

# **A Hidden Force**

**A one-part low-level adventure for  
Star Wars: Fire Across the Galaxy**

**[Number of years since since ANH] ABY(After Battle of Yavin)**

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**Adventure: FAtG 02**

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Those who wield the force are not always readily in the light

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## GM INFORMATION

### **THIS SCENARIO SHOULD NOT BE RUN COLD**

Please read this scenario thoroughly before attempting to run it.

A four-hour time block is allocated for playing this adventure. It should take three hours of actual play to complete.

It is a good idea to request that the players have name tags. The tag should have the player's character's name at the bottom, and the character's name, gender, race, duty and motivation at the top. This makes it easier for the players to keep track of who is playing which character.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters. All bulleted information is just that, pure information. Feed it to the players through an NPC when appropriate, as sometimes reading it straight just doesn't sound right.

Players will have Module Tracking Sheets that need to be filled out at the end of the game, which is to keep track of certain circumstances and events for future GM's to create a better roleplaying experience for the player. Important information to be included in the game will be listed at the beginning of the module, and information that needs to be recorded will be listed at the end of the module. Please fill out the GM tracking sheet attached to the end of this module and return it to the Campaign Coordinator. If you need an electronic

version of the form, please contact the Campaign Administrator or Campaign Coordinator (e-mail addresses are available on the website).

### **Duty, Obligation, Morality Awards and Penalties**

This adventure contains suggested Duty, Obligation, and Morality awards (and penalties) for dealing with the challenges presented herein. However, at times the players may take extra actions which the GM judges worthy of additional reward or punishment. Please consult the Edge of the Empire Age of Rebellion, and Force and Destiny books for the relevant tables. Specifically, be mindful of the performing PC's current relevant statistic when meting out rewards and punishments.

**Reminder:** This module is intended for entertainment purposes; this means that the goal is to provide an enjoyable playing experience for the players. The events of the module should be challenging, so as to ensure the players have a sense of accomplishment, but the mechanics presented here are, ultimately, guidelines. If adjustments are necessary to adapt to the specific group of players, it is suggested that care should be taken to ensure the player characters do have a reasonable chance of achieving their goals (or at least of achieving an entertaining failure). Remember that the GM has the final word at the table, and use that power with discretion and consideration.

### **GM Notes**

Make sure to roll for Destiny Points before starting

All weapons and equipment "looted" is turned in at the end of the adventure.

Check info on offworld quarter in Appendix II for underworld rolls.

**This Adventure has branching paths and certain interactions will change based on who is with the PCs.**

Some dialogues will have a branching ending depending on the situation. They will end with “...” and begin again with “...” With these dialogues you will pick which one is appropriate for the situation.

They are still piloting the YT-1300 “Harrier” from the previous mod.

**Did the PC’s find the holocron in the previous adventure? If so which one, and ask them what they did with it before the adventure starts. Certain interactions with the Inquisitor and Jin-lo will be altered.**

Please make sure you are aware of the Duty bonus requirements for the adventure.

In the prison the computer terminals in the office will have Jin-lo and/or Krystah’s information on them after their capture. The PC’s may remove that information if they get the opportunity. The prison layout is located in Appendix I.

Enemy Stats are located at the end of the Mod.

## **Act 1: Just Another Milk Run**

The PC’s have been given a routine supply mission from their commanding officer, Crix Madine, to the planet Kinyen to retrieve a shipment of power cores for the rebellions capital ship turrets. Not the most glorious of missions, but it should be a quick in and out few hours tops. While in hyperspace the holodeck comes to life with the image of a Bothan, Colonel “Manny” the rebellion’s chief quartermaster.

***“This mission should be one that is quick and efficient. The Gran as a whole have been very sympathetic to our cause ever since the Empire decided to bombard their main spiritual center Malthee. In other words we don’t expect you’ll have any trouble from the locals. However, this planet is currently still under Imperial control and caution should be***

***advised. Here is your contact when you arrive.”*** the hologram changes to show a Gran ***“Shobba Wan runs one of the warehouses where their produce exports are stored and will be expecting you once you arrive at the Capra spaceport. He has agreed to help us smuggle out the cores so that the empire does not confiscate them. Your ship signature should be clean so no one should give you trouble on the way in either. Your landing codes are for the export of an extra shipment of produce to the resort on the planet Kaal. Feel free to enjoy the city a little, but don’t stay too long. We need those power cores.”***

At this point players will have roughly a day’s flight time in hyperspace before they reach the Kinyen System. Allow players to do any down time actions at this point such as temporary modification to equipment and general RP opportunities. Once the ship is nearing its destination a signal will come over the intercom speakers alerting the crew that they will be dropping out of hyperspace in 5 minutes.

Once the PC’s ship drops out of hyperspace the ones in the cockpit will immediately see the star destroyer on the far side of the planet. Shortly after coming into sub-light the ship is hailed. If they don’t answer the call then 3 TIE fighters will be immediately launched and attack the ship. Once the call is answered an imperial voice is heard on the com.

***“You have entered Imperial planetary orbit number three five two, please provide identity, and landing authorization.”***

At this point the PC piloting the ship should read off the landing code **KL 2574-42 QP**. Once they do the players are instructed maintain heading and speed while their credentials are checked. (let them sweat it out for about 30 seconds)

***“Authorization confirmed you are clear for landing at the city of Capra spaceport. Do not deviate from destination approach. Any unauthorised landings will be met with hostile force.”***

With the codes accepted the PC’s may fly into the planet’s atmosphere and attempt a landing.

There are no adverse conditions so a straight difficulty 2(average) Piloting (space) roll is all that is required. Should they fail the roll they must circle around and try again. Here are some possible adverse effects for non canceled threat.

2 Threat	Intermittent thrusters. If they are still flying the landing is a bit rough the next time around.
3 Threat	Engine coolant leak. Will definitely need to be fixed before leaving.

Once the PC's have landed in the docking bay it is time for them to meet their contact. If the ship is damaged it is likely that someone that can make a series of mechanics checks will have to stay with the ship. The damage to the ship itself isn't too bad, and will cost 250 credits to fix with parts and labor. 150 if a PC can do the repairs themselves. Mechanics(int) Difficulty 2 or 3.

The PC's are free to do as they please before they pick up the cores if they wish to go shopping in the markets there are a few tech and clothing stores that one could buy supplies from. Most items from the gear category with a Rarity of 4 or lower, that is not labeled as restricted, can easily be found in the marketplace. Most of the food is vegetarian as the Gran are herbivores by nature. However non Gran cuisine can be found in the offworld quarter.

Contacting Shobba Wan: Finding Shobba Wan's place is pretty easy as his information was downloaded into the PC's datapad. They are provided with one if for some reason none of the players actually bought one. His warehouse is located near the offworld quarter. When the PC's get in contact with him he will inform them that the shipment is not yet ready.

***"I apologize my friends, but the shipment has not completely arrived. It should only be another day or so before it is ready to go."***

The PC's will likely decide to roam around freely after checking in with Shobba Wan. During this time at some point while they are exploring the city or shopping the following scene occurs. If the PC's are together then read it as is. However should the party be split up as they may want to do different things, describe to them various

directions that they hear it from, and have at least 1 person or group encounter the actual scene.

***Suddenly Blaster fire is heard from within the streets of the city. People duck out of the way every direction as a small group of Humans and Gran running stop in the middle of the street near you. The two out in front are a man in his thirties with dark hair and woman in her twenties with a light and dark two toned hair color. The man turns to her.***

***"Split up, we'll meet back at the normal place! Don't get caught!"***

***The group splits off into two groups and head down different alleyways. Only seconds after them are a squad of stormtroopers. They split off into two teams going after each group.***

The amount of Stormtroopers is 4x the party size and they split in equal halves going after each side. At this point the PC's should decide which group to help. If they split up each group will face a full encounter of enemies so it is in their best interest to stick together. Depending on which group they go after the encounter dialogue will change. The group they don't help gets captured. If they don't help either then proceed to The Easy Way.

If the PC's actually decide to split the party up the default is that the side with Krysta is who get's captured. However, if there is one side that is uneven with lesser people that is the side that get's captured. If all the PC's somehow lose this encounter they are captured as well and must escape the prison. This is completely up to GM discretion at this point. PC's are stripped of their gear and Healed to 5 wounds.

The encounter numbers are as follows:  
 Stormtrooper minions = 2x party size, 1  
 Stormtrooper Sergeant for every 6 minions.  
 Minion groups are divided as such  
 6 = 1 group 30HP 5 soak attack 3 yellow 2 green  
 8 = 2 groups of 4 20HP 5 soak attack 3 yellow  
 10 = 2 groups of 5 25 HP 5 soak attack 2 yellow 2 green  
 12 = 2 groups of 6 30HP 5 soak attack 3 yellow 2 green  
 Enemies will use vigilance for Initiative.

Enemy and NPC stats are located at the back of the adventure.

**Jin-lo Fight:** *As you make your way down the alleyways that seem to lead toward the offworld quarter you hear the amplified digital voice of the stormtroopers.*

***“Drop your weapons and surrender! Do it now or we will open fire!”***

Allow the PC's the opportunity to stop before turning the corner. If they don't take the opportunity to stop start initiative using vigilance for both sides. If they do stop allow them a stealth check Difficulty 2(average). Success will allow them a surprise round. Check for the highest uncanceled threat and subtract that from the number of players that will get to go in the surprise round. A triumph will automatically cancel out all threat in this situation. Read the following if they took the opportunity for the stealth check.

***As you come to the bend in the alleyway you can see that the turn comes to a dead end. A squad of stormtroopers close in on the 3. You can see the man signal to the other two with him to drop their weapons slowly as he kneels down putting his hands behind his head. The others do so reluctantly as well... (continue the dialogue based on results)***

**Successful stealth check:** ... The PC's have an open decision on what to do, and have a surprise round. Initiative will start with all player slots first.

**Successful stealth check with threat:** ... The PC's will have an opportunity to plan their actions. One of the stormtroopers turns just in time yelling **“AMBUSH!”** as (PC's) jump out from around the corner opening fire on the stormtroopers. Roll initiative as normal.

**Failed stealth check:** ***As (PC) gets ready to jump out to attack he/she knocks over a small pile of trash alerting the stormtroopers to their presence. “AMBUSH!” One yells as they begin firing their blasters at the PC's.*** Roll initiative as normal.

**Failed stealth check with 3+ threat:** ***As (PC) gets ready to jump out to attack he/she***

***knocks over a small pile of trash alerting the stormtroopers to their presence falling prone out into the open. “AMBUSH!” One yells as they begin firing their blasters at the PC's.*** Roll initiative as normal. 1 Enemy slot will be first automatically for every sergeant at the encounter.

Jin-lo will only join the fray if the PC's seem like they are taking casualties. Otherwise he will use battle meditation to assist them. His battle meditation can affect up to 6 other people at a range of medium adding 1 success. His Force rating is 3 and must roll every round to keep it up. He has a blaster pistol that he will use if necessary with an attack of 3 Yellow, 6 dmg. He has 23 health and strain, and 4 soak. He acts at the end of each round.

Once the battle is over the PC's will be thanked for their help.

**Jin-lo:** ***“Thank you for your assistance. I do not think we could have overcome them on our own.”*** His smile gives a little more than just gratitude. ***“We must go and meet up with our friends. You may join if you wish. We could use more people willing to fight the empire.”***

**Krystah Fight:** ***As you make your way down the alleyways that seem to lead toward the offworld quarter you hear the amplified digital voice of the stormtroopers.***

***“Drop your weapons and surrender! Do it now or we will open fire!”***

Allow the PC's the opportunity to stop before turning the corner. If they don't take the opportunity to stop start initiative using vigilance for both sides. If they do stop allow them a stealth check Difficulty 1(Easy). Success will allow them a surprise round. Check for the highest uncanceled threat and subtract that from the number of players that will get to go in the surprise round. A triumph will automatically cancel out all threat in this situation. Read the following if they took the opportunity for the stealth check.

***As you come to the bend in the alleyway you can see that the turn comes to a dead end. A squad of stormtroopers close in on the 3.***

***The woman and two others stand with vibroblades ready not looking like they're going to drop their weapons any time soon.***

***"You won't be taking us prisoner today. Not without taking you down with us!"***

***The stormtroopers raise their blaster rifles and prepare to fire...***(continue the dialogue based on results)

Successful stealth check: ... The PC's have an open decision on what to do, and have a surprise round. Initiative will start with all player slots first.

Successful stealth check with threat: ... The PC's will have an opportunity to plan their actions. One of the stormtroopers turns just in time yelling "**AMBUSH!**" as (PC's) jump out from around the corner opening fire on the stormtroopers. Roll initiative as normal.

Failed stealth check: ***As (PC) gets ready to jump out to attack he/she knocks over a small pile of trash alerting the stormtroopers to their presence. "AMBUSH!" One yells as they begin firing their blasters at the PC's.*** Roll initiative as normal.

Failed stealth check with 3+ threat: ***As (PC) gets ready to jump out to attack he/she knocks over a small pile of trash alerting the stormtroopers to their presence falling prone out into the open. "AMBUSH!" One yells as they begin firing their blasters at the PC's.*** Roll initiative as normal. 1 Enemy slot will be first automatically for every sergeant at the encounter.

Krystah will join the battle immediately. She opens with force moving a nearby crate knocking over a few of the storm troopers. This will knock out 1 minion for every 3 players in the party. She has a Vibro Blade with an attack of 3 Yellow. Dmg 5, 18 wounds and strain, and 4 soak. She acts at the end each round.

Once the battle is over the PC's will be thanked for their help.

**Krystah: "Thanks for the assist. I mean, we could have taken them on our own, but I'm not gonna say no to the help."** her facial

expression gives away that she knows they were grossly outnumbered. ***"Anyway we gotta go meet our friends. You don't have to come with, but I'd say it's better than sticking around here waiting for their friends to show up."***

## Act 2: Of All the Corellian Gin Joints in All the Worlds...

For this section the players will be accompanied by one or the other of the people they rescued. Only read the relevant parts for said NPC.

***You are led through the back alleys of the offworld quarter eventually coming to an unmarked door between a fabric retailer and an electronic repair shop. As they enter the passageway of long and winding stairs eventually they come to another door where standing in front of it is a large elephant man standing 10ft tall, with 3 trunks, and 2 sets of tusks. He puts his arm out between the group and the door.***

***"Jin-lo/Krystah, who're these guys?"***

***"They're good, Dimbu."***

***He steps aside, and lets you all pass. Once the door opens music can be heard as you walk into what could only be described as a cantina. If that cantina were tossed together by sand people on tatooine. There's a rough-hewn counter where a Gran serves customers drinks, and little more than four to five wooden tables for customers to actually sit at. A jukebox plays music that is loud enough to hear it clearly enough, but not loud enough to drown out any of the patrons talking. Jin-lo/Krystah turns to the group.***

***"Welcome to Chorba Chuggers. The only place on the whole planet to get a drink. Have a seat. Hopefully we won't be waiting long." they motion to the last empty table. As they sit down with the group they continue.***

**Jin-lo: "I suppose introductions are in order. My name is Jin-lo Rayce. And who'm do I**

**have the pleasure of company with?"** The PC's are assumed to answer with their names. **"Well then, let's have a drink shall we? It's always good to share revelry with those you fight along side with."**

Krystah: **"I'm Krystah Dom, and you are?"**  
PC's answer **"Welp, always nice to meet folks willing to go toe to toe with some storm troopers. Let's have a drink!"**

At this point the PC's will likely have questions. Here are some of the answers they will have for them.

"Who are you people?" -

Jin-lo **"We are what I have come to call the 'Agents of Ossus.'"**

Krystah who gets all proud and boastful **"We are the 'Agents of Ossus!' We go around the galaxy training people to fight the empire!"**

"What do you do?" -

(if a force sensitive is present)  
Jin-lo **"Those like you who are sensitive with the force. I teach them how to use it to conceal themselves from the emperor's reach."**

Krystah **pointing at a force sensitive party member "We teach people like you the ways of the force. Well Lo does anyway."**

(if no force sensitives are present)  
Jin-lo **"We fight the Empire"**

Krystah: **"We kick stormtrooper butt, as you saw from that spectacular display earlier today."**

"You're a Jedi!?" -

Jin-lo **"No I was never a full jedi. I escaped the purge of jedi as a padawan while my master stayed behind. She was the master librarian of the archives in the jedi temple on Coruscant, Jocasta Nu. She taught me the location of all the secret passages in case I ever needed to escape."**

Krystah **"Hell no! Not even close! I learned what I know from Lo. I guess you could say he's my master, but he doesn't like me calling him that. So I do anyway."**

"What's Ossus?" -

Jin-lo **"Ossus was the location of the largest knowledge center of the Jedi order thousands of years ago. Before the archives on Coruscant. I named us after it as we also seek out artifacts and knowledge of the Jedi order to try and preserve it. And keep it from just being some attraction used by the empire in the core worlds."**

Krystah **"Some planet in the outer rim that I guess had some significance to the jedi. I don't know you'd have to ask Lo when he gets here about it. He's really the scholarly type."**

If the PC's want to buy some illicit goods at this point they have found the speakeasy. Assuming that they made their underworld(int) check beforehand they know this is the place to get what they want, and if they make a difficulty 3(hard) streetwise check, are able to find the man they are looking for. PC's can get a personal 2500 credit line to him for 10 obligation to *Cororkh Auz & the Crimson Spear*. It is possible to also take the obligation to get more supplies for the rebellion. Only offer this if the PC's ask directly about it. It will net them an extra 10 obligation. Items bought from him will be available after the adventure as he does not have the stock on him.

3 advantage or Triumph on either the underworld or streetwise check will allow the PC's access to the R6/7 Items on his list on Appendix IV. Otherwise he can get anything that is R5 and below.

After a few hours whoever the PC's are with will be noticeably uneasy stating **"They should have been here by now. Something must have happened I've got to go look for them..."**

Jin-lo **"... I won't ask you to come with me, but your help would be appreciated if you do."**

Krystah “... **You guys comin’ or what?**”

If any of the PC’s go with they will retrace the steps of the other group. Use Survival(cun) or Perception(cun) Difficulty 2(average). Success leads them to the place where the battle took place.

If they are being led to where Jin-lo fought the area doesn’t look like much of a battle ground. The area can be searched more thoroughly with another average Survival or Perception check. Success will allow the PC’s to see that it looks like Jin-lo and those with him surrendered without much of a fight if any at all.

If they are led to where Krystah fought it is a much different story. The check in this case is Difficulty 1(easy). When they come up on the scene carbon scarring from blaster fire can be seen on the walls as well as where stormtroopers fell. Some blood spatters on the wall from what looks like wounds made likely by a bladed weapon of some sort. Success on the check itself allows the players to note that some of the marks on the walls were made by stun shots. If the PC’s don’t take a hint from that itself let them know that it is likely they were taken prisoner. 2 advantage or a Triumph will reveal that it looks like some objects were moved from their original placements in a very deliberate forceful direction.

The obvious conclusion will be that the captured parties were brought to the prison. The plans to rescue them will differ slightly depending on who the party is with.

Jin-lo’s plan will involve infiltrating the jail using stormtrooper disguises that he’s acquired. Himself and one of his human companions will dawn the uniforms bringing in more prisoners harboring the escaped fugitives. He will instruct the PC’s to bring anything that’s not concealable back to their ship. Once inside someone will slice the lock and open the cell’s force field. If any PC’s are droids they will be fitted with a fake restraining bolt.

Krystah’s plan is a bit more crude. Her rescue attempt is much more going through the front door and taking out all the guards on the way. This is a bad plan as this tactic will only bring more stormtroopers to the prison in wave after wave. So the PC’s will likely have to come up

with a better plan. If they can’t come up with a better plan they can spend a destiny point or do an appropriate check to find a bounty for the fugitives currently at large. If one of the PC’s is a bounty hunter they will get a notification on their personal datapad. The bounty gives a rough description of Krystah, and should spark the idea of turning her in for the bounty then springing the rest from the inside. If they don’t well then may the force be with them. See Appendix I: Prison layout.

#### The Bounty

**“5000 credits! That’s absurd! I’m worth 50 easy!”** PC’s may attempt to change the bounty at a difficulty 5 (2 red) Computers(int) check. Only offer this if they think of it first. If they succeed the interactions with the personnel at the prison will question along the lines of **“Could have sworn it was only 5000.”** etc. If any Despair is rolled regardless of success/failure the player’s signal will be marked, and if they try to collect the bounty alarms in the prison will go off. See Krystah’s Plan for turning in her in for the bounty.

It is possible to scope out the prison area with a successful stealth check at Difficulty 2. If they go under the cover of night the difficulty is 1 if they are trying to keep to the shadows. If they do this and succeed then they will note that there are 4 guards at any given time outside.

## Act 3: The Great Escape

The next morning the players will be contacted by Shobba Wan telling them that the shipment is ready for pickup at their earliest convenience. If asked he will deliver it to the ship for a small delivery fee of 10 credits. The prison layout is in Appendix I.

#### Jin-lo’s plan

**The next day Jin-lo’s plan gets put into action. He and another human dawn the storm trooper uniforms and modified restraints are put on everyone that are easy to get off when needed.** Once the group approaches the front doors to the facility the other “captives” are given the cue to break free.



***“We’ve apprehended some rebel conspirators. They were harboring the fugitives.”***

***“Right, cells G and H should still be open.”***

At this point the “prisoners” knock over their “captors” and head straight into the crowd. Once they get to their feet all the troopers train weapons on the group. One of “storm troopers” rushes inside calling in for reinforcements to go after the escaped prisoners. Once the 2 guards inside come out with everyone else’s weapons still trained on the rest of you.

***“They ran into the crowd heading eastward!”***

The two guards who are not focused on the group run after the escaped prisoners. One of the door guards lifts his weapon to the group ***“Don’t even think about it rebel scum.”*** (feel free to point at any one of the players specifically)

***“We’ll get them in their cells.”***

***“The transport is ahead of schedule so you got these ones in just in time.”***

***“Oh, yea? Lucky us. Hey maybe we’ll get a bonus out of this!”***

***“Doubt it.”***

The PC’s are led down the hallways of the holding center until they get to the cells holding Krystah.

***“We’ll keep watch. Get the cell open.”***

The cells are closed with a basic force screen lock. Difficulty 2(1 Red) with an alarm trigger adding 1 setback die. 2+ uncanceled threat will trigger the alarm. There will only be two minion troopers who come in if the alarm sounds. Jin-lo and his companion will play dead allowing for the PC’s to pick up the blaster rifles to defend themselves.

Upon success not triggering the alarm Jin-lo and his companion will hand the blasters to the PCs.

Jin-lo ***“Use these and relieve the guards of their weapons. We’ll follow soon after. Try***

***not to draw any more attention by firing them off.”***

Krystah ***“You could have taken longer. I was starting to enjoy my new accommodations. Even befriended a couple gamwidge. Named them and everything, can we keep ‘em huh?”***

How this is achieved should be up to the PCs. If they Kill the troopers outright the ones who kill them will gain 8 conflict for killing an enemy when there is another way to incapacitate them. 10 points if they kill them after they take their weapons.

#### Krystah’s plan

Krystah is more than willing to just start knocking heads together to get Jin-lo out of prison, but will defer to the players judgement if they come up with a plan. It is likely that they will use the bounty as a means to bring her in and then spring the rest of the prisoners once inside. If they decide to go in guns blazing an alarm will be triggered and after getting inside will have deal with 2 waves. 1st wave is 1x party in minions 2nd wave is 2x party with sergeants as appropriate. Use the minion groupings previously written for the last encounter.

If they go with the bounty path the two storm troopers standing guard will stop them.

***“Halt! State your business.”***

From here it is up in the air. As long as they go along the lines of them turning in the bounty it shouldn’t be too much of a problem. However they will be slightly questioned as to why so many are here to turn her in. ***“It took X of you to bring her in?”***

Again as long as they keep a solid story they should get in no problem. It is possible to collect the bounty as long as 1 PC stays behind. Remaining convincing is the key to pulling this plan off.

There is a back door that is computer locked with a Difficulty of 4 and alarmed. 2+ uncanceled threat triggers the alarm.

The cells are closed with a basic force screen lock. Difficulty 2(1Red) with an alarm trigger adding 1 setback die. 2+ uncanceled threat will trigger the alarm. There will only be two minion troopers who come in if the alarm sounds.

Once Jin-lo is released ***"We need to get out of here as quickly as possible. Get everyone to your ship and take off. I'll get to the spaceport as quickly as I can, but I gotta get something they took first."***

Krystah ***"Just make another one, lets go!"***

Jin-lo ***"You wouldn't understand."*** as he darts off into the facility.

Krystah yelling after him ***"Maybe if you let me have one I would!"***

And with that yelling will bring a couple minion troopers toward them. Roll initiative doing 1 group of 2 minions then 1 group of 3 before they get out.

### The Easy Way

It is very possible that the PC's will ignore Jin-lo and Krystah as they are being chased by the stormtroopers as it is none of their business. After all they're just here to pick up a shipment. To start off each player will gain 2 conflict for not being the heroes they should be and helping those in need against the Empire. After that they will likely go on their way doing what they were doing before. Shopping etc. With this path they won't be able to find the speakeasy as no one will admit to knowing where it is or if it even exists. They also won't be able to gain access to the smuggler as a result. Over the course of the next day or so they will start to overhear conversations as many people will be talking about the same thing.

***"I hear the imperials captured a Jedi yesterday."***

***"Don't be stupid there are no Jedi."***

***"No really it's true! One of them even had a light saber!"***

Eventually they will get a call from Shobba telling them that their shipment is ready for them

to pick up. When they get back to his Warehouse he will ask them if they've heard the rumors about the Jedi.

***"I feel sorry for whoever it is that they caught and are calling them a Jedi. I've heard that they do some nasty things to those they suspect of being one even if they aren't. They usually bring in some sort of specialist to interrogate them, and their methods are... Well let's just say no one has ever been able to recount the details."***

At this point the PC's will have to make another choice on if they're going to help Jin-lo and Krystah escape, and what kind of plan they're going to come up with. This part is pretty free form as the players will be driving at this point until they get the prisoners out. The total guards at the facility will be about 9 minion troopers in groups of 3. If by some chance they decide to abandon them to their fates give each PC another 3 conflict, describe a mundane leaving of the planet, and proceed to the rewards section where they will receive base Xp and Duty. Otherwise the Prison is mapped on Appendix I. There is a back door that is computer locked with a Difficulty of 4 and alarmed. 2+ uncanceled threat triggers the alarm. And cameras that will require 3 Difficulty 3(Hard) Stealth(Agi) checks to get passed.

### Leaving the Prison

Once they make their way from the holding facility back to the spaceport they will notice the completely black clad figure. Force sensitive characters will feel a coldness as they are making their way which may make them stop regardless.

***You stop in the street as a slender female figure clad in a black uniform and triangular hood approaches you. "And here I thought that this day would be boring, but here you are. I must share my thanks properly."*** Fear 3 Discipline(will) check is needed here. Feel free to use a dark side point to enhance it.

Fighting the inquisitor is a bad idea. Although she is killable she will likely take out at least two of the PCs as they may not have all their normal equipment and are grossly under leveled at this point. If they fire on her she will reflect the first two shots with her lightsaber as she extends it. ***Your shots fail to find their mark as the***

***hissing sound of plasma comes from her hand in a flash of red. This could only be lightsaber, something only now known to be held by the most elite of forces in the Empire.*** She will then grab one of the party members and bring them into melee range. Force moving them and bringing them uncomfortably face to face. She will prioritize the person with the holocron first, force sensitives, then if someone shot at her.

(Normal Encounter)

***"I will remember your face. You are my special prey." She drops them to the ground as they gasp for breath and then looks at the rest of the group.***

(If the PC is a darkside force sensitive)

***"Hmm, you have potential. But you are far from ready." She drops them to the ground. "I will come find you again."***

(If a PC has the Holocron)

***"I sense something of great power in your possession. Relinquish it to me and I will let you and your friends go with the thanks of my Master."*** If they hand over the holocron she will let them pass without pursuit as well as tell the assault carriers, in front of the PCs, to stand down and let them leave, don't read the next dialogue line and ignore the next encounter.

***"I will give you to count of ten before the hunt begins. It makes it much more interesting. For me... 1..." She continues to count at a slow pace.***

If the PC's try to attack her again she will close the distance on them and attack. After the attack she will continue to count. If the PC's don't run she states ***"You're trying my patience."*** and continues counting at a faster pace. She wants to chase them, but if they don't want to play her game she will oblige to ending their lives there.

She will let them get to the ship and take off. Jin-lo will catch up to them by this point. Once they have left atmosphere and gotten into orbit the players will notice two Gozanti-class cruisers with TIE fighters. Two of the TIEs will launch. After 3 rounds of combat then another two will launch. Once they defeat the first two the hyperspace coordinates will be locked into the ship's nav computer. If they have defeated the TIEs before the other two fighters launch they

can escape unhindered. If the other two launch they can still jump but the pilot must make an astrogation(int) check difficulty 2(1 Red) + 1x TIEs setback do to being under fire. They can just try and defeat the rest of the TIE fighters and leave as well.

## Conclusion

Once they are safely on their way back into hyperspace their sensors will indicate that no one is following them, and they can relax. They've got a couple days before they reach back to base. PC's may want to discuss what just happened. If asked Jin-lo will tell them about the inquisitor.

***"They're the Emperor's elite forces. Over the years I've encountered a few of them. It's who we try to avoid detection of the most. They are powerful in the dark side of the force, and are relentless in their pursuits..."***

(Choose one based on the choice made in the encounter.)

***"... You were all foolish to think you could take her on. You're all lucky to be alive after that encounter..."***

***"... I can't believe your luck in being able to defeat her, but she'll return and will be more tenacious in her assault on you..."***

***"... You were wise to take the chance she gave you to escape. It is very unlikely that you would have defeated her there..."***

***"... I don't know how you managed it, but you actually took down the inquisitor. Savor this victory while it lasts though. It will be short lived once her master decides to show up..."***

***"However, we still made it out alive and that's what matters right now. Let's just hope that she is going to be the worst of our worries and that word doesn't get back to her masters about us. I doubt we'll be able to head back to Kinyen any time soon. Thank you again for freeing my friends and helping us escape. We owe you our lives."***

If a PC has a Holocron Jin-lo will sense the force signature coming from it and will ask to see it. ***"I***

***sense something on you, something belonging to the force.” He holds out his hand “May I see it?”***

If the PC hands it over Jin-lo will examine it. He will then close his eyes and the holocron will begin to glow. The holocron does not open instead the glow subsides.

Light Side Holocron

***“A pity, the secrets inside would likely help you grow even further.”***

Dark Side Holocron

***“Hm, better left this way. I sense something cold from this relic. Better that you chuck it out the airlock.”***

Regardless he will give it back to the PC who gave it.

The PC's make it back to the fleet safely and after exchanging some words with the fleet admiral, Jin-lo joins the rebellion and sets off soon after to find his comrades across the systems.

# Rewards

XP: 10

Credits: 500

Duty gains: 15

Additional +5 duty rewards, some may not be available so award support bonuses unless they did something specific to get them their bonus.

- **Combat Victory:** Defeat Storm troopers pursuing Jin-lo/Krystah
- **Counterintelligence:** Wipe Jin-lo and Krystah from the prison's databanks
- **Intelligence:** Reporting the presence of the inquisition
- **Internal Security:** N/A
- **Personnel:** Rescuing Jin-lo and/or Krystah
- **Political Support:** N/A
- **Recruiting:** bringing Jin-lo and his companions safely to the rebellion
- **Resource Acquisition:** taking obligation to get more equipment for the rebellion
- **Sabotage:** N/A
- **Space Superiority:** defeat all TIE fighters before escaping
- **Tech Procurement:** N/A

- **Support:** +2 (max +5) for each duty you helped fulfil.
- **Bonus:** Defeat the Inquisitor/cause her to flee +10 Duty

**Other:** Jin-lo is very adept at combat and will teach any PC willing to learn what he knows. PC's may take either melee, Range(light), or Range(heavy) as a class skill. Force sensitive PC's can purchase the Sentinel: Shadow specialization as if it were a part of their career options. Jin-lo wishes to spread the knowledge of what he knows to all who are force sensitive in the rebellion.

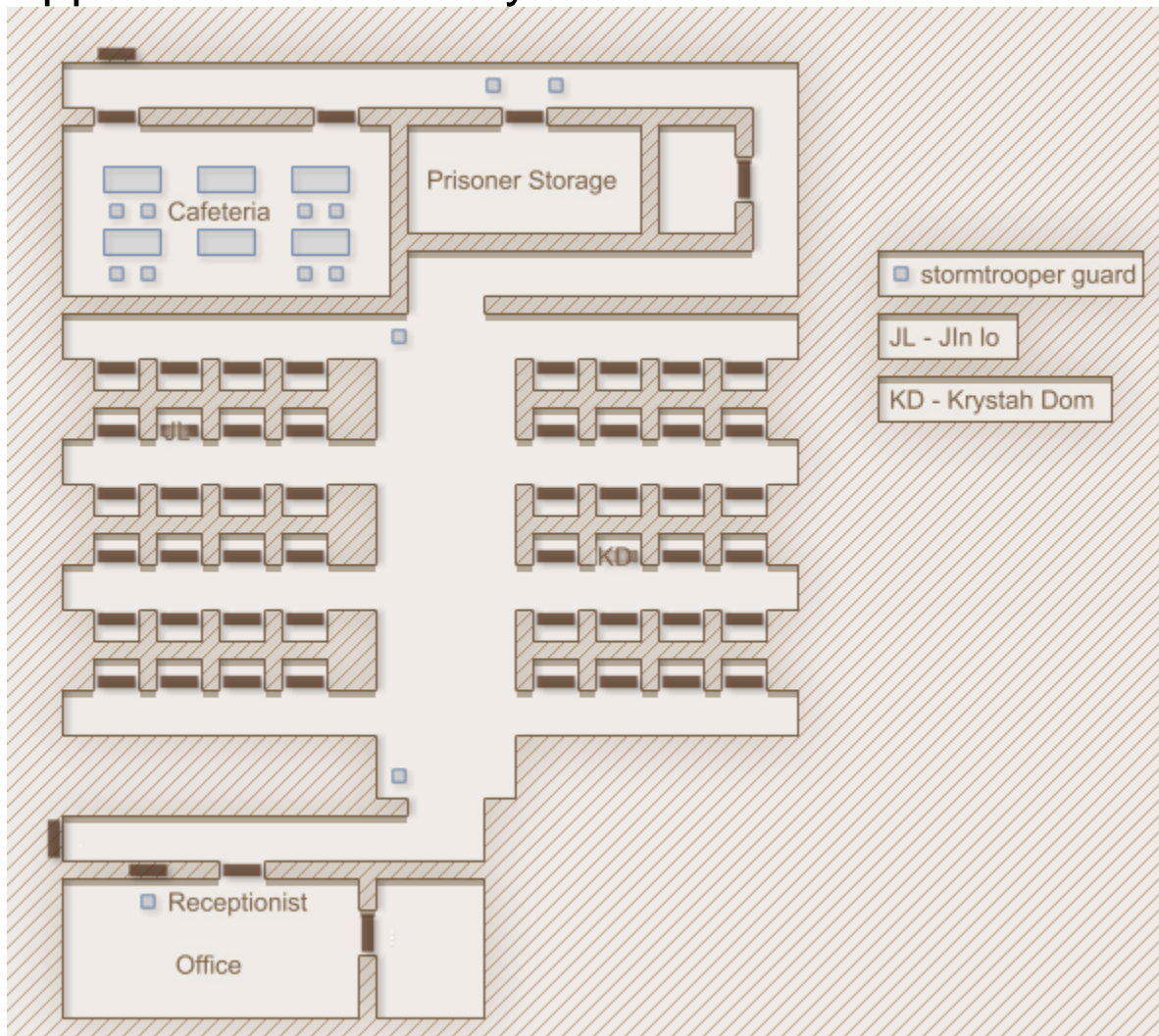
## Session Notes

*Did the PC's help either Jin-lo or Krystah? If not did they break them out later?*

*How did and what happened when the PC's escaped the prison?*

*Did they fight the Inquisitor? Did they win? Who was her "special prey?" Did they give up the Holocron?*

## Appendix I: Prison Layout



Back door near cafeteria is locked with a Difficulty 4 computers check. If skullduggery is used it has 1 setback and 1 Upgraded die on the difficulty. 2+ uncanceled threat will trigger alarm. The Cell doors are Difficulty 2(1 Red) computers check. 2+ threat sets off alarm.

Computers with data on Jin-lo and Krystah are in the room behind the office.

If PCs are captured their gear and Droid PCs get put in prisoner storage. Droid PCs will have a restraining bolt installed. It will require a Difficulty 4(2 Red) Discipline or Resilience check to override it. They will have 3 chances until it has to be removed manually with a Difficulty 2 mechanics check. If Jin-lo is captured his lightsaber can be found in there as well.

There are cameras throughout requiring a difficulty 3 stealth check at all corners, and cell blocks.

## Appendix II: Kinyen

Expansion region, Bes ber Bikade Sector, kinyen System. Terrestrial; terrain consists of fields, forests, and mountains. Empire owned. Major cities; Capra, Hekaras, Kinyen Prime, and Malthee (destroyed by the empire). Population; 1.983 billion. Native populace: Gran. Languages: Gran, Basic.

Some places of interest in the capital city of Capra are

**Capra space port.** The landing zone located in the offworlder sector is over a mile long, and houses all the ships that come into the area. It may be possible to get ship parts and modifications here. The Major markets are also located just outside the spaceport and stretch into the offworld quarter.

**Grand Khanum Stadium:** Known as limmie in the core worlds; bolo-ball is one of the few off world cultural influences adopted by Kinyen. "The beautiful game" as many call it has massive stadium in Capra with capacity for 150,000 spectators. The stadium is mainly used for Galactic Cup matches. Each seat features an interactive holoivid display on which spectators can view statistics and instant replays. Further a massive holoprojector hovers over the field to provide additional content. While the gran are very enthusiastic about bolo-ball their team is often ranked among the weakest, and sometimes struggles to even qualify. The stadium has seen reduced use since the Galactic Cup has been suspended after the destruction of Alderan. (It's space soccer)

**Offworld Quarter.** The area is confined to a few blocks located on the far side of the spaceport and mostly houses diplomatic embassies and offworld purchasing agencies. This is also where most of if any illicit materials might be found. Finding said dealers will require a Difficulty 3(hard) underworld check. Success gives the PC the info that said person(s) can be found at Chorba Chuggers. Success with advantage or triumph tells them that finding the place requires someone who has been to take you there. Otherwise it is impossible to find it on your own. The regular shops do extend into this section of the city and so shopping can be done here as well.

# Appendix III: Important NPCs

## Encounter NPCs

Stats are in order of Brawn, Agility, Intellect, Cunning, Willpower, Presence  
Defenses are melee/range

### Stormtrooper (minion) x2 party members

3 3 2 2 3 1

Soak: 5 HP: 5 Def: 0/0

Skills (group only): Athletics, Discipline, Melee, Ranged (heavy)

Blaster rifle: Dmg 9, Crit 3, Range [Long], Stun Setting

Vibroknife: Dmg 4, Crit 2, Range

[Engaged], pierce 2, vicious 1

Frag Grenade (2): Dmg 8, Crit 4, Range [short], blast 6, limited 1

### Stormtrooper Sergeant (rival) 1 per 6 minions

3 3 2 2 3 1

Soak: 5 HP: 15 Def: 0/0

Skills: Athletics 2, Discipline 2, Leadership 3, Melee 2, Ranged (heavy)/(light) 2, Resilience 2, Vigilance 2.

Adversary 1 (Upgrade difficulty of all combat checks against this target x1)

Tactical Direction (May perform maneuver to minion group within medium range; group may perform immediate free maneuver or add 1 boost to it's next check)

Heavy Blaster Rifle: Dmg 10, Crit 3, Range [Long], Auto fire, Cumbersome 3

Vibroknife: Dmg 4, Crit 2, Range

[Engaged], pierce 2, vicious 1

Frag Grenade (2): Dmg 8, Crit 4, Range [short], blast 6, limited 1

### TIE fighters

Sil: 3 Spd: 5 Hand:+3 Armor 2 Hull: 6 System: 8

Weapons: Forward-mounted medium laser cannons. (Fwd Fire arc; Dmg 6; Crit 3; Range[Close]; Linked 1)

Pilot stats: Gunnery 2, Piloting (space) 2, Cool 1. Agi 3, Pres 2.

### The Fifth Sister(Nemesis) (you poor

unfortunate souls)

5 4 3 2 3 3 Force Rating: 3

Soak: 6/12(Parry/Reflect) HP: 25 Strain: 24 Def: 1/1(3/3)

Skills: Astrogation 2, Computers 1, Cool 2, Mechanics 3, Piloting (planet)/(Space) 4,

Resilience 1, Survival 2, Vigilance 2, Brawl 2, Melee 3, Lightsaber 4, Knowledge (all) 2.

Adversary 3 (Upgrade difficulty of all combat checks against this target x3)

Intense Focus (Suffer 1 strain to upgrade 1 die on next check)

Parry 4 (Suffer 3 strain to add 6 soak to melee attacks)

Reflect 4 (Suffer 3 strain to add 6 soak to range attacks)

Move (Force power Magnitude 2; Strength 2; Range 1; Control 1)

Bind (Force power Range 2; Control (move))

Terrifying (at beginning of encounter fear check difficulty 3. Discipline. Threat = strain x threat, Failed = +1 setback for encounter, Despair = +1 difficulty for encounter and conflict = fear difficulty)

Inquisitor's Double-bladed Lightsaber: Dmg 6, Crit 2, Range [Engaged], Breach 1, Defensive 2, Deflective 2, Linked 1, Sunder, unwieldy 3

**Special:** Add NPC slot at end of turn which this NPC may act an additional time per round. May use darkside point to "catch" (force move) grenades out of air and divert as incidental action (don't throw it back like an asshole. Unless everyone is throwing grenades, then make them pay!). Range(light) + Force dice.

Linked: Spend 2 uncancelled advantage for an extra hit. May do this times = weapon's link value.

**Shobba Wan:** The player's contact. He is a friendly Gran who owns one of the food export warehouses. He is one of the many who is sympathetic to the rebel alliance, and will do as much as he can to help as long as it doesn't put him or his business in danger.

**Jin-lo Rayce:** Male Human. Apprentice to Master Jocasta Nu. Very knowledgeable in the history of the Jedi as he spent almost all his time in the archives studying under the Chief Librarian. Focused and determined, he survived in the underbelly of the inner and mid-rims of the galaxy training those adept in the force into Cells of force users he dubbed "Agents of Ossus." Teaching them the ways of the force and how to use it to hide from Palpatine's Inquisition, and to use it to enhance their abilities to fight with vibroblades and blasters. He is around age 35,



and has the look of a smuggler rather than a Jedi.

Jin-lo has had many years from leaving the sheltered environment of the Jedi temple and has been planet hopping and fighting the empire. He is highly Intelligent and is much more interested in keeping a low profile when fighting rather than going in guns blazing.

**Krystah Dom:** Female Human. Jin-lo's 2nd in command, and friend. She travels with Jin-lo helping to train new force sensitives. She was found by Jin-lo at the age of 14. Already somewhat adept in her use of the power of the force. She used her force powers mostly for thefts. Stealing enough to stay alive on a daily basis. She tried stealing from Jin-lo, but with his knowledge of the force and what she was doing was able to catch her. From the point he bestowed his knowledge of the Jedi and trained

her as his first pupil. From there she followed him planet to planet helping to train others in the ways of the force.

She is quick witted and always seems to counter Jin-lo's serious demeanor. She has not been trained as a Jedi so she has a much looser morality on what she can use the force for as well as much quicker to get into a fight.

**The Inquisitor:** The Fifth Sister. She is a Vahla. A near-human species. Her skin is dark brown. Slender body and walks with a graceful elegance. **WARNING!** This is a Nemesis level character that at this point the party will likely not be able to take and might cause a TPK if they fight her. She flies a TIE Defender.

## Appendix IV: Smuggler's Rare Equipment

Weapons									
Name	skill	Dmg	Crit	Rng	Enc	HP	Price	Rare	Special
AP Mine	Mech	12	3	Eng	3	0	850(R)	6	Blast 4, Vicious 4, Limited Ammo 1
Electrostaff	Melee	4	3	Eng	4	3	3000	6	Cortosis, Cumbersome 3, linked 1, Stun setting, Unwieldy 3
Parrying Vibroblade	Melee	1	2	Eng	1	2	400	6	Defensive 1, Pierce 2, Vicious 1
Heavy Blaster Rifle	Ranged (Heavy)	10	3	Long	6	4	1500	6	Autofire, Cumbersome 3
Bowcaster	Ranged (Heavy)	10	3	Med	5	2	1250	7	Cumbersome 4, Knockdown
DR-45 Dragoon	Ranged (Light)	8	3	Med	1	3	1900	6	Accurate 1, Stun Setting
Czerka Arms C-10 "dragoneye Reaper" HBP	Ranged (Light)	8	3	Med	3	3	1000	7	Stun Setting
Armor									
Type	Def	Soak			Enc	HP	Price	Rare	
type III "Berethron" Armor	1	1			3	3	1250(R)	6	
Smuggler's Tenchcoat	1	1			3	0	1650	7	
Gear									
Item					Enc		Price	Rare	
Fingerprint Masque					0		1000(R)	7	