

Episode IV Cold War

The Galaxy is torn. The peace held by the GALACTIC REPUBLIC has fallen. In its place stands endless civil war. The CONFEDERACY OF INDEPENDENT SYSTEMS holds onto its territories at the edge of the known galaxy.

After many intense years of conflict, the two sides have fallen into a Cold War. Both sides are incapable of continuing open conflict.

GRAND ADMIRAL TARKIN, the secret ruler of the Republic, erodes the freedom of his people as he gears the nation for war. COUNT DOOKU, a SITH LORD and master of the DARK SIDE OF THE FORCE, hides his oppressive leadership with an approachable demeanor.

Both sides work in secret on the DEATH STAR, a space station capable of destroying an entire planet. Unbeknownst to either side, DARTH MAUL and his MANDALORIANS have discovered an ancient sith weapon capable of planetary destruction.

The galaxy hurdles towards devastation...

Introduction Fiction

There are many paths one can take in life. Different journeys, different stories. Everything can change from just one decision. The entire galaxy may even see a completely different fate...

...Anakin stood over the defeated Dooku. The Sith Lord, former Jedi Master, no longer had the look of a confident duelist, but one of a weak, terrified old man. Dooku's once steady and articulate hands were now on the floor, cut off at the wrist. For all his talent, the young Anakin had bested him and his life was at his mercy.

Anakin took the two lightsabers he held and placed each one at Dooku's neck. At any moment, Anakin merely needed to flex and the Sith Lord would be finished.

"Do It." Palpatine growled.

Dooku's tired, old face turned to his master, Palpatine, in surprise. Palpatine had long promised Dooku the galaxy, but, now, Dooku knew it had all been a lie. Still, even at the moment of death, he had faith in the grand plan of the Sith. He kept his mouth shut, he did not tell Anakin of the Chancellor's real identity and motives.

But his fear showed through his face.

It hit Anakin like a beam and made him doubt himself. The man who laid before him had started this bloody war and led to deaths of millions. He deserved capital punishment. He deserved to be killed right here, right now: a swift end to evil.

However, out of the corner of his eye, he could see her. Ahsoka, his former padawan, weakened from her fight with Dooku. She was staring at him. She had come before Obi-wan and was laying on the ground next to him. She was tired and beaten, but, most of all, she was afraid. Not of the battle raging outside, not of Dooku, not of anything else, but of him. She was afraid of him, of what he might do.

Extinguishing his lightsabers, Anakin put his arms to rest and kicked the old Sith Lord down. Proudly he spoke, "Count Dooku, under order of the Galactic Republic, you are under arrest for crimes against the Republic and its people." Not his usual tone of voice nor his role, but a position of power he decided to exploit.

As the sounds of battle died and the battle of Coruscant won, Anakin thought he heard the end of battle for some time.

Wishful thinking.

Days later, Anakin heard violence from outside the Chancellor's room and felt a strong disturbance in the force alongside it. Now, before him lie the results of an awesome battle. Palpatine lies defeated at the feet of the Jedi Council's strongest warrior, Mace Windu.

Disfigured and weak, the defeated Palpatine muttered "Help me, Anakin! You can't let them do this to me! They attacked me in my own office!"

Mace, with his lightsaber to Palpatine's throat, barked at Anakin. "He's a lord of the sith. He did this, all of this! The war, Dooku, everything: it was all his plan."

Anakin was speechless. Before him, lie his mentor, Palpatine, disfigured and dying, but, also, a council member, one he is to serve. He had to choose who to side with: the Jedi or Palpatine. Was Palpatine a Sith? Was he now stuck between two lives? One as a Jedi, one as a Sith Lord? Was the later the only way to save Padme, as Palpatine had alluded to many nights before, with his secrets of Darth Plagueis.

Master!", he heard cry from behind him. It was Ahsoka. He had planned to tell her about his fears about Padme tonight. Ask her what she thought of relying on stories like Darth Plagueis the Wise. Despite being her teacher, he was going to seek her guidance tonight.

As she enter the Chancellor's room, she was as taken aback as he was by the scene. After a second of hesitation, she spoke "Master." He could tell she wanted to jump in, but was as confused as her. Did Mace attack Palpatine out of nowhere? Were the Jedi council power hungry? Had they fallen so far?

Then, he remembered how the council stood by them when Ahsoka was framed for the Jedi temple bombing. How the council had protected her from the Republic courts and helped him find the real bomber. Just like him, they didn't turn their backs on their own and found the real traitor alongside him. Palpatine had always given good advice, but, when the chips were down, Palpatine was moving to prosecute while the Jedi defended his student.

Activating his lightsaber, Anakin knew what he needed to do. "We help Master Windu"

Just as quickly as he moved to help Windu did time make him regret that decision. He stood in the Jedi Temple on Coruscant looking over the rioting streets. The public did not react kindly to the Jedi, already unpopular due to Dooku's former allegiance with them and their involvement in the war, after they had executed the beloved Chancellor.

The rioters were testing the Jedi Temple Guard's ability to keep the peace and it might even be necessary for the Jedi themselves to help push back the hordes from their doorstep.

Trying Dooku in their own court was the final straw. The public thought that the Jedi would be lenient on the former master and let him off easy. They feared the Jedi believed themselves above the law. So, they took to the streets and now the city was ablaze with violence and fire.

"It's not your fault," a familiar voice spoke, "You did the right thing that night. If you and Ahsoka had not aided Master Windu then the Sith would rule this Galaxy."

It was his former Master, Obi-Wan, coming to comfort him.

"Maybe it was the right decision, but look where it got us."

"Where it got us, Anakin, is peace, even if we must go through this last wave of violence first. Had Palpatine won that night, you know he would have turned his eyes on the students of the temple. Not just the Masters, but the Padawans and younglings too. Sith deal in absolutes. With his secret out, he would have left none of us alive."

Anakin knew he was right, but, before he could feel any confidence, he could see the Temple Guards overwhelmed and rioters pouring into the Temple. Without a word, he pulled over a training saber, one that could only stun, and ran towards the doors.

Like in a flash, Anakin and the rest of the Jedi Masters found themselves in the courts of the Republic. Former vice-chancellor Mas Amedda, now Chancellor, presided over the court and lorded over them all.

"Is it not true that, during the riot, the former Jedi Master, Dooku, escaped from your custody? The instigator of the Clone Wars, the cause of trillions of deaths across the galaxy, and former ally and family to you all?"

Anakin and the rest of the masters knew it was an unfair question, but they didn't even try to point it out. Obviously, no one let Dooku escape. Rioters brought chaos into the Temple. The horde made a beeline to Dooku with the intent of ripping him limb from limb. Anakin could still feel the ocean of bloodlust they brought with them. The Jedi did everything they could to stop the mob's bloody justice, something that didn't help their image at all. In the confusion, Dooku escaped, with help from another prisoner.

Any Republic Officer would have done the same. We have police, courts, and jails to avoid mob justice. War criminal or not, he deserved trial. It's the Jedi way, or Anakin told himself. But, such pleas were pointless. The Jedi knew where they stood: kangaroo court.

The senate had already voted to have their temple seized, their accounts frozen, and their political and legal privileges revoked. Some did it out of general fear and hatred of the Jedi. Some did it in a power grab. And, still, others did it knowing it was the only way to calm down the masses.

Those last ones hurt the most.

Anakin didn't focus on the moment. A part of him was too obsessed on what could have been. If he had killed Dooku, then it would all have been over then. He could have defeated Palpatine and the Order would be regarded as heroes. Now, Dooku is at large again.

The trial went like a flash and the Jedi were lucky for the sentence they got. They weren't executed, they weren't jailed, they were allowed to go free. All of their property, with the only exceptions made being their lightsabers and holy relics, were now those of the Republics, just as the senate had voted, and they were all penniless. It was, in its own way, a harsh sentence, but the order could thank Padme and Senator Organa for arguing it down from life imprisonment.

As Anakin lay restless in Padme's bed that night, he couldn't help but regret what he had done to the order by not ending Dooku then and there. The only solace he found was that his dreams of Padme's death were gone. Perhaps they were always just dreams, not visions. To think he almost sided with Palpatine over bad dreams.

While Anakin failed to sleep, across the galaxy, Dooku was in his chambers. His new metallic hands were already soiled: not knowing what to do without Palpatine and his

plan, he had agreed to a cease-fire with Grand Admiral Tarkin, acting on behalf of Mas Amedda. The Confederacy was nothing more than a small democracy on the outer rim, not the Empire he was promised. His side was never meant to nor was able to conquer the Republic.

In the plan Dooku was told, he was to surrender his droid army and serve from the shadows as second-in-command. Though, the scene on the spaceship proved that a lie.

It was time for his own plans.

While Dooku licked his wounds so too would the republic. This peace agreement was simply the start of a much longer, colder war.

And he wouldn't have to fight it alone. He didn't just mean General Grievous and the Separatist Leaders.

During his time in the Jedi's prison, he came across an ample replacement for the traitorous, deceased Ventress.

"You show great promise," he said while turning to his young apprentice, "Your initiative in the Jedi Temple Bombing shows a cunning mind, a cruel heart, and a willingness to do what must be done. To speak nothing of its proof that you see plans through."

"Yes, Master."

"Serving as a Sith Apprentice will not be as easy as being a Jedi Padawan. The Sith are not kind like the Jedi, not weak like them."

"I am ready Master."

"We will see, my young Apprentice. Now, rise Darth Sinestra."

As he spoke, his new apprentice, Barriss Offee, rose, ready for the first steps of her training.

Summary

This is a galaxy very different from the one you're used to in the movies. There are no empires and neither the Sith nor the Jedi are truly ascendant. In a way, it is a time of balance, an uneasy, weak balance.

What Changed?

The main crux of this alternate timeline has to do with the Jedi Temple bombing and the framing of Ahsoka Tano. Unlike in Canon and Legends, in this timeline, the Jedi stood by Ahsoka and refused to turn her over to the courts of the Republic.

That doesn't mean they had the noblest of intentions. Perhaps they didn't want the shame of having a Jedi on trial in open court, especially given their image. Perhaps they didn't want to give in to the Republic government after they sacrificed so much for the war. Perhaps they just had trust in Ahsoka.

Furthermore, they even aided in proving her innocence. For whatever reason, they listened to Anakin's pleas of her innocence and allowed and aided in an investigation of the actual culprit.

Once again, this doesn't mean they're noble. Perhaps they felt they owed it to the commander or her general for the many victories in the war. Perhaps they feared Anakin might turn to the dark side if he lost her and hoped working with him could pull him back. Perhaps they too had doubts that Ahsoka could be the culprit.

As a butterfly effect of this one event, Ahsoka never left the Jedi Order and was knighted some time later. When the battle of Coruscant was in full swing, she was sent off to help Anakin and Obi-Wan. Her presence and the lack of her loss helped Anakin pull away from giving in and killing Dooku, capturing him instead.

Later on, when confronted with the choice between aiding Mace Windu or aiding Palpatine, Anakin remembered how the Jedi Council had helped him in his Padawan's time of need and was able to trust them over the leader of the Republic, the one who would have prosecuted her.

Thus, Palpatine's machinations came to an end and the Republic was saved.

Though, things weren't perfect...

The war and Palpatine's propaganda had made the Jedi unpopular. In the canon timeline, the public and senate easily believed the Jedi could have tried to assassinate the Chancellor. It's not hard to think they'd conversely have trouble believing the beloved Chancellor was behind the entire war on their word alone.

Rioting formed and a call for the Jedi's punishment raged across Republic space. Rioters weren't just furious that they had killed Palpatine, but that they also held Dooku in the Temple.

They feared the Jedi would try Dooku in their own courts, as they did with the Temple bomber, and that they would be lenient. The Jedi Temple bomber, Barriss Offee, was locked up in their prison, not the Republic's. Such an outcome would not be insane to think likely given prior events.

Rioters successfully overpowered the temple guards and tried to rip Dooku apart themselves. The Jedi found themselves in the awkward position of having to protect Dooku from the mob. A bad image to set. Even worse, Dooku took advantage of the chaos to escape alongside Barriss Offee, who he had turned to his side.

When the riot settled, people wanted the Jedi's heads. Thanks to Padme and Senator Organa, they settled for the seizure of all assets, including their Temple. Only their holy relics were left in their possession and were dispersed among the now homeless, wandering members of the Jedi Council.

Without the aid of a government, the Jedi have become wandering monks.

As this all occurred, Dooku and Mas Amedda, both former servants of Palpatine, hashed out a peace agreement. Neither trusted the other and neither were sure how to proceed without Palpatine. Mas Amedda, a weak leader, was overpowered by Dooku. If not for the intervention of Grand Admiral Tarkin, Dooku would have won the Clone Wars at the negotiation table. With his timely intervention, Tarkin secured his position as the Shadow Supreme Chancellor.

While Dooku plotted his own plans for galactic domination, Mas Amedda, ever the follower, allowed Tarkin to join his cabal. Soon taking leadership in all but name, the galaxy became the chess board of Tarkin and Dooku.

While these two superpowers fought, a third state quietly rose. Mandalore, under Darth Maul's rule, was liberated in the canon timeline by Ashoka during the Siege of

Mandalore. This event kept Ashoka from the Battle of Coruscant. As she was now present in the Battle of Coruscant, no Siege occurred without Republic support. Bo Katan instead lives in exile in the Outer Rim with her group, Nite Owl.

Maul kept his power and consolidated it. With time, the neutral systems who sided with Dutchess Satine became known as Mandalore Space.

While nowhere near as powerful, Maul keeps himself alive through a simple fact: he is more useful alive. An ally to neither of Palpatine's former pawns, Maul sells out his Deathwatch soldiers as mercenaries and bounty hunters to both sides. For now, this makes it prudent to let Maul live. His forces are simply too useful to pass-up. Furthermore, Mandalore Space is a fortress. Whichever side tries to claim it would leave themselves vulnerable to the other side.

Twenty years have passed since the end of the Clone Wars. The galaxy stands between great wars, the Jedi wander without a home, Dooku continues to train his new apprentice, Maul has found an apprentice of his own on Lothal, and the plans for the Death Star exist on both sides.

What Results?

The Confederacy of Independent Systems and the Galactic Republic are at peace on the surface, but both Chancellor Mas Amedda, a puppet of Grand Admiral Tarkin, and Count Dooku wish to rule the galaxy. Both former lapdogs to Palpatine, they had ambitious for the throne. Even in Palpatine's absence, such ambitions do not die.

Without direction in the wake of Palpatine's death, they fell apart.

Mas Amedda fell under the hand of a wise and stern Grand Admiral, Tarkin, who saved the Chancellor in the peace proceedings. Allowed into Mas Amedda's cabal, Tarkin has become the true leader of the Republic. Tarkin has done much to grow the ranks of the Grand Army of the Republic. His Tarkin Initiative, lauded by Mas Amedda publicly, has rapidly expanded the military prowess of the Republic. The navy is full of ships, the clones can now rely on trained staff from all member worlds, and new technologies are in constant development.

Dooku, left damaged from the failed efforts of Palpatine, has assumed the role of Sith Master. Never trained as a true apprentice, much of Sith knowledge was lost with Sidious. Dooku is not ignorant of this fact, however. While training his new apprentice, Baris Offee, he focuses on finding lost Sith relics to aid in his fight. Dooku, however, is not a true Sith like Sidious. His goals stem from his belief that the Jedi and Republic lost their way, a sentiment shared by his apprentice. Dooku has adapted to Sidious' failure and views the CIS as the foundation of this restoration.

The leaders of these two democracies lead espionage and sabotage operations against each other's nations. Often they act covertly. However, thanks to "red scare" levels of propaganda, the leaders know much of their actions would have public support, if they came to light. They rather not test the theory, however.

Essentially, to put it in terms we could relate to, if the Clone Wars was World War I and the Rebellion era was World War II, this is the Cold War. Two super powers are fighting each other through proxy, espionage and sabotage and the threat of all out war keeps the galaxy in fear. Mix this in with McCarthyism-esque thinking in both nations and you have the recipe for a Star Wars setting that is as familiar as it is different.

If you think this rendition doesn't have the threat of nuclear annihilation, remember that the Republic is currently building a Death Star and Dooku has a copy of the plans as well. The arms race is definitely a-go, but is happening behind closed doors.

For Edge of the Empire Games

On the criminal front, things get a lot more complicated in eras of Cold War. Smugglers, spies, and thieves become hot commodities for the governments as easy, deniable aid, saboteurs, spies, and, well, smugglers. That's not even getting into the money to be made bringing in contraband from the other nation and taking advantage of the diverted attention and political loopholes or asylum.

The Hutts have seen an increase in business unlike anything they've seen before. Both sides view the Hutts as uneasy, but useful tools. This role suits the Hutts just fine. Deals, jobs, etc. are often set up through the Hutts, either to their own operatives or skilled criminals. One could argue the Hutts have never been more influential and powerful, with the ear of both the Chancellor and Dooku. Not to mention the thousands of state secrets they sit upon.

Of course, superficially, there is peace, but the public is constantly paranoid about the reigniting of the Clone Wars, which seems inevitable to some. This has opened the door to numerous scams in the fields of fake protection. A lot can be made smuggling concerned citizens to "shelter worlds," independent worlds people believe can stay neutral. Currently, both governments hold migration to "Shelter Worlds" as a criminal offense to avoid mass exodus. It isn't like running a travel company.

In the world of smuggling, there is also great opportunity in helping sympathizers defect. A high risk job, to be sure. Their home nation will try to capture them. There is no guarantee the other side wants to take the defector. There is a chance for good profit, however.

In the twenty years since the end of the Clone Wars, most "Shelter Worlds" have joined Mandalorian Space. While still perceived as neutral in the war, the rule of Mandalore is harsh and cruel. Ironically, some smugglers are finding jobs smuggling people back out of Mandalorian space after smuggling them to the former shelter world years ago.

For Age of Rebellion Games

For soldiers, the battle field is proxy theater. If there is a rebel element on a planet, you can be sure the opposing side is backing and encouraging it to act to turn the world into their corner. It can easily extend past the financial. Sending troops down to train rebels, giving outright technology, and even sending troops to help fight the battle.

You can bet your bottom dollar that whoever currently owns that world is doing the same for the establishment. Some government and rebels rely on this dynamic to exist before they'll even act. Not much consideration is ever given to how much this benefits the people of the planet or what they really want.

Some worlds have garnered a reputation for ping-ponging between the two democracies. Either through repeated wars, attempts at political leverage and favors or other such methods.

This isn't even getting into the reality of spy and espionage games. Clone Troopers may not be the best spies, but they are good at extraction, handy with a gun, and easily replaced. This is not even getting into those specifically trained for special ops like these, Clones who are finding their workload only increasing since the end of the war.

In a dystopian sense, soldiers find themselves uncomfortably in a policing role as well. In both democracies, the hysteria surrounding the existence of spies has lead to increased policing of the populace. Civilian policing services try their best, but often both governments call in special operatives from the military to root out suspected rebel cells and other such dissents. Civil rights are on the decline, even if they are still protected on paper.

For Force And Destiny Games

Force sensitives are in a weird spot. With the seizing of the Jedi temple, the Jedi are now scattered to the winds. Without the financial backing of the Republic and with almost all of their assets seized as both punishment and compensation for “their war”, as a common Republic citizen may put it, they had trouble staying together or forming new, proper temples.

There are murmurs some Jedi managed to scrounge up some favors and funds and started building a temple on Ossus. Some say one is being built in the old Massassi temples on Yavin. Other says Illum and Dantoonie are currently houses temples as well. But, these temples tend to be rather small and lacking resources, if they exist.

Some say they rely solely on charity, while others hear they ask for fees from students or offer out their services to local governments. Rather un-Jedi-like. Some even question if some of the Masters at some of these Temples were ever even Jedi.

Without the legal privilege and financial backing of the Republic, the Jedi can't recruit force sensitives when they're babies so many grow up without knowing what they are or how to use their abilities. While everyone may know what a Jedi is, few really know, fewer have seen them, and even fewer can help you understand the Force.

This era has seen a resurgence in popularity of lesser known force religions across the Republic.

Not so much in the Confederacy.

Dooku has properly used his influence in the Senate to drum up fear of Jedi-Republic spies. Aided by the Jedi's status as generals during the Clone Wars, Dooku made Jedi teachings illegal in the Confederacy. Officially Dooku did it in the name of peace. A standing “arrest-on-sight” order exists for all Confederate officers in regards to the Jedi.

This leaves many Force Sensitives in the Confederacy without much guidance. All according to Dooku's plan, however. Without teachings, most force sensitives are no threat. While the thought of opening his own school crossed his mind, a Sith academy, such things had been tried before and they always resulted in destruction from within due to infighting. In a time of Cold War, such things need to be avoided.

Darth Bane's rule of two have served them well so far, there is no need to become the modern Dark Brotherhood and suffer the same fate as they did.

However, Dooku is not such a fool as to ignore the power of having powerful agents. Instead of raising potential threats in the force, Dooku has turned to the Separatist's scientist resources.

A benefactor of the royal family of the CIS member world Celanon, Cylo, has made some amazing work in the Confederacy. Allowed the Techno Unions' resources after the war, Dooku has allowed Cylo to work on a series of powerful Inquisitor Cyborgs.

Of the many varieties, Cylo's mimicry of Force sensitive talents through cybernetics took Dooku's eye. Indistinguishable from regular people (even with the aid of the force), capable of being trained by Dooku, easily mass produced, and their inability to grow stronger than their masters made this variant perfect. This model of Cylo cyborg became the backbone of Dooku's Inquisitorious. Though there are other variants to assist them, however, such as one using Grievous' model of cybernetics or another that is just a nanomachine colony possessing a corpse.

The goal of Dooku's Inquisitorious is to hunt down force users across both democracies. A threat all too real to force sensitive parties anywhere in the galaxy.

In Mandalore space, Jedi also find themselves unwelcome. The Mandalorians remember their defeat at the hands of the Jedi in the Mandalorian wars. When Darth Maul decreed the Jedi criminals, there wasn't much disagreement among Deathwatch. Officially, Darth Maul does not send his soldiers into Republic of CIS space to hunt Jedi. However, local officials have been told to allow Deathwatch soldiers to ignore attempts by Deathwatch to hunt Jedi. After all, neither government is fond of Jedi and Maul is more than willing to do the job for them.

This presents two powerful forces hunting force sensitives: Dooku's Inquisitorious and Mauls' Deathwatch. Force & Destiny characters will need to keep their wits about them as their enemies cannot be sensed in the force. As a small blessing, neither can their enemies sense them. However, one doesn't need force sense to see someone openly displaying force powers.

Homebrew Rules

Since the original design document was made, Fantasy Flight has released *Rise of the Separatist* and *Collapse of the Republic*. These sourcebooks were designed to play in the Clone Wars era. As a result, a lot of this document has been replaced with official material. Their designs were also better than my original work. As such, I have made a revised version which just keeps the basic concepts.

We suggest using the official sourcebooks for game material. We also suggest using Knight Level play and using the books for advice on how to play in this era.

Guides on Battle Droids

Considering they make up the backbone of the Confederate military, it's likely someone would want to play a Confederate battle droid. The default species rules for Droids in *Edge of the Empire* and *Age of Rebellion* work fine as-is for these types of characters. Instead of making new species, we will make a suggested "base-line" for these types that players can build-off of to speed up character generation.

Essentially, these are part-way complete Droids from the core books made to be a good base for the well-known battle droids.

B1 Battle Droid

Brawn:	2
Agility:	2
Intellect:	1
Cunning:	1
Willpower:	1
Presence:	1

Remaining XP: 135

Suggested Skills: Computers, Ranged (Heavy)

Suggested Weapon(s): Blaster Rifle

Suggested Career: Engineer (AoR)

B2 Super Battle Droid

Brawn:	3
Agility:	2
Intellect:	1
Cunning:	1
Willpower:	2
Presence:	1

Remaining XP: 85

Suggested Skills: Disciple, Perception, Ranged (Heavy)

Suggested Weapon(s): Blaster Rifle, Missile Tube

Suggested Career: Soldier (AoR)

Droideka

Brawn:	3
Agility:	2
Intellect:	1
Cunning:	2
Willpower:	2
Presence:	1

Remaining XP: 65

Suggested Skills: Athletics, Cool, Disciple, Ranged (Heavy), Resilience, Vigilance

Suggested Weapon(s): Blaster Rifle

Suggested Gear: Personal Deflector Shield

Suggested Career: Soldier (AoR)

BX- Droid Commando

Brawn:	3
Agility:	3
Intellect:	2
Cunning:	2
Willpower:	2
Presence:	1

Remaining XP: 15

Suggested Skills: Athletics, Disciple, Ranged (Heavy), Vigilance

Suggested Weapon(s): Blaster Rifle, Vibrosword

Suggested Career: Soldier (AoR)

Magnaguard

Brawn:	3
Agility:	3
Intellect:	2
Cunning:	2
Willpower:	2
Presence:	1

Remaining XP: 15

Suggested Skills: Athletics, Cool, Disciple, Melee, Lightsaber, Vigilance

Suggested Weapon(s): Vibroaxe, Temple Guard Lightsaber Pike

Suggested Career: Soldier (AoR)

Note: Magnaguards are weird in Fantasy Flight as many Lightsaber specializations practically require the force and a few abilities Magnaguards performed are Force talents, such as Reflect and Parry. Consider asking your GM to make an exception.

T-Series Tactical Droid

Brawn:	1
Agility:	1
Intellect:	3
Cunning:	2
Willpower:	2
Presence:	3

Remaining XP: 35

Suggested Skills: Computers, Discipline, Leadership, Negotiation, Perception

Suggested Weapon(s): None

Suggested Career: Commander (AoR)

T-Series Super Tactical Droid

Brawn:	1
Agility:	1
Intellect:	3
Cunning:	3
Willpower:	2
Presence:	3

Remaining XP: 5

Suggested Skills: Computers, Discipline, Leadership, Negotiation, Perception

Suggested Weapon(s): None

Suggested Career: Commander (AoR)

Vulture Droids should be handled as vehicles, and not characters. Vulture droids were remotely controlled and should be handled in that manner with Computers or Pilot. Vulture Droids altered for manual piloting would also be reasonable.

Dooku's Inquisitorius

With the aid of Cylo, Dooku got his wish: a group that can safely hunt Jedi. Never trained to be a true apprentice, Dooku was acutely aware of how little Palatine had ultimately taught him. He had long suspected his Master had been greedy with his secrets. While Dooku sought to consolidate Sith knowledge, he was weary of teaching anyone more than his apprentice.

A single apprentice could only ever fight their master alone. Training a sith assassin bore the risk of collusion. Dooku knew he was not a true master yet. His apprentice was no Vader, either. Even twenty years later, her ability to hunt Jedi was lacking. An organized group of fighters was needed, but not one that could grow in the force.

Thus comes in Cylo. His interest in cybernetics aligned with Dooku's need for hunters. In time, Cylo presented the Confederate Senate with a means of stopping Jedi Spies: The Inquisitors. Cybernetically enhanced humans capable of mimicking the powers of the Force. To Cylo, this was the next stage of evolution. To Dooku, this was the perfect tool.

Dooku saw in them a force of warriors that could overwhelm the Jedi in numbers, but could never rise to be a threat to himself. The Inquisitors could never rise beyond their cybernetics, unlike a Force User, and therefore could never grow out of control. Even their numbers mattered little to Dooku. Inquisitors were picked from potential soldier candidates. If the Inquisitors rebelled, Dooku would probably be more concerned about the state of the CIS and less on the Inquistiors themselves.

While Dooku took great interest in the "Artificial Jedi" type (often called "Ardai" for short), Cylo produced a few other variants such as a duplicate of General Grievous ("Griever"), a nano-machine colony that could possess a living body ("Snatchers"), and brain-to-droid interfaces ("Legion"). Dooku personally saw little use in these models. However, the Confederate Senate found enough interest to fill some of the Inquisitors ranks with these models. The bulk of Dooku's Inquisitors, however, were made of Ardai.

Dooku's Inquisitorous is made using an altered version of the standard Inquisitor rules from Force & Destiny.

Inquisitors differ from normal Inquisitors in the following ways:

- Dooku's Inquisitors do not have a Force Rating. Their abilities are not Force based. Instead, Dooku's Inquisitors spend Strain to fuel their abilities, like in Genesys.

- When an Inquisitor Power calls for you to use a Force Pip, you instead spend 1 Strain.
- Dooku's Inquisitors can be sensed in the force as they are living things, but one cannot sense their unique abilities as they are purely technological.
- Dooku's Inquisitors cannot sense others in the Force, but can use scanning technology like tracker droids.
- When an Inquisitor Power calls for a Force Power check, you instead use a skill based on the following list:
 - Move: Ranged (Light) for Silhouette 0 - 1, Ranged (Heavy) for Silhouette 2+
 - Harm: Ranged (Light)
 - Unleash: Ranged (Heavy)
- How abilities are described occur at the GM's discretion. Force Move could use magnetism while Unleash could be a built in electro-blaster.
- All of Dooku's Inquisitors have the following ability:
 - **Cyborg:** Does not need to eat, breathe or drink and can survive in a vacuum or underwater; immune to poisons and toxins.
- Dooku's Inquisitors have access to the following additional abilities when picking abilities at step 6:
 - **Droid Interface:** The Inquisitor has a Droid ally. This Droid acts after the Inquisitor takes their turn using an initiative slot that only exists for this droid. If the Droid is defeated, the Inquisitor may spend 1 strain as a maneuver to revive/replace it . The Inquisitor can pick from the following droids:
 - DRK-1 Probe Droid (*Rise of the Separatists*, pg 141)
 - C-8 Saboteur Droid (*Rise of the Separatists*, pg 141)
 - Security Droid (*Edge of the Empire*, pg 412)
 - **Four Armed:** Gains an additional free Maneuver a turn, but still may not spend more than two maneuvers a turn.
 - **Nano-Based:** When defeated, the Inquisitor may attempt a Discipline versus Discipline check against one non-player character in close range. If they succeed, the Inquisitor takes over the body of the non-player character. The NPC gains the abilities and talents of the Inquisitor on top of their original talents and abilities, but retains its original statistics. Every turn, the NPC may attempt to resist with a Discipline versus Discipline check using the Inquisitor's original score. If the NPC succeeds, the Inquisitor is forced from the body and takes a critical injury with a +100 modifier.

Example Dooku's Inquisitor

Aiolin Astarte [Nemesis]



A child of the Astarte line of Celanon, Aiolin's father bankrolled Cylo's original experiments into cybernetics during the Clone Wars. After the war, her father saw potential in the rising scare over Jedi spies in CIS space. Her father allowed Cylo to raise his children for Cylo's experiments. When the pair were demonstrated to the Confederate Senate as the first Ardai, the Astarte line was honored on Celanon and their father became direct heir to the throne.

Aiolin and her brother, Morit, continue to serve the CIS in the field. The duo has taken many force sensitives into custody across CIS space for alleged ties to the Jedi. While the pair have never fought a real Jedi, Morit is convinced they are Jedi slayers. A boast Aiolin never contradicts.

B: 2 A: 3 I: 3 C: 4 W: 3 P: 5

WT: 22 ST: 23 Soak: 3

Combat Skills: Lightsaber: 4; Melee 3; Ranged (Light) 2
2 ranks in each Knowledge Skill

Acolyte: Deception 1; Discipline 4; Leadership 2; Perception 2; Survival 3; Vigilance 3
Adversary 3

Talents: Dive Back, Parry 4

Abilities: Move (Magnetism), Unleash (Flamethrower)

Equipment: Armored Robes, Lightsaber

Debates

The Rebellion era was one of a fascist dictatorship versus a rag-tag bunch of rebels. Even if the rebellion played lip-service to the concept of democracy, it was a military organization, not a type of organization known for allowing votes and lower levels to refuse orders. Not out of cruelty, but necessity.

As such, rules were not needed for the realities of politicking, let alone dealing with a Senate or other law making body. Such things just didn't exist.

Not so in this era: the Republic and the Confederacy are, on their face, functioning, successful democracies. They each have senates, hold votes, make policy decisions, hold committees, etc., etc. ,etc. If you want something done, it is a valid method to use your representative in the senate to get the action done bloodlessly and legally.

As long as it isn't same as pro-separatist or pro-republic, respectively, of course.

Of course, no democracy is perfectly free of corruption and things are never as easy or simple as writing a letter. Big money has sway, seniority can trump young hopeful's actions, and the head always has the bully pulpit. Of course, things are not hopeless for the common man. Like in all democracies, the will of the people (and the risk of not being re-elected) can do much to change minds and swaying public opinion can sometimes be as simple (though, not as easy) as protest.

In the end, trying to get the Senate of either side to act or approve your action is a complex political process that requires passing through many hoops and ladders.

To handle this, we've used the rules for Mass Combat from Star Wars: Age of Rebellion: Lead By Example (currently on sale from Fantasy Flight Games) as a basis.

Phases

The first step in setting up a Debate is to divide the time of the debate into phases. Think combat rounds, but for politics. These phases have an objective that each side is trying to complete in that time span. What these objectives are depend on the circumstances.

Perhaps they are trying to have key elements of the bill struck down. Perhaps they are attempting to put limiters on how long the military action can occur (7 months and then

they have to leave the planet, win or not, for example). Perhaps they are just trying to get it stuck into another committee. Or vice versa.

There are two ways to set up phases:

- **Time:** The GM sets a length of time for each phase to last (for an actual debate on the senate floor, ten minutes might be valid. A prolonged bill making process could have time in the span of weeks). When that much in-game time passes, the GM calls for a check and resolves it.
- **Events:** If the GM has a more structured idea for how this process will shape up, they can divide phases into events. These events should be key, game-changing events that alter the tide of things. For example, think of when Padme was trying to argue against the deregulation on the Banking Clan and the attempt to buy more Clones in the Clone Wars episodes *Heroes On Both Sides* and *Pursuit of Peace*. Events like the staged attack on the power grid or the attack on Senator Organa can easily make key phase events in a prolonged debate.

When thinking of a debate, the GM should consider what constitutes victory for either side as well as what events the PCs can take in between rolls to alter the outcome and aid their side (or hurt their opposition). In a shorter debate, things like stirring speeches (perhaps with a check with a success guaranteeing a boost die being added to the debate check) could be the action the PCs take where as inciting civic action could help in more prolonged affairs. One can also never underestimate the power of convincing evidence and one-on-one conversations with key opposition figures are a valid strategy.

Making A Debate Check

Step 1: Building Your Pool

The first step in making a Debate check is building your pool for the check. Your pool represents your side's strength in the debate, be it numbers, resources, etcetera. The way of determining this strength is by checking Table 1-1 and using its guidelines to determine your strength.

Then, follow up with Table 1-2 to see how many dice your strength provides to the check.

Table 1-1: Debate Strength

Trivial	<ul style="list-style-type: none"> ● A hundred angry citizens ● A few isolated protests ● A single senator's support
Significant	<ul style="list-style-type: none"> ● A handful of senators ● Coordinated protests ● A thousand angry citizens ● Support by a single galactic government
Imposing	<ul style="list-style-type: none"> ● A few million angry citizens ● Support by the quarter of the senate ● Strong and frequent protests ● An entire world's support
Staggering	<ul style="list-style-type: none"> ● Multiple world's support ● Half the senate's support ● Heated and intense, coordinated protests ● A single riot
Vast	<ul style="list-style-type: none"> ● Near complete senate support ● Multiple sectors support ● Constant, intense protests ● Pockets of rioting on some worlds
Overwhelming	<ul style="list-style-type: none"> ● Full senate support ● Near galactic support ● Frequent rioting multiple sectors

Table 1-2: Force Strength to Dice

Force Strength	Your Pool	Opposition's Pool
Trivial	1 Ability	1 Difficulty
Significant	2 Ability	2 Difficulty
Imposing	3 Ability	3 Difficulty
Staggering	4 Ability	4 Difficulty
Vast	5 Ability	5 Difficulty
Overwhelming	6 Ability	6 Difficulty

Step 2: Build Your Opposition's Pool

Just as you have done, your opposition builds their own pool using Table 1-1.

Step 3: Upgrade Your Pool

At this stage, you upgrade your pool for every point of negotiation that the leader of the debate has. The leader of the debate can be anyone in the debate, PC or NPC. Who the leader is should naturally come from the facts of the narrative. If the PCs are leading the debates personally, than it will likely be one of them. If they are aiding in the background as a trusted (or useful) individuals does the debate for them, then they would be used to upgrade the pool.

Step 4: Upgrade the Opposition

Just as step 3, but for the Opposition's pool.

Step 5: Apply Boost and Setback Dice

This is the point where circumstantial factors are considered into the pool. These factors add Boost and Setback dice where appropriate. This is a loose process and is up to interpretation. It's also where PCs have the most influence.

If they went out the night before and had a productive conversation with the head of the opposition (or even one key member), that is easily a boost die. Conversely, a current event that weighs heavily on the minds (say, the recent capture of a Separatist spy in high office, putting pressure to avoid any legislation that can be seen as "pro-separatist" or the deaths of a key proponent or opponent of the act) can easily bring in Setback dice.

Ultimately, this is decided by the group, the GM, and common sense. To help that along, table 1-3 gives advice on what actions can give Boost and Setback dice to the check.

An important thing to remember is that, due to how the check works, Boost dice should always be for things good for the player characters and vice versa for Setback.

Table 1-3: Reasons to add Boost and Setback dice

Reasons to add Boost	Reason to add Setback
A key member of the opposition has had their opinion swayed or put in doubt.	Your own supporters are in doubt of the worthiness of your cause.
The media is on your side and has been giving positive coverage to your cause.	The media is against your cause and has been giving negative coverage.
The cause is anti-republic or anti-separatist (where appropriate).	The cause is anti-republic or anti-separatist (where inappropriate).
The head of the Senate is on your side.	The head of the Senate is against you.
A recent event has breed sympathy for your cause.	A recent event has breed distrust for your cause.
You have the support of a powerful political party.	You have the ire of a powerful political party.
Big money is on your side.	Big money is on their side.

Step 6: Resolve the Pool

At this point, you got your dice. When the phase comes to an end, it is time to roll your dice and resolve the results. A single Success implies that your achieved your objective. Multiple successes can be used to accomplish secondary objectives or increase the degree of success.

Failure defines the same thing, but for the opposition: their objective has been accomplished.

Advantage and Triumph and Threat and Despair can buy you bonuses like it does in combat. Tables 1-4 and 1-5 detail how you and the opposition can spend the results. You spend Advantage and Triumph, the opposition spends Threat and Despair.

Table 1-4 Spending Advantage and Triumph in a Debate

<p>Advantage or Triumph</p>	<ul style="list-style-type: none"> ● All characters in the acting force can recover 1 strain ● The PCs notice a key feature of the opposition and who behind it/originated it.
<p>2 Advantage or Triumph</p>	<ul style="list-style-type: none"> ● The acting force’s efforts caused the opposition to look weak or make a misstep. Add a Boost to the next Debate check. ● The PCs sway a strong supporter of the opposition, one with strong connections. They can expect to be able to call on their aid after the debate.
<p>3 Advantage or Triumph</p>	<ul style="list-style-type: none"> ● The PCs perform a particularly effective act for their cause (discredit a political opponent, garner public sympathy, make a mockery of the opposition’s arguments). After the debate, they will get aid from their supports in a form or another amounting to about 1,000 credits worth of goods or services. ● The acting force destroys a key argument in their opposition’s offense. Thus, costing them the advantage it provided. ● The acting force rallies their important supporters (senators, usually) to push even hard for their cause. Upgrade your pool once more for the next Debate check.
<p>Triumph</p>	<ul style="list-style-type: none"> ● The PCs turn the head of the Senate to their side. On top of the normal bonus, they receive an extra Boost each Debate check for the impressiveness of swaying a strong figure, even if they are swayed back. ● Your actions have added to your ranks or swayed enemies to your cause. Increase the size of your force strength by one step.
<p>2 Triumph</p>	<ul style="list-style-type: none"> ● Many people have heard and answered your call. No longer on the sidelines, these moderates decided to stand by you. Increase the size of your force strength by two steps. ● A dramatic chance gives the PCs the ability to sway the course of the entire debate. Perhaps they get a one-on-one meeting with the Head of the Senate in good circumstances. Perhaps they can end someone’s political career by taking advantage of their folly. The options are endless, but the benefit should always be great

Table 1-5 Spending Threat and Despair

Threat or Despair	<ul style="list-style-type: none"> • The characters involved with the acting force suffers 1 strain • Their attacks cast doubt among the acting force and leave them open to a strong offense. Add Setback to the next debate check as the acting force deals with their lost allies.
2 Threat or Despair	<ul style="list-style-type: none"> • Using some clever rhetoric and mindgames, the acting force is take off their game. Each member of the acting force adds a Setback to their next skill check. • One of the PCs on the acting force (chosen at random or by the GM) is singled out and has their credibility attacked and their arguments and personage mocked. The PC suffers 4 strain.
3 Threat or Despair	<ul style="list-style-type: none"> • The acting force gets bogged down in trying to reach a deal with the other side that appear weak and malleable. Their next Debate check has its difficulty upgraded once. • The acting force has one of its advantage completely discredited and made irrelevant, be it a person, evidence, or an argument. Any advantage it provided is gone. • The opposition figures out a new point to argue that will garner more public support. The acting force downgrades their next Debate check once.
Despair	<ul style="list-style-type: none"> • One PC on the side of the acting force (chosen at random or by the GM) is completely discredited and becomes a liability to the Debate. As long as they try to help, their presence will cause the ability dice to downgrade one step during the debate checks. • One NPC on the acting force is completely discredited and becomes a liability to the Debate. As long as they try to help their presence will cause the ability dice to downgrade one step during the debate checks. • The one leading the debate is, one way or the other, removed from the situation for a short time. Perhaps they are called away to something important that makes them miss the next meeting. Perhaps someone brings up something they can't respond to without some time to formulate. Regardless, their Negotiation cannot be used to upgrade dice during the next Debate check. • The opposition is rallied and grows in number as many are turned to their cause. The opposition increased their force strength by one step.
2 Despair	<ul style="list-style-type: none"> • The opposition turns their enemies into allies. Their argument is winning out among the acting force making people turncoat. Decrease the size of the acting force by one step and increase the size of the opposition by one step. • A large group of undecided moderates or civilians decided to weigh in and join the opposition. Increase the opposition's force strength by two steps.

Playing A Cold War Game

Proxy War

Due to the nature of a Cold War, when soldiers of the two great governments are fighting, they often are fighting in an unofficial capacity.

To keep the veneer and deniability that avoids all out warfare, proxy battles are often employed. One side supports a rebel element on an enemy aligned planet so that, if the rebellion succeeds, the planet switches allegiances. However, this also restricts what they can send to help.

If both sides bring their full brunt to bear, then open warfare between the two superpowers will begin in haste and both sides know that. Until they're ready to restart the Clone Wars, that won't happen.

Instead, they send in soldiers to help train the populace, to give aid in an unofficial capacity, and provide support. Republic Forces are just a "policing force" and their presence in official battles is denied if directly brought up. Battle Droids are just supplies being sent in to help keep the peace. Both sides are aware this is an obvious lie, but both sides benefit by playing into it.

As such, Republic Forces and CIS Droids find themselves with limited resources in small regional conflicts. They have restricted or limited access to the full brunt of their military.

Not just the venue of combat has changed, but also the nature of it. During the Clone Wars, Dooku purposely thwarted efforts to take advantage of the weaknesses of a genetically homogenous army. In many ways, so did the Republic when fighting a mass-produced droid army. The war needed to wage on while the work behind the scenes continued for Sidious and Dooku.

Now, neither side is holding back. Research into genetic viruses and electromagnetic pulse weapons are in overdrive. While their research and funds are limited by the lion's share going to the mysterious "Death Star" project, this has changed the dynamic of who is used as forces.

The Republic has begun open recruitment of all “patriots” to serve in the Grand Army of the Republic. These Republic Troopers are being quickly trained and lack much of the skill or experience of Clone Troopers, but benefit from being immune to genetic viruses and other such hazards that can only affect Clone Troopers.

The Confederacy has, “with a heavy heart,” as Dooku puts it, begun allowing citizens to enroll in the Confederacy Military. These Confederate Troopers are not as numerous as the droids, but have superior skills and adaptiveness not present in droids.

The idea of a draft system has hit the Senate floor in many instances. However, as there is no open war currently, neither side has felt it necessary or prudent to implement such a system.

As such, the dynamics of a normal Age of Rebellion game are still in play.

A Time Of Paranoia

The galaxy stands divided between two great superpowers. On one side, there is the Galactic Republic. On the other side, the Confederacy of Independent Systems. While to observers of the film, we know of the machinations behind the two powers, the reality for the average galactic citizen is one of being split between two functioning democracies.

The issues even seem somewhat benign on paper: the Galactic Republic wishes to remain unified, whereas the Confederacy feels underrepresented in the Senate and believes independence will better suit their system’s needs. If completely disconnected from the horrors and ravages of the Clone Wars, it wouldn’t be odd for the average Galactic citizen to easily side with one or the other based on their own biases.

The Clone Wars, however, have changed any hope of that.

Regardless of the events that transpired, each side’s propaganda has effectively demonized the other side and has pointed them as responsible for every atrocity in the war. The citizens of the other superpower are a threat, an enemy, to be feared and avoided lest they bring conflict and ruin to your world as well. People who once viewed each other as fellow citizens now view each other as enemies.

It's important to remember, even with the Clone Wars over, that this fear is neither gone nor is it being discouraged by the highest ecclesiastical institutions of governance. This fear is useful to all those in charge, not just the Chancellor and Dooku, as it keeps the populace in line and willing to accept harsh measures to ensure peace and safety.

Holo-posters, holo-vids, speeches, and many other methods of propaganda flood the minds of galactic citizens everyday with the sole intent of making people fear each other.

As it is a useful political tool and based in reality somewhat, the fear of spies is constantly reiterated and emphasized. Not only does this force citizens to report on each other out of fear, thus making it easier to monitor and control them, but it also serves as a good political weapon to strike down political opponents or political initiatives that are inconvenient.

While many hold moderate views on many political issues, if it is linked to the other superpower, they will be quick to move to the extreme against it. Not just out of fear of that government, but out of fear of being seen as a supporter of that government.

It is a dangerous time to be an intellectual.

Neither the Confederacy or the Republic are strong, functioning democracies. While their constitutions still outline a democracy and people can make actions through Democratic processes, it is missing a key component.

Both democracies lack a fourth estate, a free press. A free press is essential to a democracy. If people do not know how they are being ruled, they cannot hold the representatives accountable. While the State does not officially own the Press, the culture of fear limits what a journalist can report on.

If one were to bring up an atrocity committed by their own government, they will be seen as traitors. No one would believe them openly out of fear. They would be ostracized, they would lose their jobs, and they may even face trial for espionage. Especially dangerous journalists were some of the first people to be targeted as potential dissidence to discredit them and weaken censorship on the governments.

This missing critical component is one of the reasons why Dooku and Mas Ameda can retain power.

Players can still engage in the Democratic process but they should not be expecting a fair fight and they should not be expecting anything but a complete and total attempt to discredit them as traitors, if they go against the establishment.

There Is No Good Guy

This doesn't mean there are no good people, but there are no big organizations pushing for peace. The Rebel Alliance has no equivalent in this era. While the CIS and Republic offenses are vast, they are still superficially functioning democracies and people enjoy enough comfort to ignore their civil rights being slowly removed. Those who do care are won over by the illusion of the democratic process, a futile resistance that can and is destroyed by the establishment through accusations of treason.

The era is similar to the Clone Wars and the Dark Times. There are no organizations to look towards for positive change.

But there are always good people. While there may be no organization you can rely on, there are still many people trying to make a positive difference in the world. Small pockets of people dot the Galaxy trying to make good in their area. They are the good guys of the story and you can be those people.

As a result, in an ironic twist, AoR games have you serving the bad guy no matter which side you choose. EotE and F&D have more moral flexibility.

A Twisted Balance To The Force

This is a time where neither the light nor dark side are ascendent or descendent.

Dooku won, not the Sith. The Sith grand plan has just failed to give the galaxy to the Sith or to destroy the Jedi. Much of the knowledge of the Sith is now gone forever. Dooku was never intended to be a true apprentice and his training was purposely incomplete.

However, Dooku does hold considerable political power and has a talented yet inexperienced apprentice. His control of his little region of space is tight and he can expect re-election until the end of his natural days. The Dark Side is by no means defeated, just weakened.

The Light Side is completely in disarray. Without their temples or resources, the Jedi have fallen into the role of wandering monks. They train where they do, aid where they can reach and see, and try their best to pass on their teachings. Senator Amadala tries to use her resources on Naboo to help as much as she can. Attempts to make a Jedi Temple on Naboo have failed due to public rancor and the Queen's intervention. Alderaan and Chandrila have faced similar setbacks, despite their senator's efforts.

The Jedi do, however, still contain all their numbers as no one was lost due to Order 66. All their knowledge still remains, even if it might be difficult to track down. Especially since many council members have gone into self-imposed exile to meditate on the failures of the Jedi.

The Jedi are still very much a threat to a dark side resurgence and Dooku knows this well. Without the Republic's backings, however, they do not risk a direct confrontation with Dooku. The Confederate Military is too sizable. There is also the risk it could restart the war that will kill countless innocents. They may know Dooku is a Sith, but they find themselves unable to directly act.

Prejudice On Both Sides

It is a tough time to be a Droid in the Republic. Or a Clone in the Confederacy, for that matter. The war has ruined the perceptions of such individuals.

Droids in the Republic have found their rights reduced. All emancipated droids were returned to being property. In an attempt to protect Republic secrets as droids can be hacked or reprogrammed, no one of high status could legally own droids, though many do in secret. This created an odd paradox that led many to languish on store fronts or face a grave in a scrapheap. All because the enemies used a primarily droid-based army.

Normally, defectors are welcomed into the Confederacy with open arms, but not Clones. Clones are considered too loyal to the Republic and presumed spies. This sentiment might seem reasonable, but it takes a dark turn when you consider the implications.

The Confederacy Intelligence And Research Bureau (CIRB, pronounced like "curb") has been known to "disappear" suspected clones for torture, interrogation and, eventually, extermination. Many times they have picked up humans who simply look too much like Clones and, even upon finding out their mistake, "disposed" of them to avoid

embarrassment. It is not unheard of for Dooku to “request” the agency’s head, Baris Offee, to “pick up” political opponents on being “suspected” clones.

As we saw in the Clone Wars show, the ability to do complete facial and vocal reconstruction in Star Wars is very much possible. Sometimes, CIRB even announces their “findings” on “suspected clones” publicly to bloodlessly discredit opponents. Or, has kangaroo court trials for people “found to be clones in disguise” on public broadcast to muddy the waters on positions they supported. Even in the rare instances they're found innocent, they tend to lose all support and their initiatives die off, out of fear of association. Some career politicians jokingly refer to it as "being kicked to the curb," a play on the agency's acronym.

Officially, “suspected clones” are sentenced to life imprisonment. In reality, most are shot in the back of the head and dumped out of an airlock.

Mas Amedda's political faction, led privately by Tarkin, does similar actions, but are much more limited in their execution. The Republic is longer standing with more tradition and legal precedent made to protect citizens from such abuses. That said, the Republic Security Bureau does perform ops against potential spies and terrorists within its own borders, as it has since its inception centuries ago. With some planted evidence, it's possible to have them directed anywhere, but the risk is high. Droids are, however, very easy to target as they aren't people. The power of the pen still exists and being seen as a Confederate sympathizer is sometimes more than enough to remove political opponents.

Droids and Clone Troopers have much to love about living in their respective governments. Droids who served in the Confederate Military were all emancipated for their service. Clone Troopers who retire can look forward to a lifetime pension with full benefits. Not to mention being treated as a war hero by all within the borders.

Despite being able to live comfortable civilian lives, both of them were literally programmed for war and cannot bring themselves to leave the armor and fully collect on their benefits. This was actually intended by their respective governments. These benefits were meant more for public relations purposes than something the respective governments wanted to actually pay out.

A Race To Mutually Assured Destruction

Both sides have plans for the Death Star in their midst. Both sides are racing in the shadows to complete it before the other side can finish it. If either makes their weapon first, the other side will be decimated before they can act.

The Republic has a leg-up on building a Death Star, but they suffer from funding issues. Their government is heavily in debt to the Banking Clan. Originally, Palpatine just planned to destroy the clan to pay their debts, but now that is impossible. Even with the investigation into the Banking Clan's illegal actions, their debts have not vanished. This is on-top of all the social programs and other expenditures their larger government needs to maintain social order and a complacent populace.

The Confederacy needs to start from scratch, but has less costs and enough corporate money to fund the project. The real issue is just the reality of making the weapon, especially without Galen Erso's help. They have the resources, but not the time nor knowledge.

Espionage is in overdrive. Both sides know the other side has the plans and both sides need to make sure they are on top of the other's progress. Soldiers or even just mercenaries are employed in waves to try to find where the other is building their Death Star and how far along they are along with any potential missteps, weaknesses, or secrets they can exploit.

May the force protect the galaxy once one of them manages to build this superweapon.

Adversaries

With the release of *Rise of the Separatists* and *Collapse of the Republic*, the Adversary section of the original document is now redundant. Most of the stat blocks now have official counterparts. They're better stat blocks as well. During development of this document, the fanbook, *Heroes on Both Sides*, was released. This has a series of Adversary statblocks that were all done better than my original designs.

As such, those statblocks have been removed from this revised document. In its place is something more useful for an alternate universe sourcebook. Instead of detailing generic enemies, this section tells you where I think all of the major characters of Star Wars would be in this Era.

There is no such thing as canon in this document. That's antithetical to the overall concept. These are just my ideas. If you hate them, change them. It's your game. This is just my dumb idea to make a Star Wars Era that was gammable and had all my favorite elements.

The statblocks that follow are heavily based on stats that were officially released in Star War sourcebooks and the *Heroes On Both Sides* fanbook. To avoid copyright issues, direct referencing is made to the pages where talents and abilities are described.

Anakin Skywalker [Nemesis]

Anakin Skywalker retired from his life as a Jedi after the end of the Clone Wars. He saw little point in staying a member of a disbanded Order. He told his former Padawan to travel the Galaxy and find her own path. Afterwards, he retired to Naboo with his wife.

On Naboo, his marriage was far from ideal. He was haunted by the memories of his past. The mother he lost to Tusken, the friends he lost to the war, the mentor who only wished to use him: all of these memories weighed on him. He would find himself falling into deep depressions. He even experienced moments of shellshock. His wife and family did their best to help him. Anakin felt guilty to place this burden on them.

When his kids showed signs of Force sensitivity, he took to training them both. It turned out that this was what he needed. Helping younglings learn their way in the Force reminded him of the best moments of his life as a Jedi. He grew closer to his wife and kids during this time.

When his kids left home to make their own path, he felt the depression coming back. His wife suggested that, perhaps, it was time for them to go traveling. The galaxy had only become more dangerous in their absence. Maybe doing good again would help.

Anakin wasn't sure if his wife was right. With Obi-Wan's push, Anakin decided to go forward with it. The trio set off to wander the Galaxy and help who they could. Maybe, along the way, Anakin could find the peace of mind he had been missing all his life.

Using this character

Anakin is a tortured soul. Of all of Palpatine's many victims, his suffering was possibly the most personal of the Sith Lord's. He was sculpted to become Palpatine's new apprentice. Every horrible thing he suffered was ultimately another stepping stone on that path. Even the war itself, while it served a grander purpose, was designed in part to help Anakin along that path.

Were it not for the Jedi sticking by him in times of trouble and earning Anakin's loyalty, he would have fallen long ago. The Galaxy would have been a much different place if that happened.

Anakin is traveling with Obi-Wan and Padme. This trio should be used sparingly. Maybe even once in a Campaign. They should only arrive shortly for fan service. Anything longer and they could overpower the campaign, especially together. The point of this AU era is to give PCs the chance to be big heroes. Don't ruin it.

Honestly, that can apply to every adversary entry in this section.

Regardless, in small doses, the trio can help spice up the game and tickle some players pink.

Adventure and encounter ideas

- Separatist aligned PCs have been warned of a powerful threat in CIS space. Two Jedi Masters traveling with a famous Senator. Even worse, they are all famous war heroes. There is a high bounty of each of their heads, but most mercenaries are not willing to take the risk. Maybe the PCs are?
- While helping Republic military forces, the PCs find jubilation among the crowd. The 501st tell the party some old friends are coming to help out.
- Reconciliation talks are brought up in both the Republic and CIS senates annually. They always fail. This year, Anakin and Obi-Wan are going to have Padme speak on the CIS Senate floor, just as she did in the Clone Wars. Hopefully, with her help, the talks can finally progress past the floor of the CIS Senate to actual, open talks between Nations. They need help from the best smugglers around. The Force has led them to the PCs.



B: 4 **A:** 4 **I:** 2 **C:** 2 **W:** 3 **P:** 3

WT: 17 **ST:** 15 **Soak:** 5 **M/R:** 1/1

Skills: Athletics 2; Coercion 4; Cool 2; Deception 2; Discipline 2; Gunnery 3; Leadership 3; Lightsaber 4; Perception 2; Piloting (Planetary) 5; Piloting (Space) 5; Vigilance 3

Talents: Adversary 3; Force Rating 5; Improved Parry 4 (see *Force & Destiny*, pg 149), Improved Reflect 4 (see *Force & Destiny*, pg 150)

Abilities: Chosen One (see *Collapse of the Republic*, pg 85); Force Powers (Bind, Enhance, Move, Sense)

Bind: (see *Collapse of the Republic*, pg 85)

Enhance: (see *Collapse of the Republic*, pg 85)

Equipment: Anakin's Lightsabers (Damage 10; Critical 1; Range: [Engaged]; Breach 1; Sunder, Vicious 2), Padded robes (+1 defense, +1 soak)

Ashoka Tano [Nemesis]

Ashoka Tano was once the Padawan of the Clone Wars hero, Anakin Skywalker. During her time as his student, she grew immensely. While her prowess in the Force improved, her wisdom and maturity grew as well. With time, she gained the respect of her teacher and her Temple.

When Barriss Offee framed her for the Jedi bombing, the Jedi did not bow to Republic pressure to hand Ashoka over to their courts. Believing her innocence, they aided her in her investigation into the bombing. For her successful investigation and her apprehension of the bomber, Ashoka was awarded the title of Knight.

Still tied to the hip to her former Master, Ashoka fought in the Battle of Coruscant and aided Windu in his fight with Sidious. When the Jedi were disbanded by the Republic, her Master suggested that it was time for her to find her way in the world. His time as a teacher and Jedi were over.

Ashoka has spent the last twenty years studying the ways of the Jedi in seclusion from the other Jedi. Her tendency to get involved in galactic affairs has made her few friends within the remnants of the Order. She can often be found on battlefields across the galaxy aiding the Republic. While Jedi cannot officially serve in the military, the 501st, her battalion from the Clone Wars, always welcomes her aid.

As a result of her soldier ways, her spiritual understanding of the Force has diminished. However, her martial prowess has grown to match and exceed even her former Master. Among the Inquisitors of the CIS, Ashoka has earned the name “Silver Slayer” for her skills with her unique silver Lightsabers.

Using this character

Ashoka serves as a good mentor character for a group in either an Age of Rebellion or Force & Destiny game. A student of the “do, don’t talk” Anakin Skywalker, Ashoka is quick to action and often finds herself in dangerous situations. This makes it easy to bring her up in a game or have her get involved with the PC’s affairs. Even if she prefers the Republic, she’s a good person who will help whoever she thinks is right.

As a mentor, Ashoka focuses on the physical prowess of the Force and the duty of those who wield it. This makes her great for those in the Guardian Career. Her beliefs would align well with Force sensitives who walk that path.

Outside of the mentor role, her presence on a battlefield can be a great source of relief and aid. Or a great threat. She is a powerful Jedi. Those who call her an ally are happy for it. Those who are her enemies are just glad she doesn't kill people, for what that's worth.

Adventure and encounter ideas

- The PCs find themselves on the wrong side of a fight, from Ashoka's point of view. When they feel things are about to finish up, she strikes from nowhere and puts the pressure on them.
- Ashoka is trying to help a local star system under blockade from one side of the war. She needs a group of smugglers to help her get relief aid onto the planet. The PCs seem right for the job.
- After publicly demonstrating their Force ability, Ashoka appears before the PCs offering guidance. She reminisces how Plo Koon found her in a similar way while offering the title of Padawan to the party's Force Sensitives.



B: 2 **A:** 4 **I:** 3 **C:** 4 **W:** 3 **P:** 3

WT: 12 **ST:** 13 **Soak:** 4 **M/R:** 2/1

Skills: Athletics 2; Charm 1; Cool 2; Coordination 3; Discipline 3; Leadership 2; Lightsaber 5; Piloting (Planetary) 2; Piloting (Space) 2; Stealth 3; Vigilance 2

Talents: Adversary 3; Ataru Technique (see *Force & Destiny*, pg 87); Circle of Shelter (see *Force & Destiny*, pg 140); Force Rating 3; Reflect 3 (see *Force & Destiny*, pg 150), Improved Parry 4 (see *Force & Destiny*, pg 149), Saber Swam(see *Force & Destiny*, pg 151)

Abilities: Force Powers (Enhance, Move, Sense)

Equipment: Ashoka's Lightsabers (Damage 8; Critical 2; Range: [Engaged]; Breach 1; Sunder), Jedi Battle Armor (+1 defense, +2 soak)

Barriss Offee (Darth Sinestra) [Nemesis]

Once a hopeful Padawan of the Jedi Order, Barriss soured on the Jedi as the Clone Wars dragged on. Eventually, her disillusionment led her to bomb her own Temple and frame Ahsoka Tano. Her sentence brought unexpected opportunity, however. Count Dooku, a similarly dissatisfied Jedi-turned-traitor, was placed in the cell next to her within the Temple. Bonding over mutual feelings of cynicism, Barriss became Dooku's apprentice after they escaped the prison.

Barriss has spent the last twenty years training in the ways of the Sith. While her power in the Dark Side has grown, Dooku's incomplete training has left her similarly incomplete. While the two grow in power with each Sith rediscovery, there is a looming feeling of weakness over both master and apprentice. Dooku has been open with her on her lack of progress. Barriss sees Dooku in the same light.

Barriss has considered that she may be better off as her own master, but has yet to make her move. For now, she continues to play the good apprentice and leads the Inquisitors in their hunts.

As apprentice to Dooku, Barriss performs the work Dooku rather keep quiet. Thievery, political assassinations, coups, etc., Barriss has done much in her time as apprentice. Officially, however, Barriss is simply Dooku's bodyguard.

Dooku has used his apprentice's relative anonymity to his advantage. Most know her simply as Darth Sinestra. The Jedi do not even know that Barriss is under the mask. She has entered Mandalore and Republic space on many occasions under a slew of assumed identities.

Sometimes, these missions are simply to obtain Sith Artifacts. Sometimes, they get more complicated. As has been said, she does the work for Dooku, even outside CIS space.

Using this character

Barriss plays the role Ventress once filled for Dooku. She is his right hand woman. When a job needs doing, she is on the scene and always left in charge. When player

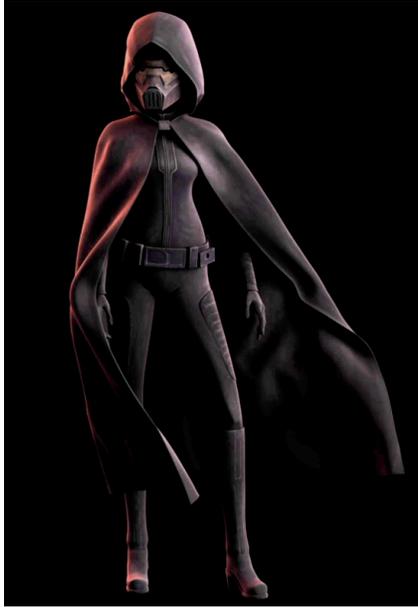
characters find themselves at odds with Dooku's directly, they are likely to find Barriss or her agents at their doorsteps.

Barriss isn't just a clone of Ventress. Barriss staged the temple bombing and framed her own friend. She had a slew of accomplices under her thumb. Dooku trusts Barriss to make a plan and see it through. As her greatest advantage in the bombing was her perceived non-involvement, she has refined that concept into a weapon.

Officially, Barriss Offee is dead. Taken hostage by Dooku during his escape and executed quietly for crimes against the CIS government. The CIS know her as Darth Sinestra, Dooku's bodyguard. With her costume and perceived death, she infiltrates places around the galaxy under assumed identities. The player characters may work for her without realizing it.

Adventure and encounter ideas

- The PCs are tasked with helping an explorer obtain a lost Jedi artifact in Mandalorian Space by one of Barriss' assumed identities. When they obtain the artifact, they are betrayed.
- The PCs find themselves at odds with Dooku's plans. When they intercept, they find Darth Sinestra leading troops to fulfill the assignment.
- The PCs meet former Jedi Knight, Barriss Offee. Claiming she faked her death, she says she needs your help to aid the Republic. In actuality, she is attempting to get aid from the PCs then frame the PCs for her actions against the Republic.



B: 2 **A:** 4 **I:** 3 **C:** 4 **W:** 3 **P:** 3

WT: 13 **ST:** 13 **Soak:** 4 **M/R:** 1/1

Skills: Cool 3; Coordination 3; Deception 5; Discipline 3; Lightsaber 4; Medicine 2; Perception 2; Stealth 5; Vigilance 4

Talents: Adversary 4; Ataru Technique (see *Force & Destiny*, pg 87); Force Rating 4; Improved Reflect 4 (see *Force & Destiny*, pg 150), Improved Parry 4 (see *Force & Destiny*, pg 149), Surgeon 3 (see *Force & Destiny*, pg 153)

Abilities: Dark Side User; Force Powers (Bind, Enhance, Harm, Influence, Misdirect, Move, Sense, Unleash)

Equipment: Asajj Ventress' Lightsabers (Damage 9; Critical 2; Range [Engaged]; Breach 1; Defensive 1; Sunder, Vicious 2), Sith Armored Robes (+1 defense, +2 Soak)

Captain Rex [Nemesis]

Captain Rex has retired from the Grand Army of the Republic with full honors. When his brothers were emancipated, Rex made a public statement about the control chips. This was an idea pushed by his former General's wife. While controversial, the statement helped both the Jedi and Clones. The Clones had their chips removed. The Jedi were able to muddy the legacy of Palpatine which helped them in their trial.

As always, Rex made a bit of a sacrifice.

The top military brass and Senate were not happy with Rex. They could not strip him of his honors or his benefits, but they have made it their mission to make his remaining years hell. Rex is a soldier, however.

"Forgetting" to make his monthly benefit deposit just means he is at the Veterans Center the next day raising hell. Declining his Veterans Insurance just makes him bring the Doctor to the apartment door of the closest military officer Rex thinks can fix it. A random inspection of his weapons license just makes him overly eager to show off his guns to the scared inspectors.

While this adds some spice to his retirement, he's getting bored in his golden years. He wants to go back into battle like some of his brothers, but he knows he will be denied. His old brothers have offered to retire again and become fishermen with him, but Rex has declined. He doesn't want to ruin his friend's lives as well.

His luck changed when he was approached by a grieving widow on Coruscant. The widow wanted Rex to help avenge her husband, a clone, who was killed by a CIS spy. The CIS spy was on the Republic's watchlist, but had yet to be apprehended. Rex had known the Clone from his time in the war. Taking the job, he hunted the CIS spy down and brought him to justice.

While the bounty was a nice bonus, Rex never cared for money. Seeing the widow's grateful face, however, did him a world of good. Taking his old Clone Armor and buying some blaster pistols, Rex became a bounty hunter in Republic space. Ironically, some of the military officers who made his life hell are some of his best clients now. He does charge them a markup, though.

Using this character

Rex serves as an unlikely enemy or ally in an Edge of the Empire game. His clone training makes him a dangerous foe. However, he is not cold blooded. He only takes jobs that he thinks are morally just. If the PCs are on his bad side, they did something wrong.

Or, the PCs work for the Separatist. Rex is a former Republic soldier. He never takes jobs from the CIS. This also means he has a bias for jobs that go after CIS citizens who hurt Republic citizens.

Adventures and encounter ideas

- The PCs are hired to take down a CIS general. While they are staking the place out, they're surprised by a clone trooper. When they state their purpose, the trooper calms down and offers to help for free. The trooper reveals he took the same bounty, but he's not interested in the money.
- The PCs work in the Separatist military. During a mission, their commander says he caught wind of a Republic mercenary coming to assassinate him. He asks the PCs to stand guard at night for the coming assassin.
- The PCs are looking for help getting through a Separatist blockade to get to a Jedi Temple. The PCs are referred to a mercenary with the soft-side for the Jedi, a hatred of the CIS, and a history getting through CIS blockades.



B: 3 **A:** 2 **I:** 2 **C:** 4 **W:** 3 **P:** 3

WT: 16 **ST:** 13 **Soak:** 5 **M/R:** 0/0

Skills: Athletics 3; Brawl 3; Charm 2; Coercion 3; Cool 3; Discipline 4; Knowledge (Warfare) 4; Leadership 4; Mechanics 2; Perception 3; Ranged (Heavy) 4; Ranged (Light) 4; Survival 3; Vigilance 4

Talents: Adversary 2; Coordinated Assaulted (Dawn of Rebellion, pg 81); Commanding Presence 2 (Dawn of Rebellion, pg 81); Quick Draw (Dawn of Rebellion, pg 81) Side Step 2 (Dawn of Rebellion, pg 81); Swift (Dawn of Rebellion, pg 81)

Abilities: Joopa Worrn Pattern (Dawn of Rebellion pg 81)

Equipment: Two blaster pistols (Ranged [Light]; Damage 7; Critical 3; Range: [Medium]; Stun Setting; Superior) Clone Trooper Armor (+2 soak); encrypted comlink

Children of Palpatine

Palpatine had never planned to die before seeing the Sith Grand Plan come to fruition. He had no contingencies. Even his former and current apprentices, Maul and Dooku, were inadequate. His heirs would weaken the Sith lineage. He had long since set his eyes on another apprentice worthy of his mantle.

His demise at Windu's hand changed everything. Maul, his former apprentice who was presumed dead, began his own lineage in Mandalorian Space. Dooku, his current apprentice who was never properly trained, took on an apprentice in CIS territory. The Sith were split. The Dark Side is strongest when hoarded, not shared. The way of Bane was at a crossroads.

Worse, however, was the fate of Palpatine's relics.

Palpatine died as a Supreme Chancellor. Not an Emperor or a Sith Lord, but simply the head of the Senate. With no will, living heirs, or spouse, his belongings were bundled into an estate and held by the Republic. With the Jedi on trial, they were locked out of any decision making processes related to the estate. In the end, the assets of the estate were to be liquidated through auction.

For most belongings, this was no issue. It simply meant some middle income earners got a luxury apartment in Coruscant or a pristine starship at discount prices. The issue came with Palpatine's collection of Sith artifacts.

The Republic was unaware of their danger. To the bureaucrats in charge, they were religious relics to be sold as antiques. They were far more dangerous than that, however.

Palpatine's collection included many rare and powerful Sith Artifacts:

- The holocron of Naga Shadow.
- The Telos Holocron, containing the transcriptions of many Sith Lords' teachings such as Revan and Bane.
- First drafts of Palpatine's books of Sith, intended to be added to the Telos Holocron. Mistaken for an unreleased memoir by the Republic.
- Darth Plagueis' holocron
- Many other assorted writing, teachings, amulets, and the such.

By the time anyone aware of the dangers these artifacts possess could look into the auction, most of the items were resold or their owners had vanished.

Soon after, reports of "Dark Jedi" began cropping up across the galaxy. People across the galaxy viewed it as proof of the Jedi's corruption. Those more informed saw these neophytes to the Dark Side as the result of the distribution of Dark Side artifacts.

The Jedi and Sith began referring to these Dark Side Force wielders as "The Children of Palpatine."

Included in this group are many who were exposed to the teachings in other ways. The Jedi Archives were handed over to Republic Forces. Their contents became a form of library for public use. Many items have been stolen, including restricted items.

The Republic believed the restrictions placed on some texts and artifacts were purely a religious matter, not recognizing what the items and texts truly were. Weapons, of course, were moved to secure facilities. However, items like the Helm of Lord Momin, which contains the Force Spirit of a Sith Lord, were put on public display as an antique. This item has since gone missing

Needless to say, these Sith Relics are also contributing to the growing number of Palpatine's children. The Jedi, especially Leia, have pushed for the Archives to be closed and sealed off. However, not believing the danger, the Senate has refused to act.

Ezra Bridger [Nemesis]

The planet Lothal is a relatively unimportant frontier world. When the Clone Wars broke out, it was quick to join Duchess Satine's neutrality pact to defend itself from Separatist invasion. When Maul took over Mandalore and spread his influence to the neutral system, Lothal fell under his rule.

When attempting to find the Jedi Temple on Lothal, Maul stumbled across a street urchin named Ezra Bridger. Orphaned from a young age by a failed Separatist invasion, Ezra was used to the streets and tried to rob the Sith Lord. Maul was impressed by the boy's ability. He sensed in the boy a potential in the Force that was untapped. Capturing the boy, Maul offered him room and board in exchange for his apprenticeship.

Ezra soon learned the catch. The training of a Sith is much harder than life on the streets. Maul was stern on Ezra. While he rarely outright hurt the boy, he made it clear the price of failure. Maul used a light hand for a Sith. Maul preferred failure to be its teacher, not his own actions. Ezra found himself sent on grueling trials across the galaxy.

The most fortuitous being the raid on Malachor. While Maul got his prize, Ezra was given a Sith holocron to use in his studies. Ezra's power exploded under the holocron's guidance. Maul was proud.

For now, Ezra is kept in Mandalorian space. He is not ready his training under Maul. Through failure and adversity, his connection to the darkness grows, as does his animosity towards his teacher.

Using this character

Ezra is a cocky brat. Maul might keep him in Mandalorian space on a tight leash, but he's a rebel. If Ezra catches wind of something going down, he'll rush off without telling anyone. He's persistent, clever, and smart enough to know when and how to run away. He can make a great recurring minor antagonist while in Mandalorian space.

Ezra's animal empathy powers also make him a unique foe. Few Force Users can use such a power and it presents a unique challenge. This can make repeated battles interesting as he could bring new and exotic beasts with him each time.

Adventure and encounter ideas

- The PCs are sent on a mission deep into Mandalorian space. When they are discovered and remain in the space, they find themselves attacked by strange animals during their travels. Eventually, it's revealed to be the work of Ezra and his stables.
- The PCs learn of the Jedi Temple on Lothal and seek it out for guidance. While there, they set off a trap left by Maul to alert them of visitors. Ezra responds, instead, and attempts to ambush the party.
- While doing smuggling with groups in Mandalorian Space, a small kid calling himself “Jabba” says he is here to make a deal on behalf of Deathwatch. He is amateurish and sure of himself. He seems like he’s making a lot of mistakes until he distracts the group and runs off with the goods on his own.



B: 2 A: 3 I: 2 C: 3 W: 3 P: 2

WT: 12 ST: 14 Soak: 4 M/R: 0/0

Skills: Athletics 2; Brawl 1; Cool 1; Deception 1; Discipline 1; Gunnery 1; Knowledge (Underworld) 2, Lightsaber 2; Ranged (Light) 2; Skulduggery 2; Stealth 2; Streetwise 2; Survival 1

Talents: Adversary 1; Animal Empathy (see *Dawn of Rebellion*, pg 80); Force Rating 2; Indistinguishable (see *Dawn of Rebellion*, pg 80); Keen Eyed (see *Dawn of Rebellion*, pg 80); Improved Reflect 2 (see *Dawn of Rebellion*, pg 80)

Forsee: (see *Dawn of Rebellion*, pg 80)

Influence: (see *Dawn of Rebellion*, pg 80)

Abilities: Dark Side User; Force Powers (Enhance, Forese, Influence, Move, Sense)

Equipment: Lightsaber [Damage 6; Critical 2; Ranged [Engaged]; Breach 1; Sunder]; Padded Armor (+2 Soak)

Grand Admiral Thrawn [Nemesis]

The Chiss Ascendancy had discovered a dangerous threat in the Unknown Regions. The Ascendancy needed to know if the Republic could be their allies. They knew the man for the job. Thrawn encountered Anakin Skywalker and Padme Amadala in his travels in the Outer Rim. In the end, Thrawn determined the Republic was too disorganized to be a useful ally.

Time passed and the Republic and CIS are now in a stalemate. The threat in the Unknown Regions has only grown worse. With the introduction of two new nations, the CIS and Mandalorian Space, Thrawn and Ar'alani were chosen to determine if the nations were possible allies.

Ar'alani was chosen to investigate Mandalorian Space. She returned stating the Mandalorians were useful idiots if the Ascendancy needed wild dogs for battle, but cautioned against opening diplomatic lines.

Thrawn was chosen to investigate the Confederacy.

At first, Thrawn saw the CIS as a repeat of the Republic. However, before he left, he encountered evidence of something greater: he saw the Inquisitors in action. Believing the broad powers of the cyborg police as a sign of some efficiency, he began an investigation into the Inquisitors.

This investigation led him to the Count. In the end, Thrawn concluded the Count was the true ruler of the CIS. The Senate were puppets of the Count that could be safely ignored. As long as the Count ruled, the CIS could be valuable allies to the Chiss Ascendancy.

When Thrawn returned to the Ascendancy, he found that the Aristorca had grown increasingly worried about the threat in the Unknown Regions. They gave Thrawn a job: infiltrate the CIS and determine if they could be made to benefit the Ascendancy.

Thrawn faked exile on a planet in CIS space. As planned, his distress beacon was discovered by a CIS scouting party. After his cover story as an exile was accepted, he was brought to the Senate to explain his story. Thrawn, wasting no time, explained that he was here due to a disagreement over how best to respond to growing threats in the Unknown Regions.

The Senate was torn, but Count Dooku, as planned, took interest.

In a private meeting, Thrawn laid bare the truth. An aggressive alien civilization has been discovered in the Unknown Regions. The species had set its sights on the space occupied by the Chiss Ascendancy, CIS, Galactic Republic, and Mandalorian Space. They had infiltrated the governments of every nation and were preparing for an invasion.

Count Dooku knew that Thrawn believed what he said, even if Dooku was unsure on its factual nature.

Count Dooku offered to bankroll the Chiss' stay at the CIS Military Academy, sensing in him a keen military mind. He told the Chiss to earn his place if he wanted Dooku to take the threat seriously. Thrawn accepted.

By the present day, Thrawn has taken the rank of Grand Admiral. As the CIS have no disrespect to non-humans, Thrawn enjoys high praise as a powerful, wise, and calculated leader. His victory at the Second Battle of Umbra allowed the CIS to reclaim almost all of their territories lost during the Clone Wars.

Currently, Thrawn is focusing his time on his new Vulture Defender project. The aim: create an unmanned pilot that was better than an organic. As the Grysk were said to dot the skies of their planets with ships, the hope is to create a surgical force that can match such overwhelming force.

Using this character

Thrawn is a campaign-level threat. Even the immortal Admiral Trench pales in comparison to Thrawn's perfect military mind. If the PCs are against Thrawn, they will find themselves matched against a genius who will always be one step ahead. If you're the GM, this is one of the times that letting a NPC have what some would consider "out-of-character" knowledge would be wholly in-line with his fictional counterpart.

If the PCs are on the side of the Separatists, then Thrawn makes a leader with a unique threat for the PCs: an invading alien species. These can either be the Yuuzhan Vong or the Grysk. The Grysk is Disney canon's answer to the Yuuzhan Vong. They retain the "invader" element, the "infiltrator" element, and a few other such things. However, the worst elements are gone, in my opinion. That said, some love the "pain worship", force immunity, and biotech of the Yuuzhan Vong. You can just as easily use the Vong for this role.

Regardless, Thrawn leading a squadron in a game of cat and mouse with the infiltrators can be a unique campaign for Star Wars. PCs facing Thrawn only to discover this greater threat may lead to an interesting “enemy of my enemy” moment, for those who serve the Republic. Don't think this setup is limited only to CIS or unaligned games.

Adventure and encounter ideas

- The PCs find themselves contacted by an odd client. They claim to work for the Aristorca. They are looking for local operatives to check in on an individual who was exiled to this region of space. The client wants a tracking device placed on his person for spying purposes. The PCs take the job and are surprised to find their target is a high ranking military admiral.
- Recently, a new Admiral has been moved in to take over. The CIS forces on the planet have become shockingly more organized and surgical. Your team is being tasked with an assassination mission against this Admiral. The Admiral: Thrawn.
- Republic intelligence has revealed the CIS are working on a new weapon's project. Details are scarce, but it's believed to be a threat to Republic operations. Your squadron is being sent on a long-term covert ops in hostile territory. They will take on assumed identities of locals to find out as much of this project as possible and, if at all possible, stop it.



B: 3 **A:** 3 **I:** 4 **C:** 4 **W:** 3 **P:** 3

WT: 15 **ST:** 20 **Soak:** 4 **M/R:** 0/0

Skills: Astrogation 2; Brawl 2; Charm 3; Coercion 3; Cool 4; Discipline 4; Leadership 5; Knowledge (Education 3); Knowledge (Lore) 4; Knowledge (Out Rim) 4; Knowledge (Warfare) 5; Knowledge (Xenology) 5; Melee 3; Perception 4; Ranged (Light) 2; Vigilance 4

Talents: Adversary 2; Command 3 (see *Dawn of the Rebellion* page 59); Commanding Presence 2 (see *Dawn of the Rebellion* page 59); Nobody's Fool (see *Dawn of the Rebellion* page 59)

Abilities: Art of War (see *Dawn of the Rebellion* page 59); Infravision (see *Dawn of the Rebellion* page 59)

Equipment: Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting); Grand Admiral's Uniform (+1 soak); datapad; assorted objets d'art.

Leia Skywalker [Nemesis]

Raised on Naboo with her mother and father, Leia always found herself closer to her mother than her father. Her father was a complicated man. He had his demons. While he did his best to hide them, he could not protect his family from his issues any better than he could protect himself. Leia's mother would often spend her time consoling and helping her husband with his troubles. Leia, out of concern, would be right alongside her mother.

Her mother tried to do her best to keep Leia from doing this, however. Leia deserved a normal childhood, in her mother's eyes. It wasn't Leia's place to deal with her father's demons. Leia's mother would often take her away from home on her business trips. Leia's mother hoped this would be an escape from their rough home life.

Leia loved those trips with her mom. These trips are what sparked in her a love for politics. Seeing the good her mother could do from a few public speaking events inspired the young girl to do the same.

When she began to show proficiency in the Force, her father began training her and her brother. Leia never took well to the physical side of the force, unlike her brother. Her skill with the spiritual nature of the Force was difficult for her father. He knew little of that side of the Force and could not properly teach her.

When Obi-Wan came over one night, he convinced the couple to allow him to train the girl. With Leia's approval, Leia would go off on trips to ancient Jedi temples and meditate on the Force with Uncle Obi.

When she came of age, she ran for the Republic Senate for the position of Senator of Naboo. Her mother and father offered to endorse her, but she refused. She wished to earn the position on her own merit. While it wasn't easy beating the incumbent, she won the election and her seat on the Senate.

Being an open Jedi in the Senate has caused her endless headaches. Her activism works are held back by prejudices against her religious beliefs. However, despite numerous attempts from Tarkin and Mas Ammedda, they have yet to slander her flawless reputation as a loyal and proud defender of the Republic and its people.

To the Jedi, she's hope that their Legacy can be saved. To the Republic, she is their defender in the Senate. To the CIS, she is proof the Jedi are still a threat to the Galaxy.

Using this character

Leia is deeply tied to the more political elements of the era. Her position in the Senate places her at the center of many Republic affairs. The PCs may not consider the necessity of such elements in most games, but the Senate is still the ultimate decider of most Galactic policy in the Republic. If the PCs need anything on a macrolevel in the Republic, they will need the Senate. Leia can be a great ally or a great enemy in that realm.

Adventure and encounter ideas

- Leia needs help getting support for her new reconciliation efforts. There are reports of people intimidating voters for her referendum. Leia is hiring the PCs to investigate these reports.
- The PCs need help getting aid to a local star system under threat from Separatist proxy forces. The Republic would normally get involved, but the planet is not considered strategic enough of a resource to get involved. The PCs are suggested to seek out Leia as she is known as a bleeding heart who can get things done.
- The PCs are looking out secrets in the Force. Leia is the highest profile Jedi in the entire galaxy. They seek her out for her knowledge, but find themselves brushed aside due to her busy schedule.



B: 2 **A:** 3 **I:** 3 **C:** 4 **W:** 4 **P:** 3

WT: 15 **ST:** 15 **Soak:** 4 **M/R:** 0/0

Skills: Charm 3; Coercion 1; Cool 4; Deception 3; Discipline 4; Knowledge (Core Worlds) 3; Knowledge (Education) 3; Leadership 4; Lightsaber 1; Negotiation 4; Perception 3; Piloting (Space) 3

Talents: Adversary 1; Force Rating 3; Intimidating 1 (see *Allies and Adversaries*, pg 20); Nobody's Fool (see *Allies and Adversaries*, pg 21); Parry 2 (see *Force & Destiny*, pg 149); Reflect 2 (see *Force & Destiny*, pg 150)

Abilities: Force Powers (Enhance, Forese, Move, Sense); Improved Take Charge (see *Allies and Adversaries*, pg 21)

Equipment: Lightsaber [Damage 6; Critical 2; Ranged [Engaged]; Breach 1; Sunder] Padded Armor (+2 Soak)

Luke Skywalker [Nemesis]

Raised on Naboo by his mother and father, Luke grew up in the shadow of his father. His parent's marriage was not an easy one. They both loved each other, but his father had issues that put a strain on his family. He would become panicked, worried, and sometimes seem like he was lost in far-off memories. Some days he would not do anything at all. Other days, he would whisk the family away on a crazy adventure. Luke would later learn these were symptoms of depression and posttraumatic stress disorder.

Outside of his issues, his father was also a war hero. When Luke wasn't helping his mother and sister handle his father's issues, he was hearing from the people of Naboo of how great a man his father was. How he had stopped the Separatists from releasing the Blue Shadow Virus on the planet. Luke had trouble reconciling the two images of his father in his head.

When Luke and Leia began to develop abilities in the Force, their father took them to train. Luke constantly tried to outdo his father and prove his worth, much to his father's annoyance. With time, Luke and his father began to mend their issues over training, but things were never perfect with them.

When Luke turned 18, he told his parents of his plan to travel the galaxy as a Jedi Knight. His father, to Luke's surprise, was supportive. His father had always pressed into Luke the need to protect others with the Force. Luke realized his father viewed Luke's actions in that light.

While Luke certainly wished to help people, he wasn't leaving for that purpose. He felt like a footnote in his father's career. He travels the galaxy for the day he can prove himself a Jedi Knight just as great as his father before him.

Using this character

The Luke of this era is similar to how he was at the start of *A New Hope*. He's a little whiny, he's a little bratty, and he's got a chip on his shoulder. Deep down, though, he's still a good person who wants to help people.

Make no mistake, Luke has been trained as a Jedi since a young age. While he may act like he did at the start of *A New Hope*, his abilities equal his prowess by *Return of the Jedi*. All he lacks is real field experience with those powers.

His desire to prove himself to the galaxy can easily justify his appearance in a variety of adventures. Luke is not a fool, but he is young. PCs might easily stumble across Luke taking on dangerous tasks for people in need. His naivete puts him at risk for being taken advantage by tricksters. PCs might come into conflict with him not just because the PCs were on the “bad side” of the conflict, but also from Luke being tricked himself by the bad side.

Adventure and encounter ideas

- The PCs were hired to take out a wanted criminal. The criminal is known for tricking ship captains into following a fake distress signal. Then, ambushing the ship. When the PCs find the criminal, Luke, convinced of the criminal’s story of innocence, mistakes the party for the real criminals.
- The PCs are sent to help a military effort in the area. Luke, however, is horrified by the devastation this war is placing on the planet’s locals. Despite the odds, Luke tries to stop both sides of the war from continuing the fight.
- Luke has found himself in the crosshairs of a Deathwatch mercenary. In his attempt to flee, he hires the PC to smuggle him off-world. Bringing the party into the path of the Deathwatch mercs.



B: 2 **A:** 4 **I:** 2 **C:** 2 **W:** 4 **P:** 4

WT: 13 **ST:** 16 **Soak:** 4 **M/R:** 0/0

Skills: Astrogation 1; Athletics 2; Cool 2; Coordination 2; Discipline 1; Lightsaber 3; Mechanics 3; Perception 2; Piloting (Planetary) 3; Piloting (Space) 4; Resilience 1, Survival 2; Vigilance 2

Talents: Adversary 1; Exhaust Port (see *Allies and Adversaries*, pg 21); Force Rating 3; Natural Pilot (see *Allies and Adversaries*, pg 21); Parry 3 (see *Allies and Adversaries*, pg 21); Reflect 2 (see *Allies and Adversaries*, pg 21)

Abilities: Force Powers (Enhance, Foresee, Move, Sense); One In A Million (see *Allies and Adversaries*, pg 21)

Enhance: (see *Allies and Adversaries*, pg 21)

Foresee: (see *Allies and Adversaries*, pg 21)

Sense: (see *Allies and Adversaries*, pg 21)

Equipment: Lightsaber (Damage 6; Critical 2; Ranged [Engaged]; Breach 1; Sunder) Padded Armor (+2 Soak)

Mace Windu [Nemesis]

Of the many Jedi Masters who went to kill Darth Sidious, only Mace Windu survived the encounter with the Sith. His unique lightsaber form, Vapaad, allowed him to match the dark power of the mighty Sith. Even still, the wavering heart of Skywalker almost cost him his life. Thankfully, Anakin chose wisely and Mace ended the Sith Lord that day.

However, the Republic did not see things that way. Of all the Jedi on trial, only Mace was actually involved with the assassination. His trial was held separately from the rest. In the end, no amount of string pulling could save him from imprisonment. He did not lament this reality. He did his duty.

For the last twenty years, Mace has meditated on the Force from inside a Republic prison cell. Without distraction, his mastery of the Force has only grown.

When Grand Admiral Tarkin came to him with an offer for freedom, he was hesitant. The Jedi do not kill for hire. The Clone Wars was an exception out of necessity. The Jedi involvement in the war was a means to end the Sith and nothing more.

Windu's tune changed when he learned that the job was the assassination of Count Dooku and his apprentice, Darth Sinestra.

Windu would be acting as a free agent in CIS space. Any connection to the Republic would be denied if he was caught. The Republic gave him a team. The team consisted of soldiers that had their official identities destroyed. If they were captured, the CIS would only be able to prove Windu was leading a pirate crew, not Republic Commandos.

No one expected this assignment to be done in one day. It would be a long, harrowing process over the course of years. The goal was worth it: freedom from the Sith, the shattering of the CIS, the reunification of the galaxy, and peace for the first time in a quarter century.

Using this character

Mace exists as both a mentor and a campaign seed. He kind of comes as a package deal. If you're using him, you're probably using the whole "Mace's Avengers" idea. Yes, "Mace's Avengers." Got to thank LittleMinish on the r/StarWars discord for that one.

The idea for the campaign is as it says above: you are working with Mace Windu to assassinate Count Dooku and his apprentice. This works very well with Force & Destiny games as this easily checks the box for the “Mentor” game resource. It also works well for Age of Rebellion as Mace is simply your commanding officer. If you’re willing to go Firefly with it, you can probably do Edge of the Empire. After all, Mace is officially not working for the Republic, is not receiving Republic aid, and is in hostile space: he might be willing to hustle a bit for the greater good.

If you are against Mace, I suggest giving him Clone Force 99 from the *Heroes On Both Sides* fanbook. Don’t have them all in one battle, though. That would be a slaughter for PCs. They would come in small groups over the adventure/campaign to make it feel like you’re chipping away at “Mace’s Avengers.”

Have the PCs fight one or two of them at a time. Mace should never get involved until the final fight. This would make them feel like a powerful force. The PCs would just be glad they never fought them all at once.

Adventure and encounter ideas

See above



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B: 4 **A:** 3 **I:** 4 **C:** 3 **W:** 5 **P:** 5

WT: 18 **ST:** 20 **Soak:** 5 **M/R:** 1/1

Skills: Athletics 2; Coercion 3; Cool 4; Discipline 5; Leadership 5; Lightsaber 5; Lore 3; Negotiation 4; Perception 4; Resilience 2; Vigilance 3; Warfare 3

Talents: Adversary 4; Force Rating 5; Improved Parry 5 (see *Force & Destiny*, pg 149); Improved Reflect 4 (see *Force & Destiny*, pg 150); Niman Technique (see *Force & Destiny*, 70)

Abilities: Force Powers (Enhance, Influence, Move, Seek, Sense); Vapaad Flourish (See *Heroes On Both Sides*, pg 23)

Seek: (See *Heroes On Both Sides*, pg 23)

Equipment: Windu's Lightsaber (Damage 10; Critical 1; Ranged [Engaged]; Breach 1; Sunder, Vicious 2); Padded robes (+1 defense, +1 Soak)

Sabine Wren [Nemesis]

Clan Wren serves Deathwatch and aids the Sith Mandalorians against the Protector Insurrectionists in Mandalorian Space. Proud Mandalorians, they view Maul's Clan as the harbingers of the return of the warrior ways.

Sabine, however, took issue with the nature of Maul's Deathwatch. While his brutality and ruthlessness made him a good Mandalorian, Sabine, more compassionate by nature, did not agree. This put Sabine at odds with her mother, Countess Ursa Wren, leader of Clan Wren.

As members of a warrior clan, Deathwatch had Clan Wren send mercenaries on a mission financed by the Separatists. Sabine was part of the group. The mission was to take out a local civic leader who was pushing a planet to join the Republic. The man was a Guardian of the Wills and was considered dangerous, despite being blind. When Sabine was told to take a shot, she froze. The man was simply a peaceful monk seeking positive change for the planet Jedha. Fearing retribution, Sabine fled into Republic Space.

The Republic accepted her official defection from Mandalorian Space. There was distrust among some in the immigration office, but Republic spies had long since pegged her as a candidate for defection. Mandalorians make good warriors so she was pushed into the Grand Army of the Republic. There she joined the flight academy.

During her time there, she showed an aptitude for engineering that was unexpected. Her superiors took notice and had her transferred to a weapon's research division. There, Sabine pursued an idea for a weapon that could mass disable Separatist Droids through a form of "Tesla Coil." However, before she could complete her research, Sabine discovered the Republic had been feeding her research to a secondary team that was attempting to reconfigure the weapon to also target Mandalorian armor.

Betrayed, Sabine destroyed as much of her research as she could and fled to Separatist space. She remains there as a bounty hunter for the Separatists and a fugitive of two nations. The Separatists are unaware of her value to the Republic. Or the threat that she poses to the Republic. Preliminary research suggests that her weapon could be reconfigured to target Republic Troopers.

Sabine tries her best to deal with her overwhelming guilt and shame through her love of painting. For a Mandalorian, she is awfully strange: compassionate, an inventor, an artist. No one can deny, however, that she is worthy of being a Mandalorian warrior: her combat prowess ensures that.

Using this Character

Sabine is as much a character as she is a macguffin. For those unfamiliar, a macguffin is a literary term for something that drives a plot forward. Like, the One Ring, that sort of thing.

Sabine is tough, outspoken, has a dark history, and works in bounty hunting. Mandalorian bounty hunters are uncommon as most serve Deathwatch as mercenaries. Despite her love of flair and style, Sabine is highly sought after in the field. She lives up to the hype, even if she is a bit inexperienced. Players in an Edge campaign would not like having her on their tail.

Age of Rebellion characters would be more likely to deal with her as a military asset. Officially, the Republic seeks her as a deserter and traitor. Unofficially, they want to use her to finish her research and build their superweapon. Age of Rebellion characters may find themselves on covert ops teams sent into Separatist space to hunt down and capture the Mandalorian.

Adventure and encounter ideas

- The players get on the bad side of a local hutt lord. Later on, they find their ship tagged with a strange symbol of a phoenix emerging from flame. When they try to take off, their engine blows. Before they can respond, their windshield is broken by a Mandalorian bursting through the window.
- The player's squadron is being sent on a covert mission to intercept a deserter working as a bounty hunter. Suspicion runs in the squadron, however, as it seems excessive for such a task.
- A new superweapon is being tested on a battlefield. Officially, it was created by locals. Unofficially, its known the Republic is behind it. However, the weapon fatally malfunctions and destroys itself. Its unveiling, however, has pushed the Separatists, and Mandalorians, to investigate the origin of this weapon. All signs point to a small bounty hunter in Separatist space.



B: 2 **A:**4 **I:** 2 **C:** 3 **W:** 2 **P:** 3

WT: 12 **ST:** 13 **Soak:** 4 **M/R:** 1/1

Skills: Athletics 3; Brawl 3; Coercion 1; Cool 2; Coordination 3; Gunnery 2; Knowledge (Lore) 1; Mechanics 3; Melee 3; Perception 2; Piloting (Planetary) 2; Piloting (Space) 2; Ranged (Heavy) 1; Ranged (Light) 3; Skulduggery 2; Streetwise 2; Vigilance 2

Talents: Pistols Blazing (see *Dawn of the Rebellion* page 79); Soft Spot (see *Dawn of the Rebellion* page 79); Stalker 2 (see *Dawn of the Rebellion* page 79); Swift (see *Dawn of the Rebellion* page 79)

Abilities: Mandalorian Maneuvers (see *Dawn of the Rebellion* page 79)

Equipment: Two blaster pistols (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Accurate 1; Stun setting); Mandalorian Jetpack (allows user to function as a silhouette 1, speed 2, handling 0, system strain threshold 4 vehicle that can only operate in atmosphere, and requires Piloting (Planetary) to operate); Mandalorian battle armor (vacuum sealed; integrated encrypted commlink; adds boost to ranged attacks; +2 soak; +1 defense) encrypted commlink; various explosives; pair of ArtCanon Airbrushes with extra paint and propellant canisters; tool kit