1 Force Point. You can use a Force Point to increase her chances of succeeding at any given action. If you want to do that, roll 1d6 and add the result to all Arani's task resolution rolls (attack rolls, saving throws, skill checks, and ability checks, but not damage rolls) for the round. After you use a Force Point, cross it off this sheet.

Gear: Belt pouch, comlink, credit chip (containing 150 credits), datapad, glow rod, tool kit, security kit

Comlink: a communication device.

Credit Chip: a secure memory device containing electronic funds equivalent to Republic credits.

Datapad: a portable personal computer.

Glow Rod: a portable illumination device.

Tool Kit: a set of tools for repairing electronic and mechanical devices. It gives Arani a +2 bonus on her Repair checks. (This bonus has been incorporated into the Repair check value listed in this folder.)

Security Kit: a set of tools for bypassing electronic and mechanical locks. It gives Arani a +2 bonus on her Disable Device checks. (This bonus has been incorporated into the Disable Device check value listed in this folder.)

Weapons: Blaster Pistol

Arani carries a blaster pistol.

Ability	Score	Bonus	Bonus Applies To*
Strength	10	+0	
Dexterity	18	+4	Defense, Reflex saving throw, Move Silently skill, blaster attack roll
Constitution	12	+1	Vitality points, Fortitude saving throw,
Intelligence	13	+1	Search skill, Repair skill, Computer Use skill, skill points
Wisdom	10	+0	
Charisma	14	+2	Bluff skill, Diplomacy skill

*Note:

The above bonuses have already been applied to all attack, saving throw, and skill check rolls shown in this folder.



Skills

When Arani uses a skill, make a skill check (that is, roll 1d20 and add a bonus, as shown below). If the result is high enough, she succeeds. The Gamemaster knows how high you need to roll.

Bluff 1d20+6

Arani can trick or otherwise deceive someone. If her check result beats an opponent's Wisdom check result, that character believes Arani's story and acts accordingly. To make a Wisdom check, the GM rolls 1d20 and adds the opponent's Wisdom bonus to that number.

Climb 1d20+2

If Arani's check result is 16 or higher, she can climb up a rough vertical surface at a rate of 5 meters per round. (The surface must have some handholds and footholds.)

Computer Use 1d20+5

Arani can perform complex tasks with a computer. She can modify a program if her check result is 15 or higher, create a new program if her check result is 20 or higher, or break into a secured system if her check result is 25 or higher.

Diplomacy 1d20+4

Arani gains the upper hand in a negotiation or debate if her check result beats the opponent's Diplomacy check result (or Charisma check result, if the character does not have the Diplomacy skill). To make a Charisma check, the GM rolls 1d20 and adds the opponent's Charisma bonus to that number.

Disable Device 1d20+7

With this skill, Arani can disarm a security device, bypass a mechanical lock, or rig a device to fail.

Listen 1d20+4

This skill allows Arani to hear approaching opponents or eavesdrop on conversations. If someone is trying not to be heard, Arani's check result must beat that character's Move Silently check result.

Move Silently 1d20+8

Arani can sneak up on an opponent or slip away without being heard if her check result beats the Listen check result of anyone who might hear her.

Repair 1d20+7

Arani can fix damaged ships, weapons, and droids.

Search 1d20+4

Arani can find lost items or hidden features within 4 meters of the spot where she started her search.

Improving Skills

When Arani reaches 2nd level, you can improve all nine of her skills by adding 1 point to each of their check bonuses. (For example, adding 1 point to her Repair skill improves its check value from 1d20+7 to 1d20+8.) Or instead of that, you can add any one new skill (except a Force skill) from the *Rulebook* (at a check value of 1d20+5) to her list and improve any three skills she already has by 1 point.

Other 2nd-Level Improvements

Other improvements are listed in the *Rulebook*.

Combat Encounters

Combat is an important part of the game. Here are the steps to follow when a fight starts.

Choose a Weapon

Before combat begins, decide which weapon Dané has in hand. She can switch weapons during combat, but doing so takes her whole turn.

Who Goes First?

Once a fight starts, the character or opponent with the highest initiative goes first. The one with the second highest initiative goes second, and so on. If there's a tie, the tied players each roll 1d20. (The GM rolls for each opponent involved in the tie.) The characters or opponents then take their actions in descending order of results (highest die roll, then next highest, and so on) for that battle.

What Can Dané Do?

Choose one of the following actions for Dané each time her turn comes up:

- Move and Attack**
- Switch weapons**, but not move
- Move and reload a weapon**, but not attack
- Reload a weapon and attack**, but not move
- Perform some **other action**, such as opening a door or picking up an object.

Moving

Dané can move up to her speed rating in spaces each round. Moving diagonally is okay. If Dané moves next to an opponent, she must stop. If she starts her turn next to an opponent, she can move only 1 space unless Dané is fleeing. Dané may move through, but not stop in, a space occupied by a friend.

Attacking

Dané must be next to an opponent to attack with a melee weapon (such as fists, a cesta, or a lightsaber). She must have at least one empty space between himself and all opponents to use a ranged weapon (such as a blaster pistol). She must also have a clear shot—there can't be any walls, characters, or opponents between him and her target.

Making an Attack Roll: Roll 1d20 and add the bonus listed for the weapon Dané is using. If the result is equal to or greater than her opponent's defense, she hits. Then you can roll damage.

Making a Damage Roll: Roll the type of die indicated for the weapon Dané used and add its bonus (if any). Damage reduces her opponent's vitality points (if any) first, then it reduces wound points. Characters and opponents fall unconscious when their wound points drop to 0. Unconscious characters eventually die unless they receive medical aid.

Shooting into a Fight

If Dané fires a ranged weapon at an opponent who is standing next to a friend, she has a -4 penalty to her attack roll.

Flanking

If Dané and a teammate are on opposite sides of an opponent, and each has a melee weapon in hand, each gets a +2 attack roll bonus against that opponent.

Reloading

If your die roll for a ranged weapon attack is 1 (before adding Dané's attack bonus), the weapon runs out of ammo. Dané can reload and either move or attack (but not both) on her next turn.

Fleeing

If Dané runs from a fight, every opponent with a clear attack at her gets a free attack against her.

Noncombat Encounters

When there's no combat happening, play is much more casual. The GM describes the scene and asks the players what their characters do.

What Can Dané Do?

Here are some noncombat options for Dané:

- Listen at a door**
- Try to bypass a door control panel**
- Search a defeated opponent**
- Access a secured computer file**
- Explore a location**
- Question a local**
- Bargain with a trader**
- Talk to a palace guard to get the scoop on what's going on inside the palace**



Dané

Human Soldier

Species: Human **Class:** Soldier **Level:** 1 **Age:** 14 **Credits:** 75 **Experience Points:** 0

Dané is a human from the planet Naboo. She is secretly in training to become one of Queen Amidala's elite handmaidens, and the amount of study required for that keeps her very busy. When she's not training with Captain Panaka and her forces, Dané attends Theed's Royal House of Learning. It was here that she met and befriended the other characters.

The rumors concerning the invasion of her planet by the forces of the Trade Federation make her frightened and angry at the same time. But she knows she's ready for anything—after all, she's been trained by Captain Panaka and the best soldiers Naboo has to offer.

Dané and her friends have long dreamed of adventures. So when the Trade Federation shows up, she'll do everything in her power to protect her friends, her planet, and her Queen.

Initiative 17

The character with the highest initiative goes first, the one with the next highest goes second, and so on.

Speed 5 spaces

Dané can move 5 spaces a turn.

Blaster Pistol (ranged weapon)

Attack: Roll 1d20+5

Damage: Roll 3d6

Range: 10 Spaces

Fists (melee weapon)

Attack: Roll 1d20+2

Damage: Roll 1d4

Roll an attack each turn that Dané fights an opponent. If the result is high enough to hit, roll damage against the opponent. Damage reduces the opponent's vitality points first, then wound points.

Defense 15

An opponent must score Dané's defense or better on an attack roll to hit her.

Vitality Points 11



If Dané runs out of vitality points, further damage reduces her wound points.

Wound Points 12



If Dané runs out of wound points, she falls unconscious and eventually dies if she does not receive medical aid.

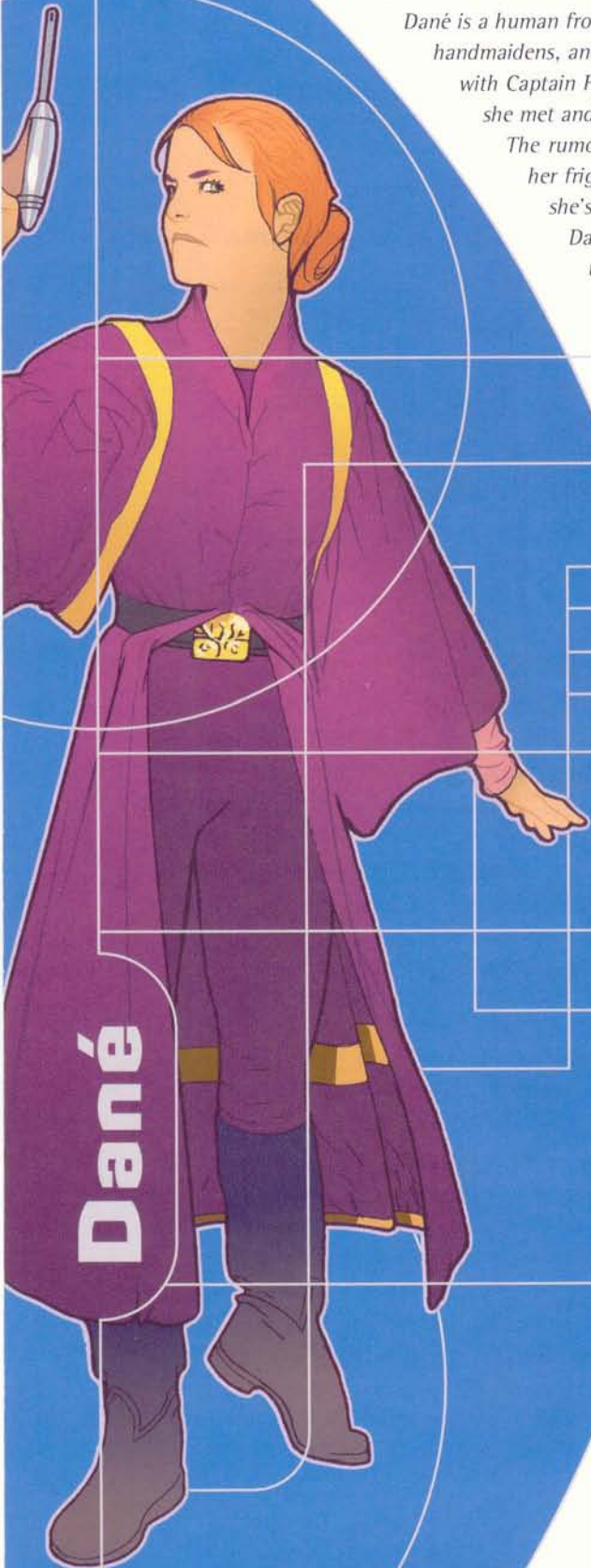
Rolling Dice ("d" stands for "die" or "dice")

1d20+5 means roll one 20-sided die and add 5 to that number.

3d6 means roll three 6-sided dice and add those numbers together.

1d20+2 means roll one 20-sided die and add 2 to that number.

1d4 means roll one 4-sided die.



Dané

● Saving Throws

● **Fortitude: 1d20+3**

To resist poison, disease, or massive physical damage

● **Reflex: 1d20+3**

To avoid hazards or explosions

● **Will: 1d20**

To resist mental distress or Force attacks

● **Force Points: 1**

Dané has 1 Force Point. You can use a Force Point to increase her chances of succeeding at any given action. If you want to do that, roll 1d6 and add the result to all Dané's task resolution rolls (attack rolls, saving throws, skill checks, and ability checks, but not damage rolls) for the round. After you use a Force Point, cross it off this sheet.

● **Gear:** Comlink, credit chip (containing 75 credits), datapad, medpac

Comlink: a communication device.

Credit Chip: a secure memory device containing electronic funds equivalent to Republic credits.

Datapad: a portable personal computer.

Medpac: a one-use emergency medical kit that restores 1 wound point.

● **Weapons:** Blaster

Dané uses a blaster pistol in combat.

Ability	Score	Bonus	Bonus Applies To*
Strength	13	+1	Fist attack, fist damage
Dexterity	16	+3	Defense, Reflex saving throw, Hide skill
Constitution	12	+1	Vitality points, Fortitude saving throw
Intelligence	14	+2	Computer Use skill, skill points
Wisdom	10	+0	
Charisma	15	+2	Diplomacy skill

*Note:

The above bonuses have already been applied to all attack, saving throw, and skill check rolls shown in this folder.

Skills

When Dané uses a skill, make a skill check (that is, roll 1d20 and add a bonus, as shown below). If the result is high enough, she succeeds. The Gamemaster knows how high you need to roll.

Computer Use 1d20+6

Dané can perform complex tasks with a computer. She can modify a program if her check result is 15 or higher, create a new program if her check result is 20 or higher, or break into a secured system if her check result is 25 or higher.

Diplomacy 1d20+4

Dané gains the upper hand in a negotiation or debate if her check result beats the opponent's Diplomacy check result (or Charisma check result, if the character does not have the Diplomacy skill). To make a Charisma check, the GM rolls 1d20 and adds the opponent's Charisma bonus to that.

Hide 1d20+5

Dané can conceal herself so that opponents don't notice him. If her check result beats the Spot check result for a character who might see her, she remains hidden.

Listen 1d20+2

This skill allows Dané to hear approaching opponents or eavesdrop on conversations. If someone is trying not to be heard, Dané's check result must beat that character's Move Silently check result.

Spot 1d20+2

Dané notices a hidden opponent if her check result beats that character's Hide check result. (The GM may also require a Spot check to determine whether Dané notices something out of the ordinary, such as a clue.)

Treat Injury 1d20+4

Dané can use a medpac more efficiently than most characters can.

If Dané's check result is 1-4, she restores 1 wound point with her medpac.

If Dané's check result is 5-9, she restores 2 wound points with her medpac.

If Dané's check result is 10-14, she restores 3 wound points with her medpac.

If Dané's check result is 15-19, she restores 4 wound points with her medpac.

If Dané's check result is 20-24, she restores 5 wound points with her medpac.

If Dané's check result is 25+, she restores 6 wound points with her medpac.

Improving Skills

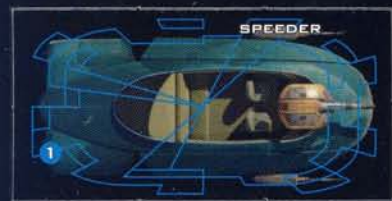
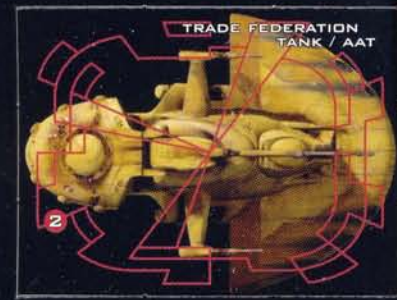
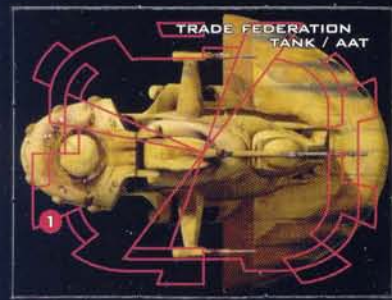
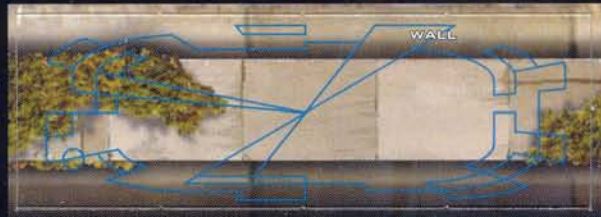
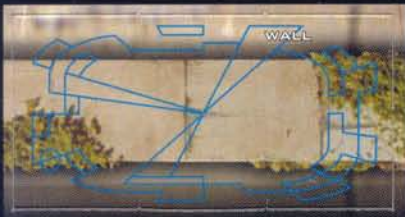
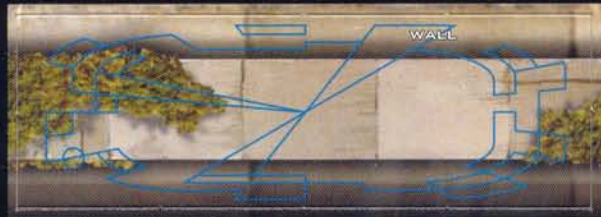
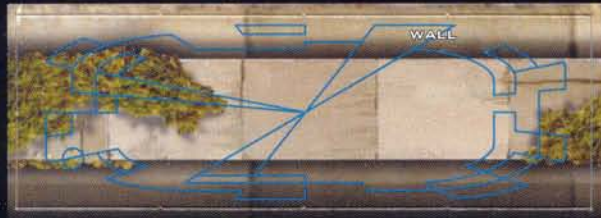
When Dané reaches 2nd level, you can improve all six of her skills by adding 1 point to each of their check bonuses. (For example, adding 1 point to her Spot skill improves its check value from 1d20+2 to 1d20+3.) Or instead of that, you can add any one new skill (except a Force skill) from the *Rulebook* (at a check value of 1d20+5) to her list.

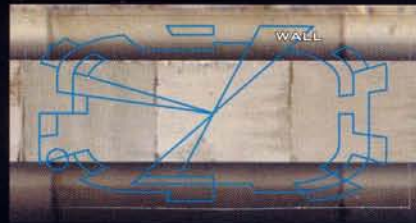
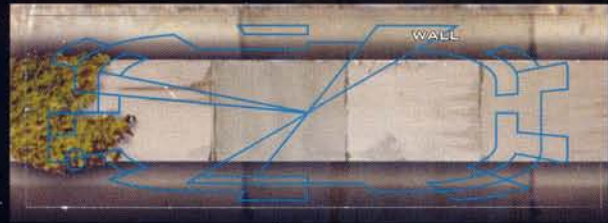
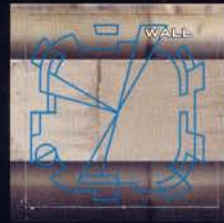
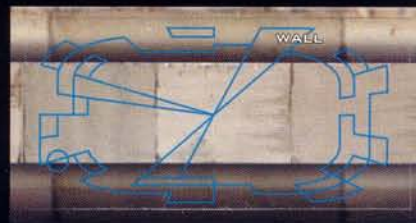
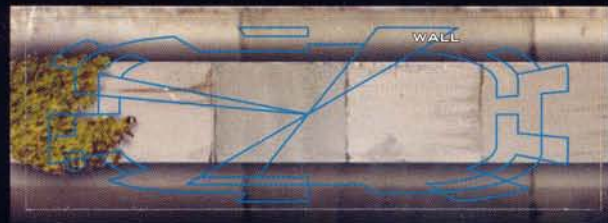
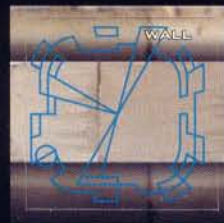
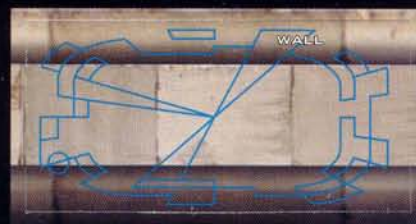
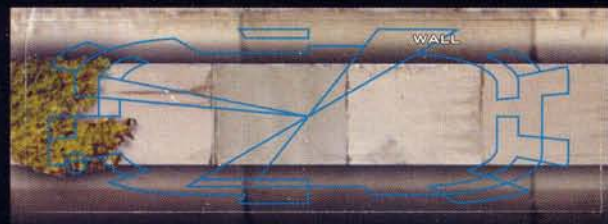
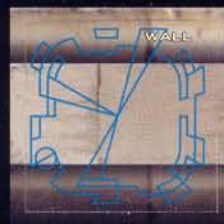
Other 2nd-Level Improvements

Other improvements are listed in the *Rulebook*.

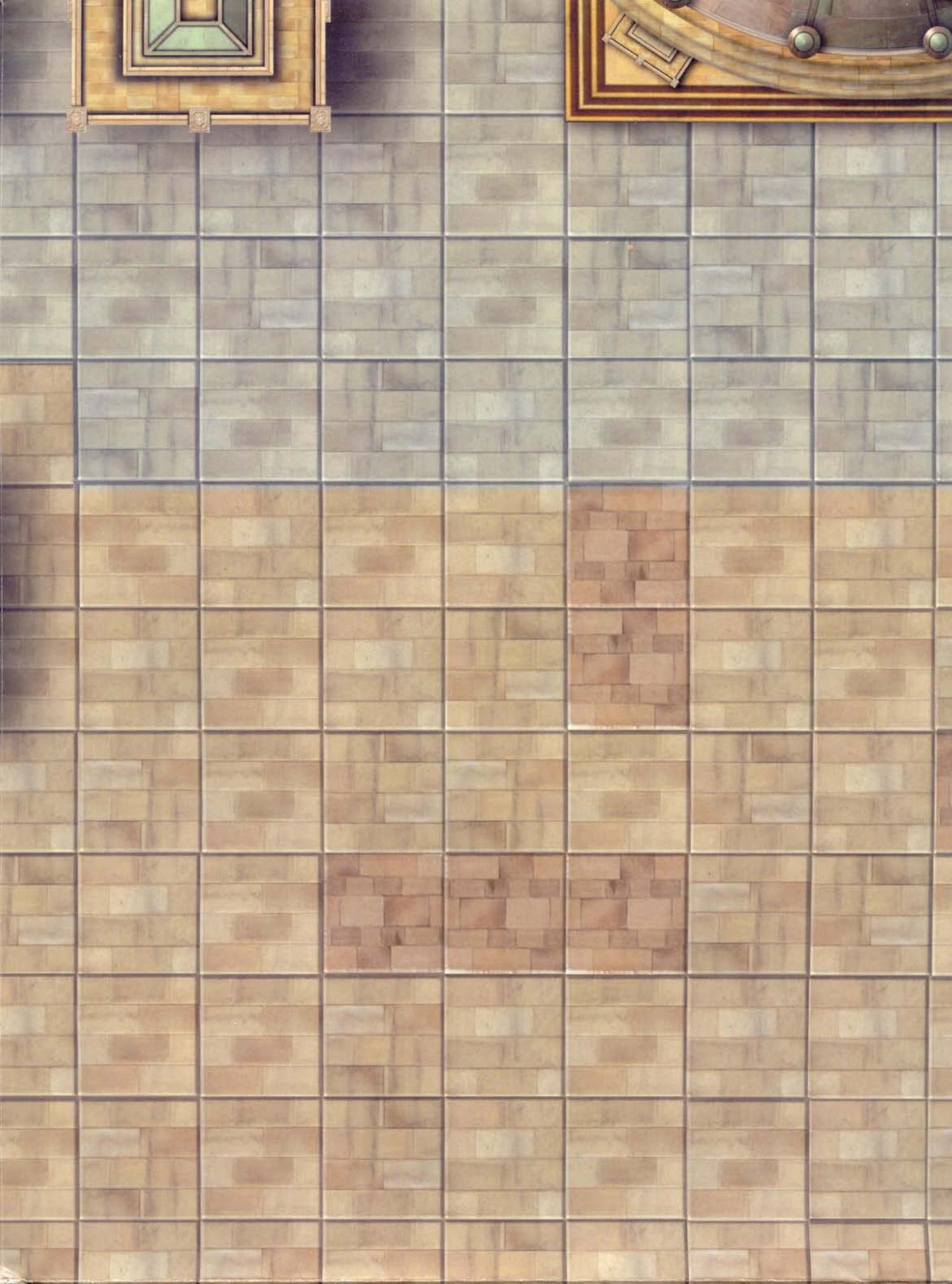




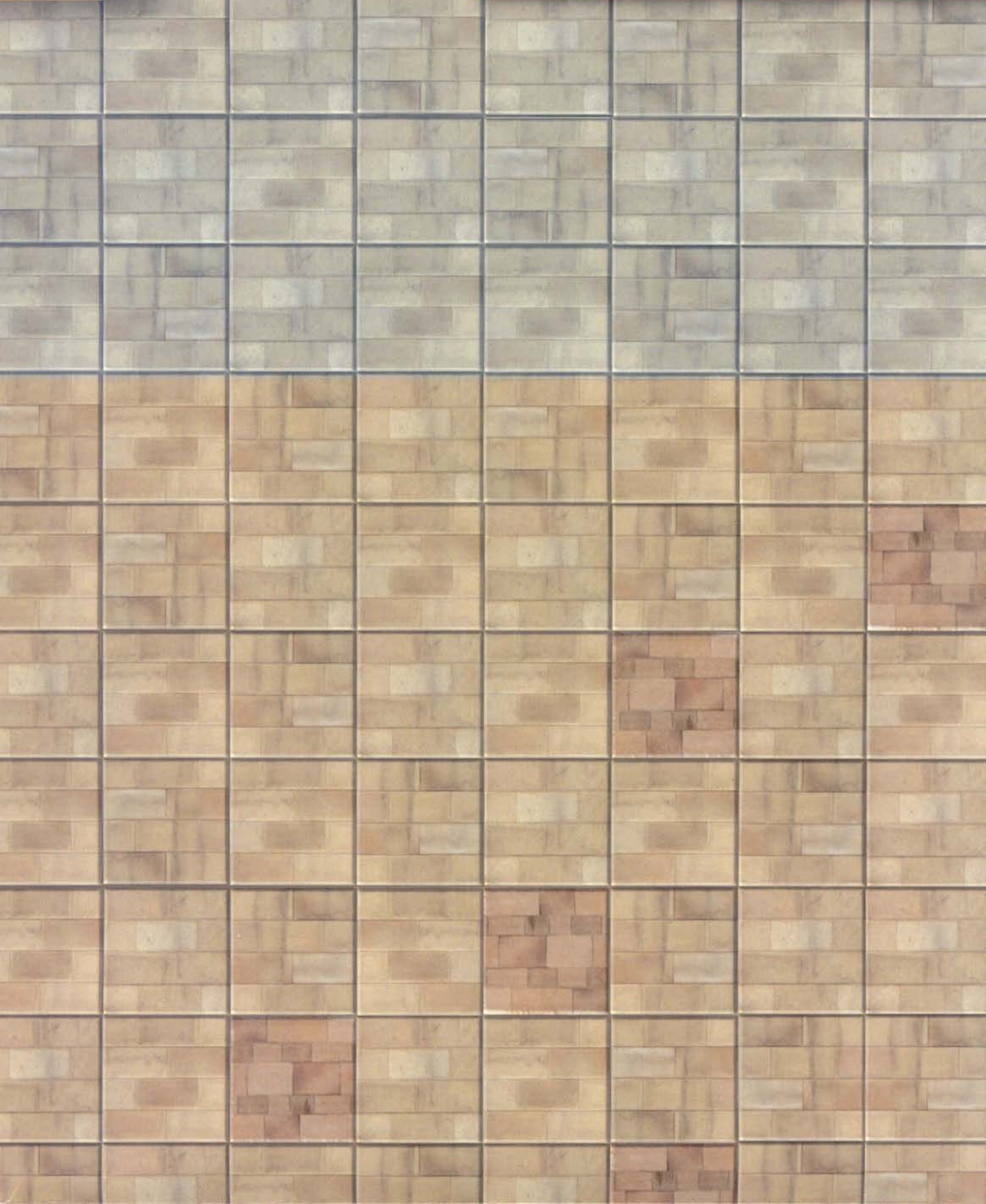




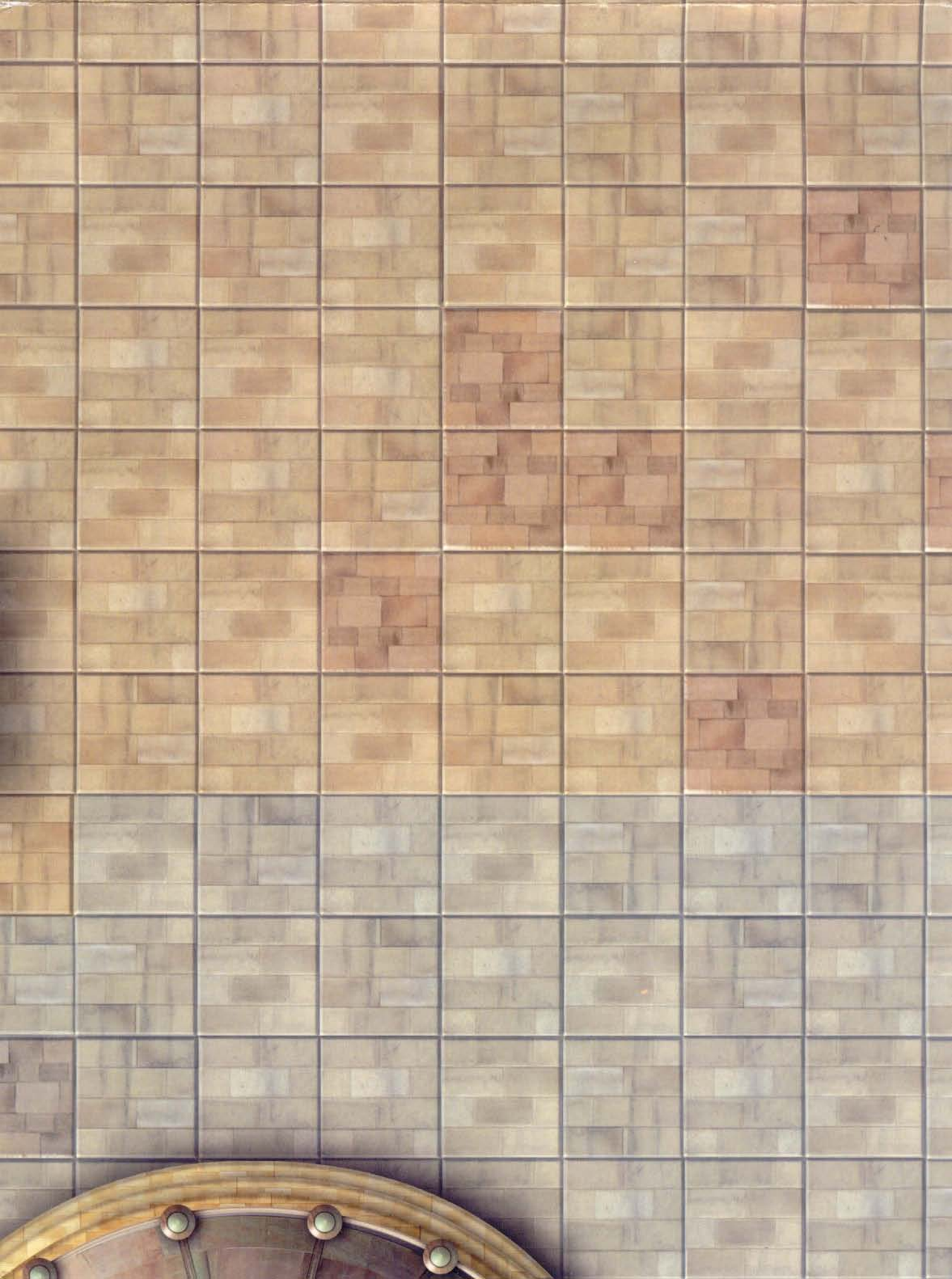


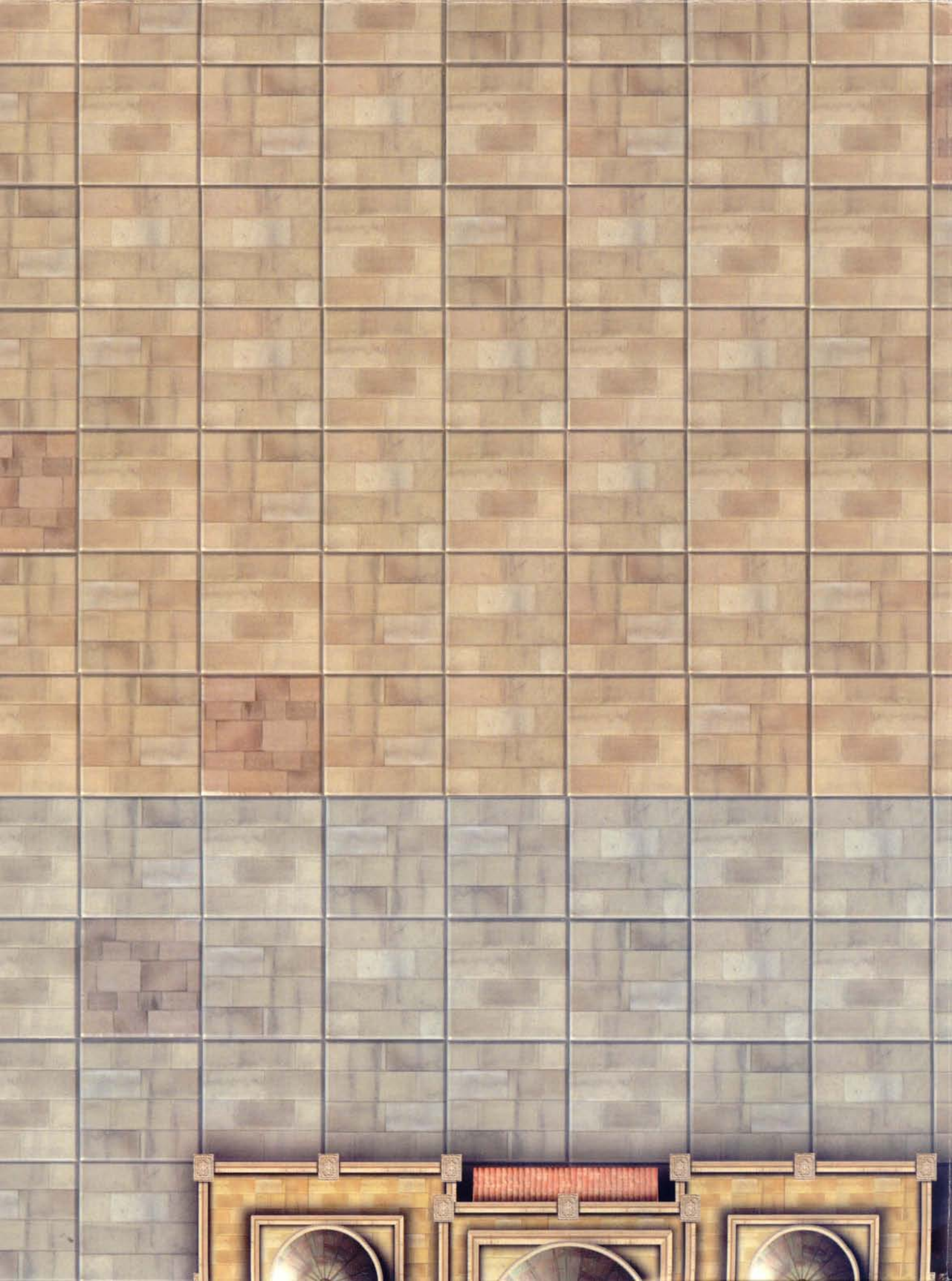


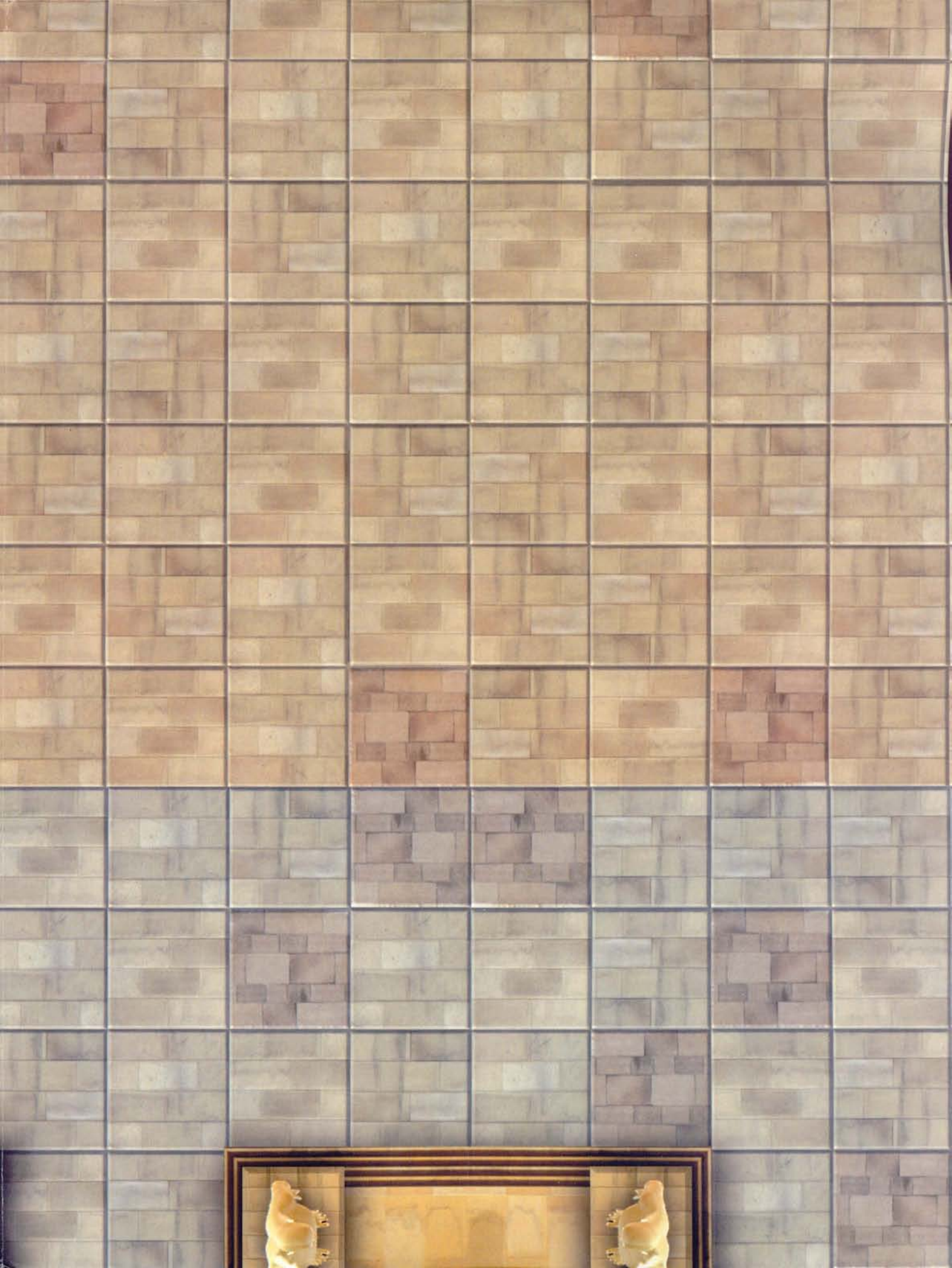












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YOUR TRANSPORT TO THE STAR WARS UNIVERSE has arrived! This November, Wizards of the Coast premieres *Star Wars Gamer*, a bi-monthly adventure journal dedicated to *Star Wars* game players. Every other month, explore new worlds and discover new aliens, unlock new technologies and meet new characters. We'll show you what's new from LucasArts and give you all the adventures and articles you'll ever need to run your own *Star Wars Roleplaying Game* campaign.

In addition to supporting the new *Star Wars Roleplaying Game* with new articles and adventures, *Star Wars Gamer* will offer new fiction from bestselling authors, LucasArts electronic game coverage, and deck-building tips and strategy for the *Star Wars Customizable Card Game* (from Decipher). We will also feature articles on "kit-bashing" (making your own models), action figures, comics, and *Star Wars* games in general.

If you're a *Star Wars* fan interested in submitting material to the magazine, you can write to us for a copy of our submission guidelines or download the guidelines from our website (www.wizards.com/starwars). If you write us, be sure to enclose a self-addressed stamped envelope (SASE) so that we can send you the guidelines!

If you're not a writer but have some thoughts about what you'd like to see in the magazine, drop us a line via mail or email. Our mailing address is *Star Wars Gamer*, 1801 Lind Avenue S.W., Renton, WA 98055. Our email address is swgamer@wizards.com. We look forward to hearing from you.

In this booklet—your passport to the *Star Wars* gaming universe—are several previews of features planned for the first issue, as well as a subscription ad so that you can take advantage of a limited-time offer (6 issues for 60% off the cover price). For the complete articles as well as all-new features, check out the first issue, available in bookstores and on newsstands this November. Hop on the transport, enjoy the ride, and, of course, may the Force be with you!

Christopher Perkins
Editor-in-Chief

YOUR TRANSPORT TO THE STAR WARS UNIVERSE IS READY FOR BOARDING ...

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- ▣ A short story based on *Star Wars: Episode I Starfighter*, written by Steve Miller.
- ▣ New heroic fiction by Tish Eggleston Pahl and Chris Cassidy.
- ▣ *Star Wars* CCG deck-building for beginners, plus strategy tips for the experts.
- ▣ "Peril in the Ionosphere," a short, introductory RPG adventure perfect for a single night's play, and "Rendezvous at Ord Mantell," a full-length RPG adventure.
- ▣ New aliens from Marvel's classic *Star Wars* comic series.
- ▣ Tatooine Grudge Match, a new two-player simulation game that lets you play either Anakin or Sebulba in the fantastic pod-race to the finish!
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THERE IS NO
PASSION;
THERE IS
SERENITY.

THERE IS NO
DEATH;
THERE IS
THE FORCE.”

THE JEDI CODE

T R A N S L A T I O N B Y J D W I K E R

“Certainly a Jedi should know the Code, by word and by heart. But seemingly every Jedi is in some fashion negligent, from the lowest Padawan to the highest Master. Consequently, were someone to demand, “What is the true meaning of the Jedi Code?” the Jedi who promptly answered would be rare indeed..”

SO BEGINS THE FAMOUS COMMENTARY UPON THE JEDI Code by Master Odan-Urr, written almost four thousand years ago. His musings on the proper behavior of a Jedi have formed the foundation of today’s Jedi Order.

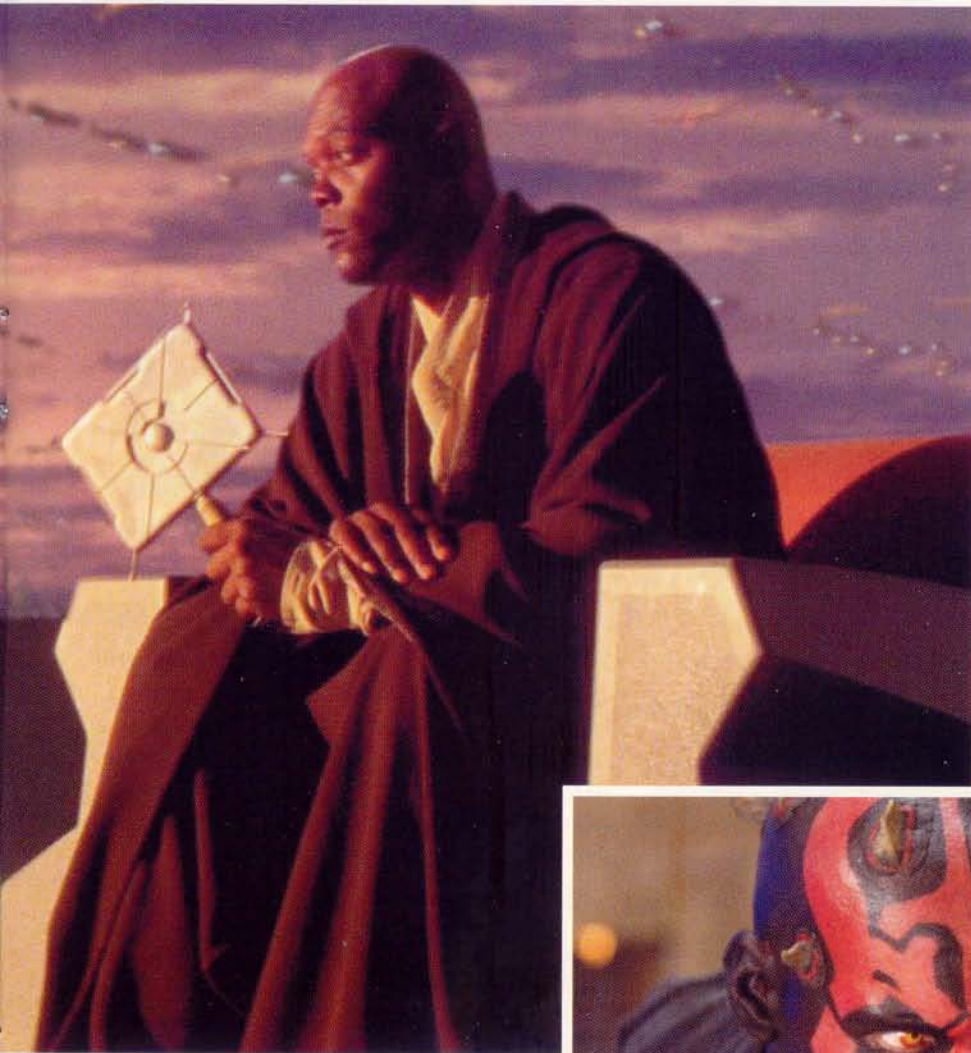
Odan-Urr’s ancient wisdom has held true for centuries. Many are taught the Jedi Code, but few fully understand it. Fewer still live by it. Those who do are truly Jedi Masters. Full comprehension of the Code, then, is the key to unlocking the Force.

The Path Within the Code

At its most basic level, the Jedi Code is a set of guidelines explaining for a Padawan what virtues to prize, and what flaws to avoid. Instructors ask their students that if they remember nothing else, to always keep these words in mind. The reason is simple: in

these four lines lie the instructions for how to become a Jedi Master.

Consider the first rule: “There is no emotion; there is peace.” It is plainly a contrast, distinguishing the confusion of emotional considerations from the clear thinking of peaceful meditation—obviously, a valuable quality.



Interpreting the Code

While the Code is a straightforward map to mastery of the Force, it can sometimes be frustrating to put it into practice. The galaxy has changed a great deal since the Jedi Code was first defined, and a great deal more since Master Odan-Urr attempted to clarify it. Although the secret to the Code is considering it thoroughly before acting, the universe often does not afford a Jedi the time to do so, before forcing her to act.

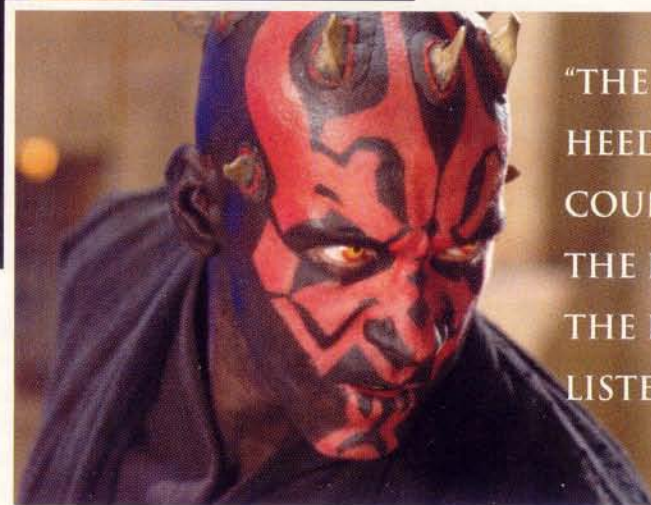
Still, a Jedi can think through a great many things in advance, so as to better prepare for when the rest of the universe is in a hurry. Over the millennia since the founding of the Order, Jedi Masters have recognized that there are eight conclusions a Jedi can reach before the situations are thrust upon him. A Jedi who understands these eight things will, when called upon to make a quick decision, already know the will of the Force.

Master Odan-Urr remarked upon some of these items, and the commentaries of

But if that peace is rooted in simply being unaware of some factor that would otherwise cause a Jedi to feel an emotional reaction, then it is not so much peace as ignorance. This is why the Code contains the second rule: "There is no ignorance; there is knowledge."

This teaches Jedi to strive for understanding of all situations—particularly before acting—to better avoid errors in judgment. But, again, knowing a thing well can lead one to become engrossed in it. Engrossment leads to clouding of the mind. Thus, the third rule: "There is no passion; there is serenity." Knowing a thing objectively is knowing it as the Force knows it.

Still, students commonly argue that the only true objectivity is nonexistence—death. For does one not affect a thing even by merely observing it? This is why there is the fourth rule: "There is no death; there is the Force." The Force



"THE JEDI WHO
HEEDS NOT THE
COUNSEL OF
THE FORCE, TO
THE DARK SIDE
LISTENS."

—YODA

knows all things objectively, it is serene, and it is not swayed by emotion.

Thus, the Jedi Code teaches that before undertaking any action, the Jedi should consider the will of the Force. Master Odan-Urr said: "With these other considerations aside, all that remains is the Force." What he meant by this was that if a Jedi can act emotionlessly, knowledgeably, and serenely, then he is acting in accordance with the will of the Force.

Therefore, if a Jedi acts in all things without emotion, ignorance, or passion, then that Jedi is truly a master of the Force.

other Jedi Masters over the centuries—including Master Yoda—have formed the basis for the current "expanded code" taught to Jedi Padawans all across the galaxy. Presented below are those eight conclusions.

Meditation

Odan-Urr wrote: "Every Jedi should spend time meditating each day on the will of the Force. The reason is simple: If one has unwittingly acted contrary to the will of the Force, recognizing the mistake soon after might still give one time to make amends.

... to be continued.

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Duel of the Fates

Indicates
game information

BY ANDY COLLINS

THE MOST DRAMATIC AND EXCITING scene of *The Phantom Menace* is undoubtedly the lightsaber duel between the Jedi, Qui-Gon Jinn and Obi-Wan Kenobi, and the Sith Lord, Darth Maul. What follows is a break down of the final portion of that battle—the combat between Kenobi and Maul after Qui-Gon has fallen—into a round-by-round description of how it might have gone, had it been played using the *Star Wars Roleplaying Game* rules.

❖ The final battle begins with both Jedi having lost a significant number of vitality points through combat and use of Force powers. Neither is at full strength.

Remember that normal hits in combat (that is, hits that apply damage to the target's vitality points) don't actually physically strike the opponent in most cases. In the example of lightsaber combat, such strikes are deflected away or dodged at the last moment, each time making the target a bit more tired.

delay in the battle caused by the closing energy barriers forced a new initiative roll, but he instead rules that both sides have stayed alert and battle-ready and thus keeps the initiative as previously rolled.)

Obi-Wan moves and attacks with his lightsaber, but misses.

Darth Maul takes a 2-meter adjustment backward and activates his Battlemind skill. This costs 8 vitality points and grants him a +6 Force bonus to his attacks for the next 5 rounds.

Round 2: Continuing his assault, Obi-Wan slashes twice more at Maul. Then, having taken the measure of his opponent, Maul resumes his offensive, subjecting the young Jedi to a blistering barrage of strikes.

❖ Obi-Wan takes the full attack action. Both attacks miss.

Darth Maul takes the full attack action, though he chooses to fight defensively. This grants him a +3 dodge bonus to his Defense while applying a -4 penalty to his attacks. The first attack hits and inflicts 12 points of damage, but since Obi-Wan still has vitality points, this attack doesn't actually hit him, but costs him vitality as he barely manages to block it.

Round 3: Obi-Wan attacks the Sith Lord again, but his twin blows are blocked easily by his agile foe. Maul retaliates with another flurry of attacks that Kenobi only barely avoids.

❖ Obi-Wan takes the full attack action. Both attacks miss.

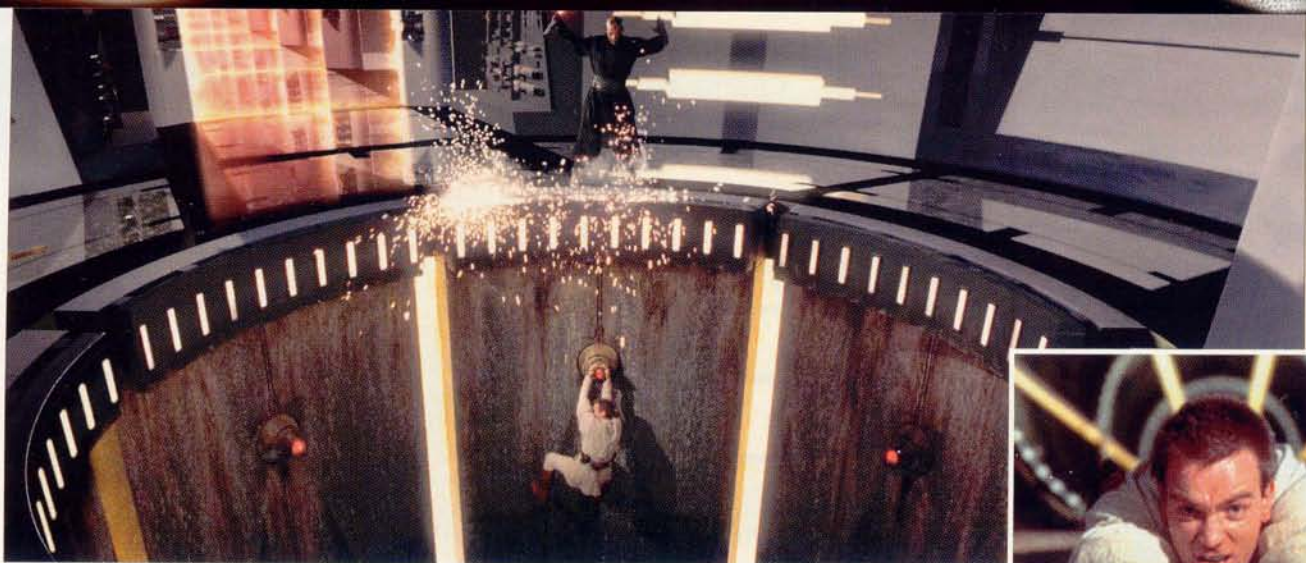
Darth Maul takes the full attack action. One attack hits and inflicts 13 points of damage. Again, this attack doesn't actually physically connect, but costs Obi-Wan vitality as he barely manages to block it.



Trapped between energy barriers, Obi-Wan watches Qui-Gon fall to Darth Maul. ▲

Round 1: As the energy barriers of the power station open, Darth Maul waits to see Obi-Wan's reaction to his Master's death. In a rage, Obi-Wan charges at Maul, bringing his lightsaber down in a powerful two-handed strike that Maul deflects while backing away.

❖ Darth Maul, having the higher initiative score as determined at the beginning of the battle, holds his action. (The Gamemaster could have ruled that the



▲ Obi-Wan holds on for dear life.

Round 4: Obi-Wan backs up and assumes a defensive pose, realizing that Darth Maul's expertise is even greater than he feared. Perhaps sensing weakness in his opponent, Maul advances, continuing his assault.

❖ Obi-Wan elects to use the Total Defense option and gives up his attacks for the round to gain a +6 dodge bonus to his Defense for one round. This raises his Defense to 28.

Darth Maul takes the full attack action. Thanks to Obi-Wan's decision to use Total Defense, all five attacks miss.

Round 6: Realizing that he can't hope to win as long as Maul wields his twin-bladed lightsaber, Obi-Wan instead slashes through the center of the Sith Lord's weapon hilt and then kicks him in the chest, knocking him down.

❖ Obi-Wan spends a Force point. Rolling 2d6, he determines that he will have a +8 Force bonus to all his actions for one round. He elects to take the full attack action. He attacks Maul once, attacks

Obi-Wan Kenobi vs Darth Maul

STATS

Obi-Wan Kenobi Jedi Guardian 6

Strength 15 (+2) Intelligence 13 (+1)
Dexterity 16 (+3) Wisdom 12 (+1)
Constitution 14 (+2) Charisma 13 (+1)

Defense: 20 (22 in melee when wielding lightsaber)

Vitality Points: 52 (currently 38)

Wound Points: 14

Force Points: 3

Attacks: Lightsaber +9/+4 (crit 19+)
or Unarmed +8/+3 (crit 20)

Damage: Lightsaber 3d6
or Unarmed 1d3+2

Darth Maul Jedi Guardian 12

Strength 17 (+3) Intelligence 14 (+2)
Dexterity 19 (+4) Wisdom 11 (+0)
Constitution 16 (+3) Charisma 12 (+1)

Defense: 24 (26 in melee when wielding lightsaber)

Vitality Points: 120 (currently 63)

Wound Points: 16

Force Points: 0

Attacks: Double-bladed lightsaber +13/+9/+8/+4/+3 (crit 19+)
or Lightsaber +11/+6/+1 (crit 19+)
or Unarmed +15/+10/+5 (crit 20)

Damage: Lightsaber 4d6
or Unarmed 1d6+3

For complete game statistics, pick up the Star Wars Roleplaying Game.

Round 5: Kenobi resumes his attack, though his pair of strikes glance harmlessly off Maul's saber. For his part, the Sith Lord never hesitates, slashing at Kenobi again and again.

❖ Obi-Wan takes the full attack action, though he chooses to fight defensively. This grants him a +3 dodge bonus to Defense at the cost of a -4 penalty to hit. Both attacks miss.

Darth Maul takes the full attack action. All five attacks miss.

Maul's lightsaber once, and also kicks Maul. Since he is attacking with two weapons this round, he suffers a -4 penalty to his lightsaber attacks and a -8 penalty to his unarmed (kick) attack. He further chooses to make the kick a Knockdown attack.

The lightsaber attack against Maul hits, inflicting 11 points of damage, and the attack against Maul's lightsaber also hits, inflicting 12 points of damage. This is enough to break the lightsaber, which (in this case) effectively turns it into a normal, single-bladed weapon.

... to be continued.

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SHIPBUILDING SECRETS

BY THOMAS M. REID

The *Mystic Burn*: Your Transport To Adventure

A LONG TIME AGO in a galaxy far, far away, every adventuresome being smitten with a good dose of wanderlust had a ship of some kind. Every shrewd diplomat on a sensitive political mission, every conniving scoundrel trying to make a few extra credits smuggling illicit cargo, every curious explorer interested in seeing what lay in the next star system over had some means of getting from place to place. Whether it was a sleek Nubian luxury yacht pretentious enough for a Republic senator, or a rattletrap light freighter held together with mismatched parts and a prayer, ships of all types, sizes, and affiliations plied the space lanes, visiting every major system and all the backwater rim worlds, to boot.

In a roleplaying campaign set the *Star Wars* universe, the heroes are, sooner or later, going to need a ship of their own. It's a simple enough matter for the GM to gloss over this issue, merely stating that the characters "have a ship" that gets them from place to place. However, this solution misses an opportunity to add a level of depth and personality to the campaign. With very little effort, you can develop a starship with a bit of flavor, history, and character that adds much to the quality of the game. Who doesn't think fondly of the *Millennium Falcon*, with all of its quirks and flaws, as an integral part of the exploits of Han and Chewie?

In keeping with this concept, let's make up a unique ship for a group of characters. You could easily say that the characters have a ship and leave it at that, but it is far more fun to develop one with some quirks and flaws all its own. You don't need to do a lot, just add a few interesting details to go with an evocative name, and come up with an explanation for why it's available to the characters. Let's go through this process, step by step, asking the following questions:

1: HOW DO THE HEROES GET THE SHIP?**2: WHAT KIND OF SHIP IS IT?****3: WHAT IS THE SHIP'S HISTORY?****4: WHAT QUIRKS AND FLAWS DOES THE SHIP HAVE?****5: WHAT'S THE SHIP'S NAME?**

**"You've never heard of the
Millennium Falcon?!"**

"Should I have?"

**"It's the ship that made the
Hessel Run in less than
twelve parsecs!"**

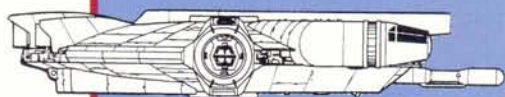
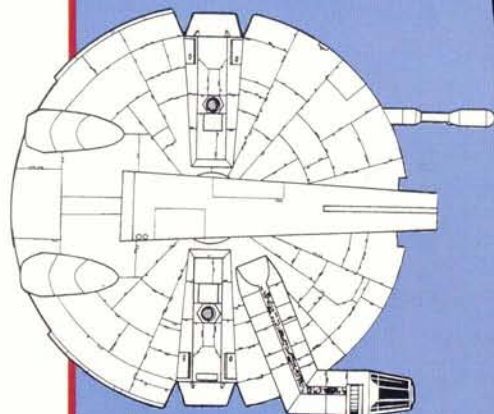
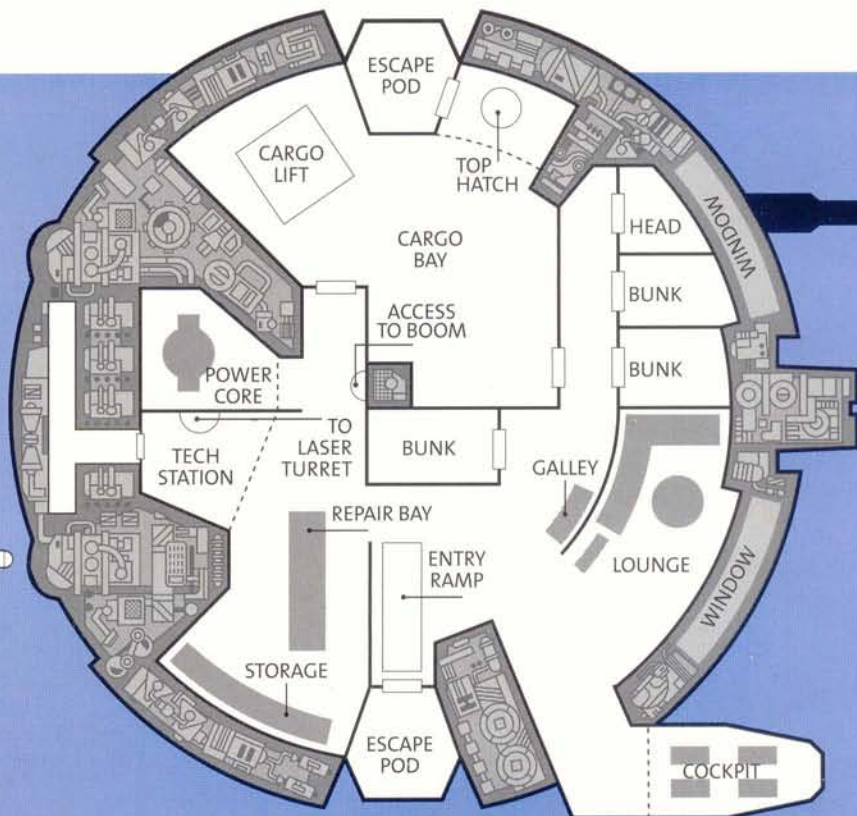
—HAN SOLO AND OBI-WAN KENOBI

1: How do the heroes get the ship?

This question depends a lot on the characters themselves and you will most likely decide the issue in game play. If they have the money, the heroes are probably buying the ship. But perhaps they're stealing it, or someone has given it to them as a gift for a job well done. Someone could also lend them the ship, or if you're running a strictly military campaign, they might have one as standard issue. Whatever the means, figuring out how the heroes acquire the vessel is half the fun. If you're trying to set up backstory for nonplayer characters, go ahead and make it all up. If this is for the other players' heroes, though, work it out as part of an adventure; let the players make the decisions for their characters themselves. However you resolve this question, it's definitely the place to start, because the rest of the questions hinge on your answer here.

As an example, suppose that the eight heroes from the *Star Wars Adventure Game* need a ship to call their own. The *Adventure Game* is set on the planet Naboo during the time of the Trade Federation blockade and subsequent invasion, and there is no space travel involved in any of the adventures. If the characters are going to continue their daring feats once the invasion has been repulsed and peace has been restored, they need a way to see the wider galaxy beyond Naboo. Suppose that one of the characters, Deel Suroon—a young Twi'lek scoundrel whose parents are wealthy merchants running a trading emporium in the Naboo capital of Theed—earns a generous monthly allowance from his

Mystic Burn



STAR WARS RPG COMBAT STATISTICS

MYSTIC BURN	Small Light Freighter-class starship
▶ Length	35 meters
▶ Passengers and crew	8
▶ Cargo Capacity	75 metric tons
▶ Defense	21 (size +1, armor +10)
▶ Shield Points	30
▶ Hull Points	120
▶ DR	10
▶ Weapons	1 laser cannon (turret mounted)
▶ Damage	4d10 × 2
▶ Maximum Range	Short

parents. Imagine also that Deel, being the scoundrel that he is, really likes to gamble, and has gotten lucky recently at the game houses in Theed. By combining Deel's credits with those of his

companions, the group has managed to scrape together enough to buy their first ship. So, they're going to buy it.

2: What kind of ship is it?

Now that you know how the characters acquired the ship, you need to know what kind of ship it's going to be. There are a lot of factors that will contribute to this decision, but again, the primary consideration has to be the characters themselves. Based on what you already know about the heroes from the *Adventure Game*—a group of relatively inexperienced heroes on a planet that has just suffered through a major military engagement—it's reasonable to assume that they don't have a lot of money to spend, and

whatever they do buy is going to be secondhand, probably well used. What kind of ship fits that description?

Because *Episode I: The Phantom Menace* is so recent, there has not been a lot of supplemental material developed for the time period yet. You won't have a lot to work with regarding what kinds of ships might be available beyond what appeared in the movie. You could, however, draw on supplemental material related to Episodes IV, V, and VI, set thirty-some-odd years in the future.

With a small amount of research into older *Star Wars* roleplaying game product, you will find that ships like the *Millennium Falcon*—a Corellian YT-1300 that's been heavily modified over the years—have been in service for a long time. That sounds promising. Digging a little deeper, you can discover that the Corellian shipyards have built a number of YT-class ships, including the YT-1210 and the YT-2400. From the information available, it appears that, with regards to Corellian naming conventions, the lower the number, the older the model.

... to be continued.

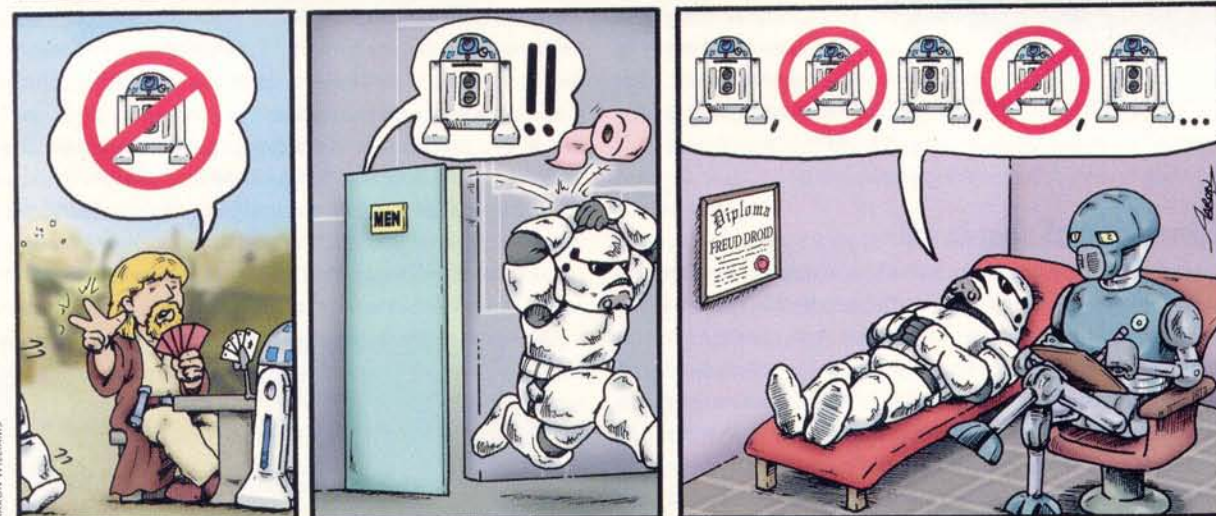
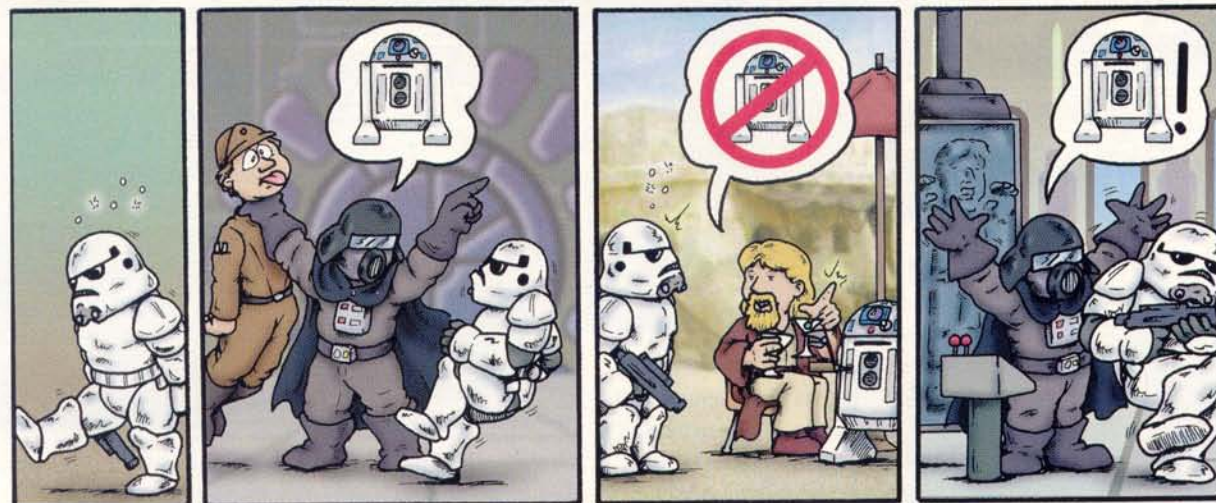
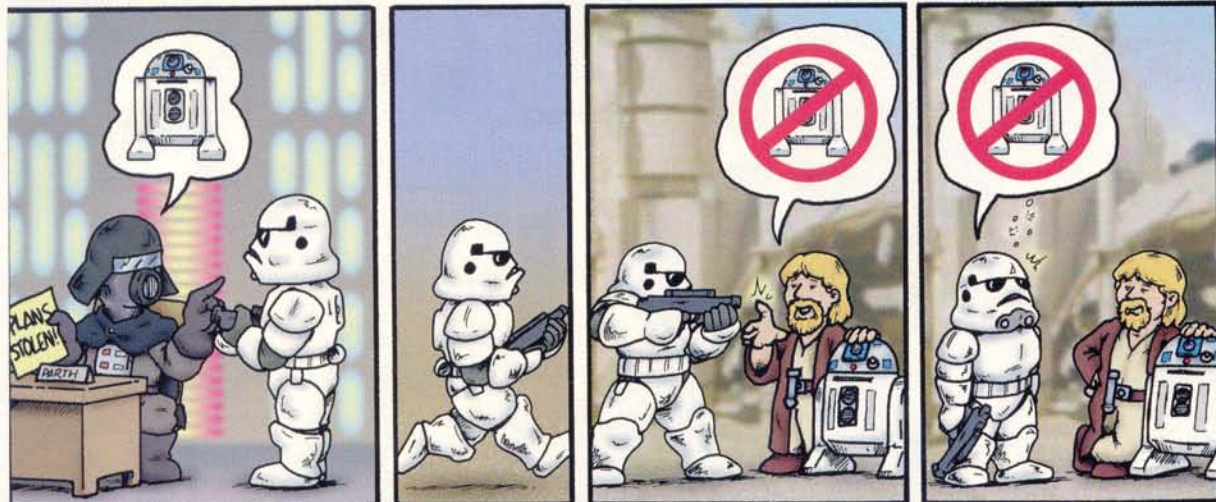
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Game Design: **Bill Slavicsek**

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