

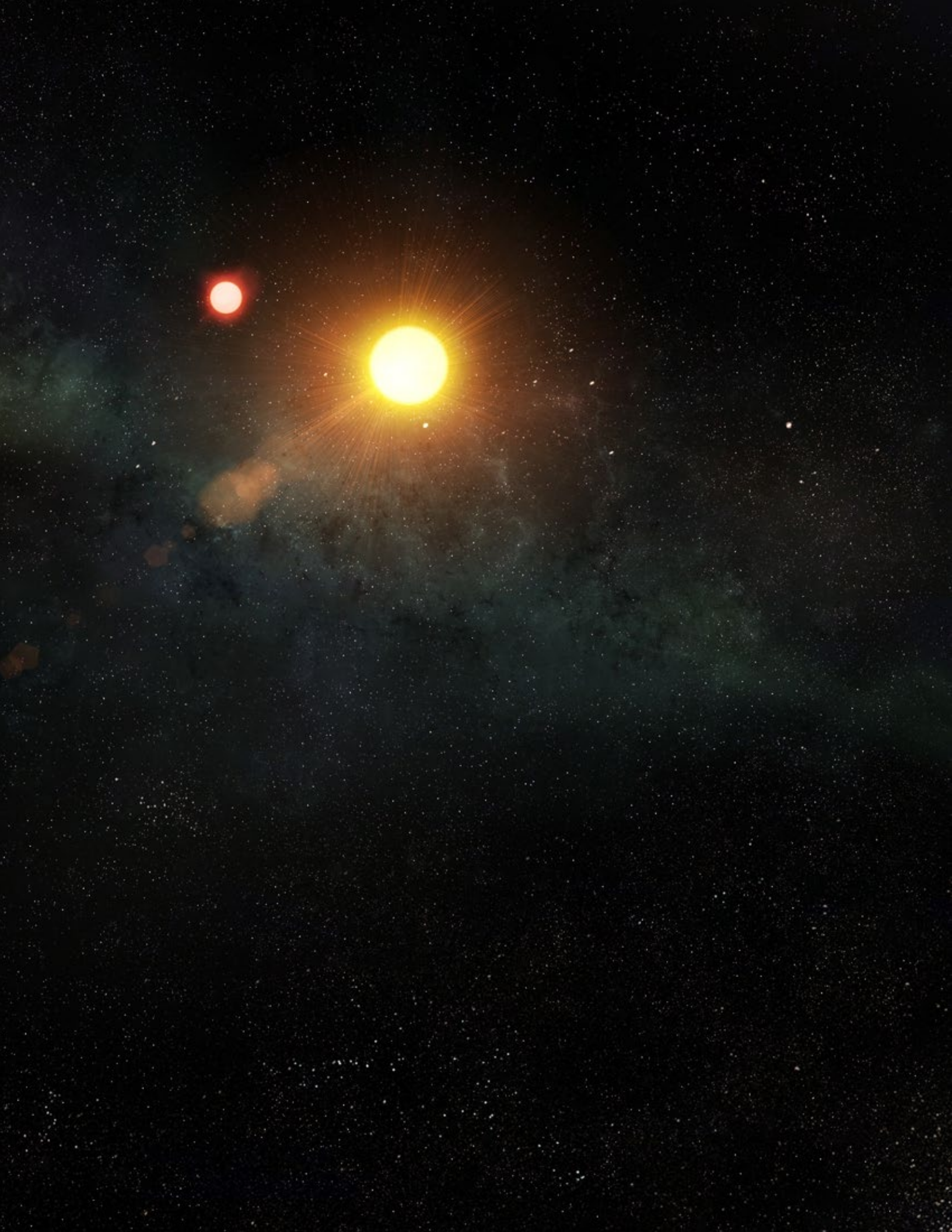
STAR WARS
AGE OF
REBELLION

RETURN TO YAVIN 4



ADVENTURE MODULE





STAR WARS

RETURN TO YAVIN 4

The first major blow to the empire has left the galaxy in a tumultuous state. Those that fight against the tyranny of the Empire have found hope once again when word spread that the Death Star was no more.

But the Empire, sensing the budding courage, has tightened its grip on systems throughout the galaxy. The oppressive imperial armies have become even more ruthless in their authority and punishment.

Determined to fight on, the rebel alliance has secretly dispatched a small infiltration team back to the planet of Yavin, with hopes to bring back even greater hope for the galaxy....

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ADVENTURE OVERVIEW

Return to Yavin 4 is a one-shot adventure for the Star Wars Age of Rebellion Roleplaying Game, featuring infiltration, survival, escapes, and intrigue. This could be ran for new players getting to know the system, or a side adventure for established rebel PCs.

PROLOGUE

After the Alliance destroyed the Death Star and evacuated Yawl 4, the Empire blockaded the system. It scoured the wreckage of the battle station to prevent any remaining technology from falling into the wrong hands. After a six-month cordon, the Empire finally loosened restrictions and allowed traffic back into the system. Miners and prospectors flocked to Yavin Prime, harvesting valuable Corusca gems from the gas giant's atmosphere. Explorers and academics have followed, hoping to unlock the mysteries of the ancient ruins that dot the moon's surface. Predictably, crime syndicates have been infiltrating Yavin 4's infrastructure to poach exotic animals, traffic spice, and pilfer priceless gems.

It has been almost 7 months since the Battle of Yavin. After the Empire's strict blockade, the Alliance sense an opportunity to sneak back onto Yavin 4, hoping to retrieve Alliance equipment from hidden stores that were left behind in the quick getaway. A small band of rebel operatives, posing as explorers or academics, have secured passage to the system. The PCs can begin this adventure as they exit hyperspace on an exploration vessel.

As you come out of hyperspace, the Gigantic Gas Giant of Yavin cast an orange glow on almost everything as you pass by it en route to Yavin 4. You, along with a few other secret members of the Rebel Alliance, have booked passage on an exploration vessel, posing as one of the many scholars, scientists, and archeologist that have been excavating one of the many ancient temples to the north that dot the surface. You sat next to a few for a long part of the trip, anxious to explore the sites on Yavin 4.

Most of those you're traveling with have approved papers for work sites in the north, but the you won't be going that direction, as you have been instructed to move southward towards the abandoned Massassi temples the rebellion used as their base months ago. Your instructions are to gather your supplies, move away from the landing/staging area undetected, and when you are far enough away, open the secure mission data pad to retrieve your specific orders.

The PC can role-play or interact with any of the NPCs that are traveling with them. The following are some examples of the other passengers traveling in the same ship. You can use the provided **Traveling Scholar** stat block if any checks are desired.

- **Professor Hertin Ople:** An archeologist and professor at the Chandrila University, eager to view the sites to the north, and hopes to bring back some findings, as well as aid him in a lengthy article he is currently writing.
- **Dezin Wirt:** Posing as a contracted explorer, Dezin is actually with the Veiled Sorority with hopes to find some valuable commodities she can bring back to her sisters.
- **Bintix Gralsh:** A nervous, fidgety old Sullustan, with so many packs on his lap, they have a tendency to fall on anyone sitting next to him. He seems very private about who he is and why he is interested in Yavin 4.

TRAVELING SCHOLAR [RIVAL]



Skills: Cool 1, Computers 2, Discipline 2, Knowledge (Education) 3, Knowledge (Lore) 3, Perception 1.

Talents/Abilities: None.

Equipment: Data pad, science equipment, credentials, pack with clothing.

Read the following when PCs are ready to continue.

You pass through the minimal Imperial blockade, and make your way to a large landing area that has been cleared of the thick vegetation. As Yavin Prime fills the late afternoon sky, you look down from the ship viewports to see tents and small portable structures dotting the base camp landing area. The mini-spaceport bustles with activity and you can sense the excitement from many of the scholars and archeologists as you get near.

You spot another transport in the landing area, preparing for lift off as workers load crates and examining engines. Speeders and cargo trucks pull in with blocks of stone, and crates of other artifacts to be examined at some facility far away. A path near the entrance has imperial banners flapping in the gentle breeze, but luckily you see no sign of troopers.

ARRIVAL TO THE LANDING AREA

As the PC begin to gather their carry-ons, and prepares to disembark, the ship touches down. Captain Fwizz, captain of the transport the PCs were traveling on, will want to have a word with them. He is the only one aboard the transport that knows the PCs true identity and purpose.

Upon landing, the captain of the ship, a short Gotal with a noticeable lisp named Fwizz, walks up to you and escorts you over to a private hallway. He makes sure no one is listening, and then in a hushed voice speaks to you.

"We got here in pretty good time. Remember, the ship leaves first thing in the evening, which gives you about 24 hours to do whatever you need to do. But I can't stress to you enough that if you aren't back in 24 hours, I can't wait for you. You can find all your equipment you brought on the crates as we take them off the ship. May the force be with you!"

The cargo doors open, and the fresh, air is a welcome change after traveling for some time in the pressurized, recycled air of the ship. The warmth of the jungle canopy is only overpowered by the sounds of the creatures from every side. A shield fence surrounds the perimeter, and you guess it's to keep things out from the looks of the few corpse you see outside it.

Inside the crate, the PCs will find the following equipment:

- Backpacks equal to the number of PCs playing the adventure, containing Portable Survival Shelter, 40m of Synthrope, rations, and credentials.
- 1 backpack has lots of empty storage area and 2 code cylinders (PC with this pack can increase encumbrance by 3.)
- 1 backpack may also have medical provisions with 5 stim packs (Encumbrance 2)
- 1 backpack may also have a power unit (Encumbrance 3)
- 1 backpack may also have a shovel and scanner equipment (Encumbrance 3)

SURPRISE INSPECTION

Once PCs have gathered their supplies, or are in the process of gathering their supplies, Imperials make an appearance at the landing area:

A low humming sound grabs your attention, as a group of jungle troopers zoom into the landing area on speeder bikes and a hovertruck. Some of the new arrivals look around in fear, while others seem to be more annoyed than anything. Fwizz walks behind you, stacking a crate nearby, and cursing under his breath. He whispers, "Imperial Inspection team. Hope your credentials are good."

The troopers begin to round up everyone to the center of the base camp, checking tents and behind crates for stragglers. They find some arconan ducked down behind a pile of crates, and push him towards the center where everyone else is gathering.

One of the troopers moves to a comm station, takes a deep breath, and begins to talk over a loudspeaker, without hardly taking a breath. A sense of boredom and disdain drips from his announcement, sounding like he has said this exact phrase hundreds of times.

"Base Camp 'Dorn51,' You are ordered to line up in the designated areas for a routine check per Imperial Edict 8819.13. If you do not comply, you will be detained without further explanation. Have your identification and credentials ready, or you will be detained without further explanation. Comply under the regulations, and you'll be on your way to site 'Besh11' to the north."

CAPTAIN FWIZZ [RIVAL]

1 BRAWN	3 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 2	W. THRESHOLD 11	S. THRESHOLD -			

Skills: Astrogation 3, Cool 1, Piloting (Space) 3, Ranged (Light) 1, Vigilance 2.

Talents/Abilities: None.


Equipment: Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Ranged [Medium]; Stun Setting), Hand Scanner, astromech droid.

The PCs should disembark the transport along with all the other fellow travelers. Workers begin hauling crates out of the ship for pickup, and the PCs will recognize their latched crates instantly. A simple ticket scan will confirm the owners of each crate, and once this is done, the PCs can open it or move it to another part of the landing area, if they so desire.

The imperial Jungle Troopers will pair up and begin going down the line, checking credentials with a scanner of each person in the landing area. If the PCs try to hide, or attempt to avoid the inspection team, some Jungle Troopers are still making rounds to make sure everyone is accounted for and given the opportunity to have their credentials scanned. The Jungle Troopers won't hesitate to use force to get people to line up with the others.

The troopers work down the line, maybe even detaining some of the explorers and academics under vocal protest, and taken to a nearby transport. Perceptive PCs can hear troopers talk about "creature attacks" escalating and "Another one died last night."

When the Jungle Troopers come to the PCs, the troopers will make a **Hard (◆◆◆) Computers check** for each PC in line while examining the credentials. Add a to the Jungle Troopers check if a PCs talk to them during the scan.

If the Troopers succeed, the troopers have recognized fake credentials, and they will order the person detained, cuffed, & taken to the prisoner transport. A failed check will mean the fake credentials went undetected, and the inspection will continue onto the next person in line. Regardless, the trooper's inspection time will have eaten away at some of the PCs precious time, and  can be used to eat away at more time by stalling, or other creative ideas.

At any time, if the PCs show resistance, initiative can be started, and the landing area can become a hot bed of chaos. There can be anywhere of 4-8 jungle troopers, depending on the size of the PCs group. Stacks of crates and boxes are scattered around the landig area, ready to be carried away on the transports. Most the other explorers and archeologists will run for cover, and have little desire to get mixed up in combat. They will be protective of the crates that contain artifacts, however.

IMPERIAL JUNGLE TROOPER [MINION]

3 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	1 PRESENCE
SOAK VALUE 5		W. THRESHOLD 5		R DEFENSE M -/-	

Group Skill: Athletics, Discipline, Perception, Ranged (Light), Ranged (Heavy), Survival, Vigilance.

Talents/Abilities: None.

Equipment: Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Ranged [Medium]; Stun Setting), 2 Frag Grenades (Ranged [Light]; Damage 8; Critical 4; Ranged [Short]; Blast 6, Limited Ammo 1), electrobinoculars, extra reloads, jungle trooper armor (+2 soak, adds to all stealth checks in a jungle environment), utility belt.

TIME IS OF THE ESSENCE

Captain Fwizz made it very clear to the PCs that they only have 24 hours to complete their mission, since his ship only has clearance to be in the landing area for 24 hours (1 day). If the PCs don't make it back to the same landing area before that time, the Captain will have no choice but to leave without them. As a point of reference, the PCs arrive on Yavin 4 in the late afternoon, and should be back to the ship the next day at that same time. There could be other potential ways to leave Yavin 4, but the PCs currently only know this trusted source.

This time limitation should be used as a motivational tool and plot device by the GM. At each encounter, the GM should know the time of day, and give an idea to what time it is in relation to the time the PCs have to finish their mission. Travel time should also be accounted

for, which may make some PCs keen on the idea of acquiring a transport for better traveling efficiency.

Threats and Despairs can be used to chip away at their time, making actions take longer than originally anticipated. Advantages and Triumphs can also be used to make tasks be completed faster, and cut the time spent doing it significantly.

Continue to let the players know what their current timeline looks like, and time stamps will be provided on many of the encounters found in the adventure. A skilled group should be able to complete the primary objective within the allotted time, and if the PCs desire to accomplish any of the side quests are welcome to try, even if it means it may interfere with thier time limitations.

WELCOME TO THE JUNGLE

Once the players have their gear and are able to leave the landing area, they've been ordered to head south into the jungle. How they decide to leave is up to them. They may want to try and hotwire a section of the shield fence around the area, and crawl through. Or maybe the front gate is open, and they feel like that would be the best way. Whatever they choose, they will want to be cautious incase watchful or prying eyes notice them going the opposite direction of the excavation site. There are no cleared paths or roads that lead them south.

Once the PCs are in a private area, and have access to their gear, they should be able to assess their mission brief without a problem on a secure data pad. It requires a thumb scan of all the characters to unlock it. Read the following text, and afterwards, the GM can provide the players with the PC Map on the next page. A more detailed GM Map is also provided below with more details of the sites encountered in this adventure, including the Imperial Detention camp, and the Woolamander Palace. Keep these areas private from the players, for the time being.



You feel you are a safe distance away from imperial eyes, and you gain access to the mission brief. A holo vid appears with rebel Colonel Jenica Pierce and alliance hero Luke Skywalker.

Colonel Pierce begins. "Greetings team. If you are viewing this, you have successfully landed on Yavin 4, and are ready for a more detailed description of your mission. I know time is of the essence, so I'll get right to it.

First, there are hidden alliance data storages that were left behind during the evacuation after the Battle of Yavin 7 months ago. We can only hope that they've stayed hidden. You are to locate these caches and recover that equipment. I can't stress to you enough that these cannot fall into imperial hands. If there's any chance they could fall into their hands, the data equipment must be destroyed.

Second, we know we left some good people behind during the imperial raids on the base. I

don't know if any are still alive, but if you find any, bring as many of them home if possible. Third... well, I'm not 100% behind this one, but Commander Skywalker will instruct you further."

Luke Skywalker steps forward. "Greetings. This next request may seem a little abnormal, but I feel it is important nonetheless. I felt a great force presence while station on Yavin, especially around a temple found in the jungle quite a ways from the rebel base. There must be some connection there, maybe an object?... I need you to check it out, and bring back any force artifact you find. I feel like the force is with the rebellion, and this could help immensely."

Colonel Pierce comes into focus again. "The coordinates will be programmed into the data pad. Good luck Team. Be very careful out there. The jungles of Yavin 4 are not to be taken lightly. May the force be with you."



If you need to remind the PCs of the tasks they have been assigned, here are the abbreviated mission goals:

- Recovery of hidden alliance equipment/data files that hopefully hasn't been discovered. (Data pad will give locations once inside the temple, and code cylinders will help unlock them.)
- If there are any survivors, bring as many as you can back alive.
- Force object(s) in the nearby temples. Bring back, if possible.

IT'S A SCARY PLACE

There's about an hour of sunlight left, and the PCs can decide what they would like to focus on first and where they want to go. The general coordinates are on the datapad, and they will highlight the area where they currently are, and their destination point of the Messassi Temple. Generally, characters can walk about 2 miles every hour. They are about 2 hours from the Messassi Temple, and about 1.5 hours away from the Force area indicated on the data pad.

Now in the thick of the jungle, and knowing they will have to go deeper, each PC should make an **Easy (◆) Fear check** as they head into the jungle. If they fail, they will need to add a **■** to their next check, and will suffer 1 strain per **☉** rolled.

The next 5 encounters can be played out in any order, depending on how the adventure plays out. If the PCs were captured, back at the inspection scene, the Imperial Detention Camp encounter could be run. Or maybe they decide to camp overnight, and the Night on Yavin 4 would be the next choice. The GM can organize the encounters to fit the structure, decisions, and results of the PCs choices. Through all this, the PCs are up against the clock to complete their mission.

At anytime, the GM might also ask the players to make a **Hard (◆◆◆) Survival check** as they hike to their destination, get lost for some reason, or need to find another path. A **□** could be added with aid from the data pad. A failure could mean an additional encounter with the environment or jungle creature, causing them to get behind schedule. An **Average (◆◆) Resilience check** can also be added on occasion if fatigue, hunger, or exhaustion are elements that confront the PCs.

ENCOUNTER A: IMPERIAL DETENTION CAMP

Use this encounter if the PCs have been captured at anytime during the adventure, or discover it by accident. The GM can alter any of these details if it makes more sense in the PCs current situation.

ENVIRONMENT

There can be 4-6 Jungle Troopers stationed at the camp, and the GM can use the Jungle Trooper stat block from the first scene. If the PCs have been captured, they will find themselves still on Yavin, but in a make-shift Imperial security facility in the middle of the jungle, locked in some metal cages without restraints. They will find 4 Rebels there, weak and malnourished in nearby cages, or their own cage. There equipment is visible on some crates on the other side of the camp.

If spying these cages from a distance they will need to make a **Average Perception (◆◆■) check** to spot the captured Rebels, with the Setback due to the thick foliage around the area.

HOW FAR?

Depending on when they encounter this, their time could be cut even shorter, but here are some general ideas of distance and time:

- If captured after the first inspection scene, it will be dusk.
- 2 hours from Force area
- 3 hours from Messassi Temple

OPTIONS FOR ESCAPE/RESCUE

PCs will need to escape, get their gear back and continue with the mission, or may attempt to rescue the hostige rebel prisoners. Remember that the adventure can't progress unless the PCs escape. Encourage the players come up with their own ideas, but if they are in need of some ideas, the GM can offer the following:

- They discover that one NPCs escaped weeks ago, and maybe they can discover how they did it by inspecting their now empty cell.
- Another NPC has been working on an escape, and can use the PCs for the finishing touches.
- Long term prisoners may be familiar with guard schedules, or perceptive PCs have analyzed movement, and can sense opportunities for escape during prisoner work detail.
- One of the guards on duty is either naive or bored, and PCs could taking advantage of them who might offer the players more liberties when they are on duty.
- Discovering access to a central security terminal that unlocks the cage doors.
- Take a moment to riot during a prison transfer that can happen at a convenient time.
- NPCs and PCs are put in binders and given melee weapons to fight for the guards amusement. Maybe they can find a moment to escape?

- If all else fails, a jungle creature or group of creatures comes crashing into camp, causing cells to unlatch or get crushed open. Could be a Mamien attack (stat block below) or a herd of large Runyips that stampede through the camp.

MAMIEN [RIVAL]



Skills: Brawl 4, Survival 3, Vigilance 2.

Talents/Abilities: Surefooted (Suffers no difficulty when moving through difficult terrain).

Equipment: Pommel Fists (Brawl; Damage 6; Critical 4; Ranged [Engaged]; Knockdown, Vicious 2).

ENCOUNTER B: THE HIKE TO THE FALLS

This encounter could be a good one right after the PCs discover their mission objectives, or at another time when they are moving through the jungle.

As you travel through the thick jungle, you hear a low static sound, like the hissing of air that seems to surround you. It steadily grows louder with each step. Eventually, the ground turns rocky and the brush clears, revealing the edge of a roaring waterfall. You are on a high ridge about halfway up the waterfall that stretches up nearly forty meters. A pack of soaring sky-blue skysnares dive down and vanish in the spray of mist. Moments later, they emerge with fresh fish in their beaks, screeching before gliding toward the mountains beyond.

ENVIRONMENT

PCs can either find a way across the falls, or head back to look for another route, which could add more time to their travel. The two sides of the falls are short range from each other, and with the wet surfaces, may be quite difficult to jump.

HOW FAR?

This encounter can be placed anywhere on the map, and at any time a challenge is needed to throw at the players if a failed Survival check was made.

OPTIONS TO CROSS

There are the remains of a long-rotted bridge that span the gap. All that remains of the bridge are 2 ropes, one above the other. PCs can make a **Hard (◆◆◆) Coordination check** to shimmy across using both lines. If the PCs fail, they aren't able to maneuver across. They will have to try again or find another path, and the additional time will eat away at their schedule. With a result of a Threat or Despair, PCs might fall Short range into the river below.

PCs can also discover a slick, thin path that runs behind the rushing waterfall, and attempt to move along it. They must succeed at an **Average (◆◆◆) Athletics check** with 2 Setback due to the slick surface and cold water to cross safely. Once again, if the PCs fail, they aren't able to maneuver across. They will have to try again or find another path, eating away more time at their schedule. With a result of a ☹ or ☹, PCs might fall Short range into the river below.

PCs can also opt for a more time consuming hike downstream for a half-kilometer and swim across where the stream is shallower, requiring an **Easy (◆◆) Athletics check** with 2 Setback due to the cold water and swift current. Failure could mean the PCs are swept down river, and possibly dealing with wet or lost supplies, and possibly in need of medical care. ☹ can be spent as the PCs disturb a nesting, territorial Ursosaur (stats below) which attacks them.

Using this longer route means more time, forcing the party to once again make a **Hard (◆◆◆) Resilience check** or **Daunting (◆◆◆) Discipline check** to continue. A failure could require them to rest and eat for quite some time, or suffer 5 strain to carry on.

URSOSAUR [RIVAL]



Skills: Athletics 2, Brawl 3, Coercion 2, Perception 1, Survival 3, Vigilance 2.

Talents/Abilities: Adversary 1, Silhouette 2.

Equipment: Beak (Brawl; Damage 4; Critical 1; Ranged [Engaged]; Inaccurate 2, Vicious 3), Claws (Brawl; Damage 6; Critical 3; Ranged [Engaged]; Pierce 2).



ENCOUNTER C: NIGHT ON YAVIN 4

When the PCs are ready to spend the first night on Yavin 4 out in the jungle, run this encounter.

The sun dips below the horizon, the jungle canopy becomes an eerie dark shadow illuminated by the great orange sliver of the gas giant above. An orange tint is cast on the canopy that can reach the light, while everything else becomes a murky black. But the sounds coming from the jungle indicate that it is still very much alive. The tree tops jolt and shake, and creatures woop and wail in the distance.

ENVIRONMENT

Players can decide where they feel would be a good place to camp, but are limited to jungle surroundings. They may try sleeping in the trees, or on the ground. Maybe they spend a Destiny Point to find a nearby cave. Whatever the case, they should remember that night time in the jungle is very dangerous. A fire might be helpful keeping away predators, but may also give away their position.

Watches could be a good idea, to help keep an eye out for predators or other jungle visitors. They will need to rest, as they have been hiking all afternoon. Droids don't necessarily need to sleep, but they still might need to conserve power cells being out in the jungle with no power source for recharging.

HOW FAR

Where the PCs are can depend on what has happened before. Most likely they've already been on planet for at least a couple hours. They may be camp-

ing in or near the force area displayed on the map, or still a few hours way from the Massassi Temple. Or they may decide to hike through the night, which can be an automatic combat with a pack of Choku, and exhaustion will set in.

OPTIONS DURING THE NIGHT

If someone is playing a force user, during their watch, or sometime in the night, they will have something call to them, and feel a strong force presence close by. This is foreshadowing for the force sensitive area and the woolamander palace they are nearing.

For each PC that takes a watch, make a **Hard (◆◆◆□□)** **Vigilance check** or **Hard (◆◆◆□□)** **Resilience check** with 2 Setback for the dark and concealed flora around them. A successful check means they stay alert and nothing happens, but a failed check means fatigue gets the better of them, and they fall asleep. During any of the failed checks, the PCs will be attacked by 2 packs of 3 repatvian creatures called Choku. If the PCs had a fire, the Choku will keep their distance at first. But unbeknownst to the players, the fire will also cause Imerial Probe Droids to be dispatched to check out the blaze in the morning.

ONWARD IN THE MORNING

If the PCs got any sleep from the previous night, they can heal 1 wound and heal all strain.

One PC can make a **Hard (◆◆◆)** **Survival Check** to find the best route to continue. A **□** could be added with aid from the data pad. A successful check means they continue without problems, and possibly see a Probe Droid pass by them, sent to check on the fire or blaster fire from the previous night. A failure means the party wanders around, taking longer than expected, putting them behind schedule, And have a run in with an Imperial Probe Droid.

CHOKU [MINION]

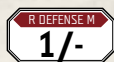


Group Skills: Brawl, Coordination, Stealth.

Talents/Abilities: Camouflaged (Add ■■ to Stealth checks), Surefooted (Suffers no difficulty when moving through difficult terrain).

Equipment: Serrated Teeth (Brawl; Damage 3; Critical 5; Ranged [Engaged]; Vicious 1).

IMPERIAL PROBE DROID [RIVAL]



Skills: Cool 1, Perception 2, Ranged (Light) 2, Stealth 2, Survival 2, Vigilance 2.

Talents/Abilities: Droid, Hover, Self Destruct Mechanism (should the droid's mission become compromised, it may self destruct as an out-of-turn incidental. This explosion does 10 damage to engaged characters).

Equipment: Heavy Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Ranged [Medium]; Stun Setting), Holo-messenger, life-form scanner, long range terrain scanner.

ENCOUNTER D: AN EXTRA CREATURE ATTACK

It's possible the GM wants to add extra drama to the group, or maybe a ☹ was rolled, or a Survival check failed. This creature attack could be inserted anywhere during the adventure. The PCs can stumble into a Mamien nest, or Ursosaur area, and have to face more jungle dangers. The GM can use any of the creature stat blocks provided up to this point.

PC could be climbing a ledge prior to the encounter, and are attempting a **Hard (◆◆◆) Athletics check**. If they use rope, make it **Average (◆◆)**. The creatures may only be aggressive if PCs are in their territory, and may give up on the attack if the PCs flee the area.

ENCOUNTER E: FIND A REBEL SURVIVOR

This can be inserted into any part of the mission, before or after the PCs have completed their primary tasks, or if they are actively searching for survivors.

The rustling of the bushes nearby causes you and the others to ready their weapons, unsure of what is hiding in the tall plants. The silence that follows seems more punctuated by the small insects buzzing around, and the jungle canopy swaying in a gentle breeze. You wait for another moment, when a sound comes from your left and the sounds of something moving quickly through the brush is clear.

ENVIRONMENT

PCs can track the sounds to a large hill hidden deep off their original path with a **Hard (DDD) Survival check**. They may find tracks that lead up to it, but then suddenly vanish.

To find more clues, PCs can do a **Hard (◆◆◆) Perception check** to notice an opening, and find a person huddled in a small cave. If they generate Threat, the PCs get attacked by this person. An ☹ could be used to find a rebel insignia on their clothes, or a banner discarded in a corner.

HOW FAR

This encounter could be played anywhere and at anytime in the adventure. Ideally, the location can be somewhere east of the Yunteh Mountains, but before the Unnh River.

WILDMAN OF THE JUNGLE

The person is a rebel that was left behind 7 months ago. Maybe the rebel had escaped from prison recently, or has survived living out in the jungle all this time. Isolation, the dangers of the jungle, and imperials on the hunt, have caused the rebel great mental anguish, and the PCs will find a terrified, uncertain, unhinged, shell-of-a-person that he used to be. He looks barely alive, with a thin frame, and clothes that are torn and barely hanging onto his body.

The PCs may need to win over his trust with some **Social checks** opposed by the rebel's skills, adding a ■ to any check with the rebel due to his frightened nature. Once he realizes the PCs are fellow alliance

members, he first lashes out, shouting at them, and asking why they left him. But his emotions will soon fade to gratitude, and pleading that they take him with them. He may even share with the PCs there are more rebels caught in the Imperial Detention center near the original landing area. He will be very vocal about helping them too, and doesn't want them to suffer the same way he has suffered.

OPTIONS TO HELP

If the PCs help him, he will be able to move quickly in short sprints, but slower over a great distance due to his weakened state. Any immediate medical attention, or sharing of rations, will give him strength and help with his endurance. If there are any other creature attacks, the wild rebel will be targeted due to the creatures recognizing the weakest and easiest to hunt.

WILD LONE REBEL [RIVAL]

1 BRAWN	2 AGILITY	3 INTELLECT	3 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 1		W. THRESHOLD 10		R. DEFENSE M -/-	

Skills: Perception 2, Ranged (Light) 1, Stealth 2, Survival 2, Vigilance 1.

Talents/Abilities: Arboreal Ambush (one per session while in a forested area, may spend ♣ from an Initiative check to pick a single opposing minion group; that group may not act in the first round of combat).

Equipment: Torn clothes, long stick with a point at one end, sharp stone.

THE GREAT MASSASSI TEMPLE

When the PCs start seeing the Massassi temple, their primary object should become the primary focus. Read the following:

As you get closer to the Old Rebel base, the devastation becomes more and more apparent. Potholes from bombers litter the area, and the temple itself looks like it took a few direct hits. Scorch marks and blaster scars litter the scene, adding to the horrible narrative. You imagine those rebels left behind, or those caught off guard to the Imperial response, and feel a determination to complete your mission. If not for the Colonel, but for those that lost their lives here.

GETTING INSIDE

Although the area looks desolate, an **Average (◆◆) Perception check** will discover the following: an Imperial Probe Droids patrol the area, and make regular scanning paths. Sensor fences surround the perimeter, and keep things out of the main area. Any creature that touches it suffers 3 strain. There are some openings in the side of the temple could be a way into the building, but PCs will need to somehow get through the fence, and stealth past the probe droid. An **Average (◆◆) Mechanics check** can get PCs through the fence, and a successful **Hard (◆◆◆) Stealth check** can get them past the probe droid undetected. Otherwise, the droid is bound to attack, and send a communication to other Imperials.

INSIDE THE OLD BASE

Once inside, the data pad will activate a homing beacon to help direct the way to the equipment and data files. Be aware of the time, and PCs that explore too much may get strapped for time. They should be eager to get the equipment and files, and exit as quick as possible.



Inside they'll see more rubble and smashed equipment all over the place. Old wiring and jungle growth have started to creep in and spread. It's clear that the empire raided this temple for weeks, maybe months, in hopes to find any alliance intel.

As PCs follow the data pad coordinates, the GM could ask the PCs for an **Average (◆◆) Athletics check** as they climb over the broken equipment and rubble. A failure will cause the search to take more time, and suffer 2 strain as they struggle through the debris.

CLEVER GIRL

If the GM wants to insert more drama for the PCs, a Woolamander group could swoop down and swipe the data pad from the PC holding it, and lead them on a chase through the temple. A competitive **Easy (D) Athletics** or **Easy (D) Coordination check** will determine how quickly they give chase, and if they are able to recover the data pad in a timely manner. Any 🌀 or 🕒 could be used to alert the probe droid to their presence through noise, or some other means.

If things take a turn for the worst, like the pad gets broken, dropped, or lost, the PCs will have to use other means to find the hidden equipment, using their own memory of the data pad screen, and some ingenuity.

X MARKS THE SPOT

The tracking beacon highlights 2 areas on the data pad screen. One is a power generator, with additional instructions to restore at least a percentage of the power, especially to a specific room highlighted as a second destination.

This secondary room is found empty, except for the smashed equipment that litter the ground. The data pad signal points the PCs towards one of the walls. A successful **Hard (◆◆◆) Perception check** can reveal secret holes in the wall that are the same size as the 2 code cylinders that came in the storage pack. The cache is hidden behind the wall.

If power to the room was activated, the PCs can simply use the code cylinders to unlock a hidden door that will open. Behind the door are untouched data-banks that can be removed with an **Easy (D) Computers check**, and fit into the empty storage compartments in the backpack of one of the PCs. Cautious players may also want to back up the data onto a data pad, which can be done as well.

EXIT, STAGE RIGHT

With the equipment secure, players just need to make their way back out of the great temple, unseen by the patrolling probe droids. If this is the last encounter or goal they have, the GM can go straight to the final confrontation section.

WOOLAMANDER [MINION]



Group Skills: Brawl, Coordination, Stealth, Vigilance.

Talents/Abilities: Silhouette 0, Ambushers (Add ■■ to checks to avoid surprise)

Equipment: Hands (Brawl; Damage 4; Critical 5; Ranged [Engaged]; Knockdown, Disorient 2), Pile On (Brawl; Damage 2; Critical -; Ranged [Engaged]; Ensnare 3).



THE PALACE OF THE WOOLAMANDER

If the PCs want to go after Luke Skywalker's request to investigate the force sensitive area, they will discover another great structure called the Palace of the Woolamander. The structure is found along the banks of the Unnh River, entwined within the dense overgrowth of the Val'Arnos Jungle. Hundreds of woolamanders have taken residence here and the surrounding area, and woolamander iconography and statues are seen throughout. Force sensitive characters have felt the draw to it throughout the hike, and will feel a stronger connection as they continue to get closer.

CORRUPTED GROUNDS

As you enter the temples grounds a sense of uneasiness comes over you. The oppressively humid air stinks of death and decay. The local vegetation offers little relief from the unpleasantness. The trees are dense and tall, with a canopy more than thirty meters overhead. Little light is able to penetrate the tree-tops. In spite of the trees' sheer number, they look sickly. Gray moss hangs from their upper branches, smothering their native foliage in many places and obscuring a clear view of the canopy. The lower trunks are covered in a thick gray fungus, which lets out a puff of spores in response to contact. The spores are not toxic, but they smell awful and can easily trigger a sneezing fit.

You spot and hear the whooping of the small, simien creatures (woolamander) that perch and move around the top of the temple and along the nearby tree branches. Some scramble away as you draw closer to the crumbling remains of a squat stone monastery.

Within a short amount of time, your footing becomes unstable and the path turns to mud. Within a few steps, your footgear is covered in filthy brown goo, and the sludge seems to creep up your clothing. Every step through the muck requires careful thought, as maintaining your balance becomes challenging.

PCs can make an **Average (◆◆■) Athletics Check** as you move through the muck, with a Setback for the difficult terrain.

There are three corrupted Mamiens (Dark Hunters) stalk the temple's exterior grounds and watch the PCs as they make their way to the temple. The corrupted animals do not attack the party at first. Instead, they take the time to size them up and get into position as the PCs enter the temple. A successful **Hard (●●◆) Vigilance** or **Hard (●●◆) Perception check** will be needed to notice them lurking in the shadows.

ENTERING INSIDE

Assuming the PCs continue their way inside, GMs can accentuate the eerie feeling as they continue in.

A single small opening invites you into the old temple. The walls and ceilings are covered in a web of vines and vegetation, seeping in from any crack or crevice. The air is stale and lighting is sparse at best as you continue through the crisscrossing corridors. Staircases and large openings in the floor seep into a dark abyss below. You get to a point where you no longer can move forward without a light source. You swear you begin to hear something moaning somewhere in the darkness below.



A web of crisscrossing corridors span several sub-levels, stretching dozens of meters beneath the surface. The ground remains muddy and unstable. PCs should make an **Average (◆◆) Fear check** with the spooky nature of the temple, and the disembodied wails and moans inside the subterranean passages begining to be louder. A failure will mean they must add a ■ to all their checks while inside.

GMs can add any of the following ideas as they continue exploring the dark ruins:

- PCs move down a hallway where the muck continues on the ground. Halfway through, they find a dry, raised step with a locked stone door next to it. Force users can sense 2 latches on the other side. The left one opens the door, and a right one opens the floor in front of the door, and anyone standing on the raised step suffers Short range fall damage. Inside the room are three statues of woolamanders carved out of a corusca gem, worth 1,000 credits each.
- The hallway narrows in front of them, forcing the PCs to walk in single file. Haunting voices begin to call out to the players through the walls, telling them to come up the narrow corridor walls. Long, vines reach down from above, trying to pull them up. PCs roll an **Average (◆◆) skill check**, using any skill they feel will help them avoid being seduced or ensnared. Failure means the player allow the vines to pull them up. If they are not stopped, they will suffer up to 1 point of their strain threshold as they are affected by the corrupted vine.

- A hole in the floor gives the PCs access to a large, dark room under them. If light is shined inside, they will see a large stone woolamander statue, holding 2 blue orbs. Players can use rope and an **Average (◆◆■) Athletics check** to repel down and gather the orbs, each worth 3,000 credits. The orbs also add a ■ to all skill checks to anyone that carries it, due to it's corrupted nature. Once the palace has be cured of the corrupted force, they will once again just be decorative artifacts.

DARK HUNTER AMBUSH

When the GM feels like the party is ready, they will discover the Dark Hunters have been following them deeper into the structure, and they will finally make their move.

You move further down into the sub-level corridors, being drawn to something below. The hallways lead to a crossroads of sorts, splitting into 3 other passageways. Suddenly behind you, you hear a low growl, feet sloshing in the muck, and 2 red eyes pierce the darkness. You glance down the other hallways, only to see more pairs of eyes staring at you.

Once inside, the Dark Hunters enter and prepare to attack a target from the front, others attack from behind. They do not attack droids, since they do not recognize purely mechanical beings as proper-smelling prey. They may play with their prey before attempting a kill, seeming to enjoy watching their prey



suffer. If a victim falls prey to their Burn effect, they are likely to observe it as it writhes in agony rather than continuing to attack.

Dark hunters target victims for personal pleasure and are unlikely to retreat, embracing their own suffering as well.

DARK HUNTER [RIVAL]



Skills: Athletics 2, Brawl 2, Coercion 2, Cool 2, Stealth 2, Vigilance 1.

Talents/Abilities: Silhouette 2, Quick Strike (Add ■ to combat checks against PCs not yet acted this encounter), Cunning Ambush (PCs add ■ to initiative checks).

Equipment: Teeth/Claws (Brawl; Damage 8; Critical 2; Ranged [Engaged]; Burn 2).

THE FORCE ARTIFACT

You discover a large room further in, stretching many meters beneath the surface, covered in vegetation. Somehow, a sliver of light streaming in from a hole in the ceiling illuminates the center of the room. There sits a large, 2 meter, round platform with vines growing up from the base and encircling the top plate about 3 feet from the floor. The strange, shimmering, vines intertwine and weave around the platform, and a light catches your eye from inside the flora latticework on the top plate.

Players can barely make out a metallic shape in the center of the platform, with small openings just large enough for a hand to fit. Any Force users in the party will feel the Force radiate behind the vines from this metallic object.

The glistening vines excretes a synthetic neurotoxin onto its outer layer. Medi-sensors or similar tools can identify the poison, or a successful **Hard (◆◆◆) Knowledge (Xenology) check** will reveal the same. Anyone who comes in contact with it, that is not wearing coverings that specifically prevents poisonous effects, must immediately make an **Average (◆◆) Resilience check**. If the check fails, the target suffers 3 strain as the poison begins to seep through any clothes and enter the bloodstream.

PCs can attempt to remove the metallic shape in various ways. If they try to reach into the vines with-

out a skill check, they will suffer as described above. To attempt carefully reaching in, they must succeed at a **Hard (◆◆◆) Coordination check**, as the object is deep in the vines, and players will have to not only reach in quite a ways, but also avoid touching the poisonous outer layer. A ♥ might make the vines close around the PCs arm, and initiate combat with the aggressive vegetation.

The PCs might figure the easiest way to get to the object at the center of the platform is by hacking or shooting at the plant and vines. If they try this route, the vines will release toxic spores in the air, and lash out aggressively. Combat initiative will begin, and the vines will continue to “protect” the metallic object, but will also attack the PCs throughout the chamber. In one corner of the room, a pod large enough to hold a PC will emerge, and vines will try to lift, carry, or drag PCs over to it to be consumed.

The vines are feeding off the negative energies from the metallic object, which is a Sith Holocron. This negative energy is spreading throughout the temple, corrupting the grounds and creatures that live there. Once the PCs have successfully removed the holocron from the room, and from the grasp of the vines, the corruption will begin to dissipate. Vines will begin to recede, the ground becomes more solid and less muddy, the noxious smell lessens, and what were the dark hunters are now mammals peacefully eating leaves on the outside temple grounds.

LARGE CORRUPTED PLANT [NEMESIS]



Skills: Brawl 2, Cool 2, Resilience 3, Vigilance 3.

Talents: Adversary 2, Durable 3 (reduce Critical Injury results by 30, to a minimum of 1).

Abilities: Toxic Layer (while Ensnared, a character is exposed to a synthetic neurotoxin acid rating of 3 [see **Chapter VI: Conflict and Combat** if any core rulebook.]), Drawn In (Characters Ensnared by the corrupted plant add ■■ to their checks to break free. If they fail or do not attempt the check, at the end of their turn they are pulled one range band closer to one of the corrupted plant’s pod. Should they end their turn at Engaged range of the pod, they are captured in the pod and are immobilized until released. Should the corrupted plant suffer a **Hard (◆◆◆)** or worse Critical injury, or be killed, it immediately releases all captives.) Immobile (cannot spend maneuvers to move), Silhouette 3.

Equipment: Toxic Vines (Brawl; Damage 3; Critical 4; Ranged [Short]; Ensnare 2).

THE FINAL CONFRONTATION

After the PCs have accomplished their main objectives, and especially if they recovered the Sith holocron, the GM has an option to give the group a final confrontation against the forces of the Empire, which may prove to be a lethal ending to the game as Darth Vader is with them, and looking for the Sith holocron. As this adventure could be used as a one shot, a continuation of the characters may not be a desired or viable option, in which case, a glorious death at the hands of the Sith Lord could be memorable.

A small squad of jungle troopers will appear outside the temple grounds, or as the group make their way back to the landing area up north. Darth Vader will also step forward, and demand the holocron and any data the PCs recovered. As he demands the items, any PCs within Medium range of Vader must make a **Hard (☠☠☠) Fear check**. Vader will not hesitate to eliminate each rebel for the holocron, and is not interested in taking prisoners.

A GM should assess the group's desire to continue with the characters before unleashing a Sith Lord and storm troopers upon the already weakened group. Or if the GM would rather give the PCs a victory through all their hardships, the final confrontation may be skipped altogether. Keep in mind that Darth Vader is a formidable adversary, and most characters won't last longer than a couple rounds.

TIME TO LEAVE

If the PCs make it back to the landing area, Captain Fwizz will be loading the last of his supplies with a worried look on his face. As soon as he sees the PCs, a noticeable sigh of relief is shown by the Captain.

The PCs can stash their cargo and backpacks safely in some crates the Captain directs them to, and are able to make it off of Yavin 4 without any further issues. The characters are looking forward to a long rest, a good bacta tank, and medals for sure.

If the PCs make it back to the landing area, but not on time, they will find the Captain arguing with some troopers about something to stall for time. When the PCs are seen, he will wrap up the confrontation, apologize for the misunderstanding, and take off as soon as the characters are on the ship. Many of the passengers are upset at the delay, but the Captain makes sure the PCs know that they owe him one.

Their transport goes into hyperspace, and the rebel alliance will enjoy the information gathered, and Luke will come to realize that the Holocron found is nothing to play with.

XP REWARDS

If this is a one shot adventure, and the players are using the supplied playable characters from this book, it is encouraged that the GM reward the PCs with XP throughout the game. That way, the players can level up while playing, and get a sense of improvement to their characters. GMs can follow this example to award experience points during the game.

- After surviving the first night: 10 XP
- After finding at least 1 rebel left behind: 5 XP
- After acquiring the rebel data storage: 10 XP
- After acquiring the Force artifact: 5 XP

If this adventure is part of a larger campaign, or players are using their own creations, the GM can offer the following experience points at the end of the game.

- Complete the adventure: 20 XP
- Find at least 1 rebel left behind: 5 XP
- Acquire the rebel data storage: 10 XP
- Acquire the Force artifact: 5 XP
- Make it back to the ship on time: 10 XP

The GM can award more experience points for good role playing, and creative ideas throughout the character's mission.



RESOURCES

The following pages contain playable characters that can be used in this adventure, NPC cards for quick reference, and links to all the characters and creatures found in this book using RPG Sessions.

PLAYABLE CHARACTERS

Five printer friendly playable characters have been provided for your convenience in a custom layout. The bottom has a condensed talent tree for the player, and is made with new players in mind. You may notice that the characters are the same rebels found in the **Imperial Assault** game by Fantasy Flight Games. If you have the game, a GM can use the miniatures with this adventure, as well as maps, if so desired.

ADVERSARY CARDS

All the NPCs the players may come across are also provided in these printer friendly cards. For a more detailed character sheet of Darth Vader, see the **Allies and Adversaries** supplement book by Fantasy Flight Games and Edge Studios.

RPG SESSIONS

For digital character sheets, you will be able to find all characters in this adventure on **RPG Sessions**. If you don't already have an account, sign up for free. Then you can click on the following links, and clone the sheets to your own account for easy access.

RPG Sessions also has features to play your Star Wars role playing games online with the help of the Game Table. Roll skill checks, choose party vehicles, and roll initiative, all in one easy to use and intuitive interface. Join our Discord Server, and come say hi to us! We'd love to hear from you. Create your free account today! www.rpgsessions.com



PLAYER CHARACTERS

[Diala Passil](#) - A Twi'lek Jedi Padawan survivor.

[Gaarkhan](#) - A powerful Wookiee vanguard soldier.

[Gideon Argus](#) - An human rebel commander.

[Mak Eshka'rey](#) - A confident, sharp shooting Bothan trailblazer.

[MHD-19](#) - An upgraded medical droid.

[Jyn Odan](#) - A skilled smuggler and gunfighter.

ADVERSARIES

[Traveling Scholar](#) [Rival] - Explorers, archeologists, and scientists eager to explore the secrets of Yavin 4.

[Captain Fwizz](#) [Rival] - Pilot of the transport that brought secret band of rebels to Yavin 4.

Imperial Jungle Trooper [Minion] - Ground troops for the Galactic Empire with jungle training.

Mamien [Rival] - Large simian creatures native to Yavin 4, and very protective of their young.

Ursosaur [Rival] - Thick-scaled reptilian quadrupeds, ranging in color from brown to green, with dark beaks and strong claws.

Choku [Minion] - Quadruped reptavians native to Yavin 4, known for their bright fur. Living and hunting in packs, they were powerfully muscled carnivores and deadly hunters.

Imperial Probe Droid [Rival] - Used by the Galactic Empire for deep space exploration and reconnaissance.

Wild Lone Rebel [Rival] - Member of the rebel alliance that was abandoned on Yavin 4 after the first Death Star was destroyed.

Woolamander [Minion] - Canopy dwelling creature native to the moon Yavin 4 with rotund bellies, a pair of arms that were much longer than their legs, and a thin tail capped with a bushy tuft of rainbow-colored hair.

Dark Hunter [Rival] - Aggressive, evil Mamiens that have been corrupted by the Sith holocron in the center of an ancient temple.

Large Corrupted Plant [Nemesis] - Influenced by the Sith powers emanating from a holocron, this carnivorous vine surrounds the unholy artifact.

Darth Vader [Nemesis] - Dark Lord of the Sith.

CHARACTERISTICS

3 BRAWN	2 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	3 PRESENCE
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DESCRIPTION

NAME **DIALA PASSIL**
 CAREER/SPECIALIZATION
PADAWAN SURVIVOR

2
FORCE

SPECIES **TWI'LEK**
 GENDER **FEMALE**
 AGE **26**
 HEIGHT **1.76 M**
 BUILD **FIT**
 EYES **GREEN**



SKILLS

GENERAL SKILLS	RANKS	POOL	KNOWLEDGE SKILLS	RANKS	POOL
○ Astrogation (Int)	0	◆◆	○ Core Worlds (Int)	0	◆◆
● Athletics (Br)	2	◆◆◆	○ Education (Int)	0	◆◆
○ Computers (Int)	0	◆◆	○ Lore (Int)	0	◆◆
● Cool (Pr)	2	◆◆◆	○ Outer Rim (Int)	0	◆◆
● Coordination (Ag)	1	◆◆	○ Underworld (Int)	0	◆◆
○ Discipline (Wil)	0	◆◆	○ Warfare (Int)	0	◆◆
○ Mechanics (Int)	0	◆◆	○ Xenology (Int)	0	◆◆
○ Medicine (Int)	0	◆◆			
● Perception (Cun)	2	◆◆◆	COMBAT SKILLS	RANKS	POOL
○ Piloting - Planetary (Ag)	0	◆◆	● Brawl (Br)	1	◆◆◆
○ Piloting - Space (Ag)	0	◆◆	○ Gunnery (Ag)	0	◆◆
○ Resilience (Br)	0	◆◆	● Lightsaber (Br)	2	◆◆◆
○ Skulduggery (Cun)	0	◆◆	● Melee (Br)	0	◆◆
○ Stealth (Ag)	0	◆◆	○ Ranged - Heavy (Ag)	0	◆◆
○ Streetwise (Cun)	0	◆◆	○ Ranged - Light (Ag)	0	◆◆
● Survival (Cun)	1	◆◆			
○ Vigilance (Wil)	0	◆◆	SOCIAL SKILLS	RANKS	POOL
			○ Charm (Pr)	0	◆◆
			○ Coercion (Wil)	0	◆◆
			○ Deception (Cun)	1	◆◆◆
			○ Leadership (Pr)	0	◆◆
			○ Negotiation (Pr)	0	◆◆

EXPERIENCE

TOTAL **150** AVAILABLE

SOAK VALUE **4**

WOUNDS THRESHOLD **13** CURRENT

DEFENSE MELEE RANGE THRESHOLD **13** CURRENT

CRITICAL INJURIES

□□□□

□□□□

□□□□

WEAPONS

NAME BASIC LIGHTSABER	SKILL LIGHTSABER	DAM 6	CRIT 2	RANGE ENGAGED	ENC 1	HP 5
SPECIAL BREACH 1, SUNDER	CONDITION □□□					
NAME	SKILL	DAM	CRIT	RANGE	ENC	HP
SPECIAL	CONDITION □□□					

CREDITS

150

ENCUMBRANCE

THRESHOLD **8** CURRENT **2**

GEAR

COMLINK	ENC
SCHOLAR CLOTHES	ENC
DATA PAD	ENC 1
FORGED CREDENTIALS	ENC
	ENC
	ENC
	ENC

ABILITIES

<p>✗ MULTIPLE OPPONENTS</p> <p>Add <input type="checkbox"/> to Lightsaber, Brawl, and Melee checks when engaged with multiple opponents.</p> <p>5 XP</p>	<p>✗ PARRY/REFLECT</p> <p>When hit by a melee attack while wielding a melee weapon or lightsaber, suffer 3 strain to reduce damage by 3. OR When hit by a ranged attack while wielding a lightsaber, suffer 3 strain to reduce damage by 3 plus ranks in Reflect.</p> <p>5 XP</p>	<p>✗ SARLACC SWEEP</p> <p>Increase difficulty of Lightsaber check by 1 to perform Sarlacc Sweep action. PC must target the opponent with the highest difficulty. May spend ⚡ to hit additional engaged targets.</p> <p>5 XP</p>	<p>✗ SENSE FORCE POWER</p> <p>PC can sense the Force interacting with the world around him. May spend to sense all living things within short range (including sentient and non-sentient beings). May spend to sense the current emotional state of one living target with whom he is engaged.</p> <p>10 XP</p>
<p><input type="checkbox"/> QUICK DRAW</p> <p>Once per round, draw or holster a weapon or item as an incidental.</p> <p>5 XP</p>	<p><input type="checkbox"/> DEFENSIVE TRAINING</p> <p>When wielding a Lightsaber, Melee, or Brawl weapon, the weapon gains the Defensive quality with a rating of 1.</p> <p>5 XP</p>	<p><input type="checkbox"/> NATURAL BLADEMASTER</p> <p>Once per encounter, may re-roll any 1 Lightsaber or Melee check.</p> <p>5 XP</p>	<p><input type="checkbox"/> SENSE FORCE POWER UPGRADE</p> <p>Ongoing effect: Commit Force Die. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.</p> <p>10 XP</p>

CHARACTERISTICS

4 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE
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DESCRIPTION

NAME **GAARKHAN**
 CAREER/SPECIALIZATION
SOLDIER/VANGUARD
 SPECIES **WOOKIEE**
 GENDER **MALE**
 AGE **176**
 HEIGHT **2.1 M**
 BUILD **LARGE**
 EYES **DARK BROWN**



SKILLS

GENERAL SKILLS	RANKS	POOL	KNOWLEDGE SKILLS	RANKS	POOL
○ Astrogation (Int)	0	◆◆	○ Core Worlds (Int)	0	◆◆
● Athletics (Br)	1	◆◆◆◆	○ Education (Int)	0	◆◆
○ Computers (Int)	0	◆◆	○ Lore (Int)	0	◆◆
● Cool (Pr)	1	◆◆	○ Outer Rim (Int)	0	◆◆
○ Coordination (Ag)	0	◆◆◆	○ Underworld (Int)	0	◆◆
○ Discipline (Wil)	0	◆◆	● Warfare (Int)	1	◆◆◆
○ Mechanics (Int)	0	◆◆	○ Xenology (Int)	0	◆◆
● Medicine (Int)	0	◆◆			
○ Perception (Cun)	0	◆◆	COMBAT SKILLS	RANKS	POOL
○ Piloting - Planetary (Ag)	1	◆◆◆	● Brawl (Br)	2	◆◆◆◆
○ Piloting - Space (Ag)	0	◆◆◆	○ Gunnery (Ag)	0	◆◆◆
● Resilience (Br)	1	◆◆◆◆	○ Lightsaber (Br)	-	◆◆◆◆
○ Skulduggery (Cun)	0	◆◆	● Melee (Br)	2	◆◆◆◆
○ Stealth (Ag)	0	◆◆◆	● Ranged - Heavy (Ag)	1	◆◆◆
○ Streetwise (Cun)	0	◆◆	● Ranged - Light (Ag)	0	◆◆
● Survival (Cun)	1	◆◆			
● Vigilance (Wil)	1	◆◆	SOCIAL SKILLS	RANKS	POOL
			○ Charm (Pr)	0	◆◆
			○ Coercion (Wil)	1	◆◆
			○ Deception (Cun)	0	◆◆
			○ Leadership (Pr)	0	◆◆
			○ Negotiation (Pr)	0	◆◆

EXPERIENCE

TOTAL **140** AVAILABLE



SOAK VALUE **5** WOUNDS THRESHOLD **18** CURRENT

DEFENSE MELEE RANGE STRAIN THRESHOLD **10** CURRENT

CRITICAL INJURIES

□□□□
 □□□□
 □□□□

WEAPONS

NAME VIBRO-AX	SKILL MELEE	DAM 7 CRIT 2 RANGE ENGAGED ENC 4 HP 3
SPECIAL PIERCE 2, SUNDER, VICIOUS 3		CONDITION <input type="checkbox"/> <input type="checkbox"/>
NAME	SKILL	DAM CRIT RANGE ENC HP
SPECIAL		CONDITION <input type="checkbox"/> <input type="checkbox"/>

GEAR

COMLINK	ENC
HEAVY CLOTHES	ENC
CODE CYLINDER	ENC
FORGED CREDENTIALS	ENC
	ENC
	ENC
	ENC

CREDITS

150

ENCUMBRANCE

THRESHOLD **9** CURRENT **4**

ABILITIES

✗ BODY GUARD Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer 2 strain, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by 2.	✗ CONDITIONED Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1.	✗ RAPID REACTION Suffer 1 strain to add 1 ✨ to initiative checks.	✗ SUPPRESSING FIRE Character and allies in short range may spend ☹ on failed combat checks once per round to inflict 1 strain on the target.
<input type="checkbox"/> IMPROVED BODY GUARD Once per encounter, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.	<input type="checkbox"/> MOVING TARGET If the character has already acted this round, increase ranged defense by 1.	<input type="checkbox"/> TOUGHENED Gain +2 wound threshold.	<input type="checkbox"/> SEIZE THE INITIATIVE Once per encounter, as a maneuver, may make a Hard ◆◆◆ Athletics check. On success, other PCs may take their turns immediately.



CHARACTERISTICS

2	2	3	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SKILLS

GENERAL SKILLS	RANKS	POOL	KNOWLEDGE SKILLS	RANKS	POOL
<input type="checkbox"/> Astrogation (Int)	0	◆◆◆	<input type="checkbox"/> Core Worlds (Int)	0	◆◆◆
<input type="checkbox"/> Athletics (Br)	0	◆◆◆	<input type="checkbox"/> Education (Int)	0	◆◆◆
<input type="checkbox"/> Computers (Int)	0	◆◆◆	<input type="checkbox"/> Lore (Int)	0	◆◆◆
● Cool (Pr)	2	◆◆◆◆	<input type="checkbox"/> Outer Rim (Int)	0	◆◆◆
<input type="checkbox"/> Coordination (Ag)	1	◆◆◆	<input type="checkbox"/> Underworld (Int)	0	◆◆◆
● Discipline (Wil)	2	◆◆◆◆	● Warfare (Int)	1	◆◆◆◆
<input type="checkbox"/> Mechanics (Int)	1	◆◆◆	<input type="checkbox"/> Xenology (Int)	0	◆◆◆
<input type="checkbox"/> Medicine (Int)	0	◆◆◆			
● Perception (Cun)	2	◆◆◆◆	COMBAT SKILLS	RANKS	POOL
<input type="checkbox"/> Piloting - Planetary (Ag)	0	◆◆◆	● Brawl (Br)	0	◆◆
<input type="checkbox"/> Piloting - Space (Ag)	0	◆◆◆	<input type="checkbox"/> Gunnery (Ag)	0	◆◆◆
<input type="checkbox"/> Resilience (Br)	0	◆◆◆	<input type="checkbox"/> Lightsaber (Br)	-	◆◆◆
<input type="checkbox"/> Skulduggery (Cun)	0	◆◆◆	<input type="checkbox"/> Melee (Br)	1	◆◆◆
<input type="checkbox"/> Stealth (Ag)	0	◆◆◆	● Ranged - Heavy (Ag)	0	◆◆
<input type="checkbox"/> Streetwise (Cun)	0	◆◆◆	● Ranged - Light (Ag)	2	◆◆◆◆
<input type="checkbox"/> Survival (Cun)	1	◆◆◆			
● Vigilance (Wil)	1	◆◆◆	SOCIAL SKILLS	RANKS	POOL
			<input type="checkbox"/> Charm (Pr)	0	◆◆◆
			● Coercion (Wil)	1	◆◆◆
			<input type="checkbox"/> Deception (Cun)	0	◆◆
			● Leadership (Pr)	2	◆◆◆◆
			<input type="checkbox"/> Negotiation (Pr)	0	◆◆◆

EXPERIENCE

TOTAL **160** AVAILABLE

DESCRIPTION

NAME **GIDEON ARGUS**
 CAREER/SPECIALIZATION
COMMANDER/TACTITIAN
 SPECIES **HUMAN**
 GENDER **MALE**
 AGE **58**
 HEIGHT **1.8 M**
 BUILD **FIT**
 EYES **BROWN**



SOAK VALUE	3	WOUNDS THRESHOLD	12	CURRENT
DEFENSE MELEE		STRAIN THRESHOLD	13	CURRENT

CRITICAL INJURIES

□□□□
 □□□□
 □□□□

WEAPONS

NAME HL-27 BLASTER PISTOL	SKILL R-LIGHT	DAM 5	CRIT 3	RANGE MEDIUM	ENC 1	HP 2
SPECIAL ACCURATE 1, STUN SETTING	CONDITION □□□					
NAME VIBRO-MACHETE	SKILL MELEE	DAM 4	CRIT 2	RANGE ENGAGED	ENC 2	HP 1
SPECIAL PIERCE 1, SUNDER, VICIOUS 1	CONDITION □□□					

CREDITS

250

ENCUMBRANCE

THRESHOLD **7** CURRENT **3**

GEAR

COMLINK	ENC
SCHOLAR CLOTHES	ENC
STIMPACKS X2	ENC
CODE CYLINDER	ENC
FORGED CREDENTIALS	ENC
	ENC
	ENC

ABILITIES

<p>CONFIDENCE May decrease difficulty of Discipline checks to avoid fear by 1.</p>	<p>QUICK DRAW Once per round, draw or holster a weapon or item as an incidental.</p>	<p>NATURAL OUTDOORSMAN Once per encounter, may re-roll any 1 Resilience or Survival check.</p>	<p>FIELD COMMANDER Take the Field Commander action; make a ◆◆ Leadership check. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.</p>
<p>NATURAL LEADER Once per encounter, may re-roll any 1 Cool or Leadership check.</p> <p>5 XP</p>	<p>COORDINATED ASSAULT Take a maneuver to add ◆ to combat checks for a number of engaged allies equal to Leadership until beginning of next turn.</p> <p>5 XP</p>	<p>SIDE STEP Once per round, as a maneuver suffer 1 strain to upgrade difficulty of all incoming ranged attacks by an equal number for the next round.</p> <p>5 XP</p>	<p>IMPROVED FIELD COMMANDER Field Commander action affects allies equal to double Presence, and may spend ◆ to allow allies to suffer 1 strain to perform 1 action instead.</p> <p>10 XP</p>

CHARACTERISTICS

2 BRAWN	4 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
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SKILLS

GENERAL SKILLS	RANKS	POOL	KNOWLEDGE SKILLS	RANKS	POOL
○ Astrogation (Int)	0	◆◆	○ Core Worlds (Int)	0	◆◆
● Athletics (Br)	1	◆◆	○ Education (Int)	0	◆◆
○ Computers (Int)	0	◆◆	○ Lore (Int)	0	◆◆
○ Cool (Pr)	1	◆◆	● Outer Rim (Int)	1	◆◆
○ Coordination (Ag)	0	◆◆◆◆	○ Underworld (Int)	0	◆◆
○ Discipline (Wil)	0	◆◆	● Warfare (Int)	0	◆◆
○ Mechanics (Int)	0	◆◆	○ Xenology (Int)	0	◆◆
● Medicine (Int)	0	◆◆			
● Perception (Cun)	1	◆◆◆	COMBAT SKILLS	RANKS	POOL
○ Piloting - Planetary (Ag)	0	◆◆◆◆	● Brawl (Br)	0	◆◆
○ Piloting - Space (Ag)	0	◆◆◆◆	○ Gunnery (Ag)	0	◆◆◆◆
○ Resilience (Br)	0	◆◆	○ Lightsaber (Br)	-	◆◆
○ Skulduggery (Cun)	0	◆◆◆	● Melee (Br)	2	◆◆◆
● Stealth (Ag)	2	◆◆◆◆	● Ranged - Heavy (Ag)	2	◆◆◆◆
○ Streetwise (Cun)	1	◆◆◆	● Ranged - Light (Ag)	1	◆◆◆◆
● Survival (Cun)	2	◆◆◆			
○ Vigilance (Wil)	0	◆◆	SOCIAL SKILLS	RANKS	POOL
			○ Charm (Pr)	0	◆◆
			○ Coercion (Wil)	0	◆◆
			○ Deception (Cun)	0	◆◆◆
			○ Leadership (Pr)	0	◆◆
			○ Negotiation (Pr)	0	◆◆

EXPERIENCE

TOTAL **150** AVAILABLE

DESCRIPTION

NAME **MAK ESHKA'REY**
 CAREER/SPECIALIZATION
SOLDIER/TRAILBLAZER
 SPECIES **BOTHAN**
 GENDER **MALE**
 AGE **31**
 HEIGHT **1.6M**
 BUILD **SLENDER**
 EYES **YELLOW**



SOAK VALUE 3	WOUNDS THRESHOLD 12
DEFENSE MELEE RANGE	STRAIN THRESHOLD 13

CRITICAL INJURIES

□□□□
 □□□□
 □□□□

WEAPONS

NAME **A280 HVY BLSTR RIFLE** SKILL **R-HEAVY** DAM **9** CRIT **4** RANGE **LONG** ENC **5** HP **2**
 SPECIAL **ACCURATE 1, CUMBERSOME 2, STUN SETTING** CONDITION □□□

NAME **AKRAB VIBRO-DAGGER** SKILL **MELEE** DAM **3** CRIT **2** RANGE **ENGAGED** ENC **1** HP **1**
 SPECIAL **PIERCE 3, VICIOUS 1** CONDITION □□□

CREDITS

150

ENCUMBRANCE

THRESHOLD **7** CURRENT **6**

GEAR

COMLINK ENC
 HEAVY CLOTHING ENC
 WEAPON SLING ENC
 FORGED CREDENTIALS ENC
 ENC
 ENC

ABILITIES

✗ STALKER Add □ to all Stealth and Coordination checks.	✗ OUTDOORSMAN Remove 1 ■ from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.	✗ DISORIENT After hitting with combat check, may spend ☉ to disorient target for 2 rounds.	✗ PRIME POSITIONS When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 until he leaves that cover.
<input type="checkbox"/> BLIND SPOT This character and allies within short range add ☉ to combat checks while benefiting from cover.	<input type="checkbox"/> ONE WITH NATURE When in the wilderness, the character may make a Simple (-) Survival check (instead of Discipline or Cool) to recover strain at the end of the encounter.	<input type="checkbox"/> PREY ON THE WEAK Add +1 damage to one hit of successful combat checks against disoriented targets per ranks on Prey on the Weak.	<input type="checkbox"/> AMBUSH Once per round while benefiting from cover, may make the Ambush maneuver. Add damage equal to Stealth skill to one hit of next successful combat check against a target within short range before the end of the turn.

5 XP

5 XP

5 XP

10 XP

CHARACTERISTICS

2	2	4	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

DESCRIPTION

NAME **MHD-19**
 CAREER/SPECIALIZATION
SOLDIER/MEDIC
 SPECIES **DROID**
 GENDER **-**
 AGE **-**
 HEIGHT **1.62M**
 BUILD **SLENDER**
 EYES **YELLOW**



SKILLS

GENERAL SKILLS	RANKS	POOL	KNOWLEDGE SKILLS	RANKS	POOL
<input type="radio"/> Astrogation (Int)	0	◆◆◆◆	<input type="radio"/> Core Worlds (Int)	0	◆◆◆◆
<input checked="" type="radio"/> Athletics (Br)	1	◆◆	<input type="radio"/> Education (Int)	0	◆◆◆◆
<input type="radio"/> Computers (Int)	1	◆◆◆◆	<input type="radio"/> Lore (Int)	0	◆◆◆◆
<input type="radio"/> Cool (Pr)	0	◆◆	<input type="radio"/> Outer Rim (Int)	0	◆◆◆◆
<input type="radio"/> Coordination (Ag)	0	◆◆	<input type="radio"/> Underworld (Int)	0	◆◆◆◆
<input type="radio"/> Discipline (Wil)	0	◆	<input checked="" type="radio"/> Warfare (Int)	1	◆◆◆◆
<input type="radio"/> Mechanics (Int)	0	◆◆◆◆	<input checked="" type="radio"/> Xenology (Int)	2	◆◆◆◆
<input checked="" type="radio"/> Medicine (Int)	2	◆◆◆◆			
<input type="radio"/> Perception (Cun)	1	◆◆	COMBAT SKILLS	RANKS	POOL
<input type="radio"/> Piloting - Planetary (Ag)	0	◆◆	<input checked="" type="radio"/> Brawl (Br)	0	◆◆
<input type="radio"/> Piloting - Space (Ag)	0	◆◆	<input type="radio"/> Gunnery (Ag)	0	◆◆
<input checked="" type="radio"/> Resilience (Br)	1	◆◆	<input type="radio"/> Lightsaber (Br)	-	◆◆
<input type="radio"/> Skulduggery (Cun)	0	◆◆	<input checked="" type="radio"/> Melee (Br)	1	◆◆
<input type="radio"/> Stealth (Ag)	0	◆◆	<input checked="" type="radio"/> Ranged - Heavy (Ag)	0	◆◆
<input type="radio"/> Streetwise (Cun)	0	◆◆	<input checked="" type="radio"/> Ranged - Light (Ag)	2	◆◆
<input checked="" type="radio"/> Survival (Cun)	1	◆◆			
<input checked="" type="radio"/> Vigilance (Wil)	1	◆	SOCIAL SKILLS	RANKS	POOL
			<input type="radio"/> Charm (Pr)	0	◆◆
			<input type="radio"/> Coercion (Wil)	0	◆
			<input type="radio"/> Deception (Cun)	0	◆◆
			<input type="radio"/> Leadership (Pr)	0	◆◆
			<input type="radio"/> Negotiation (Pr)	1	◆◆

EXPERIENCE

TOTAL **225** AVAILABLE



SOAK VALUE **3** WOUNDS THRESHOLD **12** CURRENT

DEFENSE MELLE RANGE **11** STRAIN THRESHOLD **11** CURRENT

CRITICAL INJURIES

□□□□

□□□□

□□□□

WEAPONS

NAME BLASTER PISTOL	SKILL R-LIGHT	DAM 6	CRIT 3	RANGE MEDIUM	ENC 1	HP 3
SPECIAL STUN SETTING	CONDITION □□□					
NAME	SKILL	DAM	CRIT	RANGE	ENC	HP
SPECIAL	CONDITION □□□					

GEAR

COMLINK	ENC
STIMPACKS X4	ENC
DATA PAD	ENC 1
CODE CYLINDER	ENC
FORGED CREDENTIALS	ENC
	ENC
	ENC

CREDITS

100

ENCUMBRANCE

THRESHOLD **7** CURRENT **2**

ABILITIES

<input checked="" type="checkbox"/> STIMPACK SPECIALIZATION Whenever a character uses a Stimpacks on a target, the target heals 1 additional wound.	<input checked="" type="checkbox"/> SURGEON When making a Medicine check to help a character heal wounds, the target heals 1 additional wound.	<input checked="" type="checkbox"/> STIM APPLICATION Take the Stim Application action; make a ◆◆ Medicine check. If successful, 1 engaged ally increases 1 characteristic by 1 for the encounter and suffers 4 strain.	<input checked="" type="checkbox"/> MASTER DOCTOR Once per round, suffer 2 strain to decrease the difficulty of a Medicine check by 1.
<input type="checkbox"/> NATURAL DOCTOR Once per encounter, may re-roll any 1 Medicine check.	<input type="checkbox"/> ANATOMY LESSONS Once per encounter, after making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.	<input type="checkbox"/> IMPROVED STIM APPLICATION When performing a Stim Application action, may increase the difficulty to ◆◆◆, and target only suffers 1 strain.	<input type="checkbox"/> IT'S NOT THAT BAD Once per encounter, when an ally would suffer a Critical Injury, may take an It's Not That Bad action; make a ◆◆◆ Medicine check to stop the ally from gaining the Critical Injury.



CHARACTERISTICS

2 BRAWN	3 AGILITY	2 INTELLECT	3 CUNNING	3 WILLPOWER	2 PRESENCE
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SKILLS

GENERAL SKILLS	RANKS	POOL	KNOWLEDGE SKILLS	RANKS	POOL
○ Astrogation (Int)	0	◆◆	○ Core Worlds (Int)	0	◆◆
○ Athletics (Br)	0	◆◆	○ Education (Int)	0	◆◆
○ Computers (Int)	0	◆◆	○ Lore (Int)	0	◆◆
● Cool (Pr)	1	◆◆	● Outer Rim (Int)	1	◆◆
● Coordination (Ag)	2	◆◆◆	● Underworld (Int)	0	◆◆
○ Discipline (Wil)	0	◆◆	○ Warfare (Int)	0	◆◆
○ Mechanics (Int)	0	◆◆	○ Xenology (Int)	0	◆◆
○ Medicine (Int)	0	◆◆			
● Perception (Cun)	1	◆◆◆	COMBAT SKILLS	RANKS	POOL
○ Piloting - Planetary (Ag)	1	◆◆◆	○ Brawl (Br)	0	◆◆
● Piloting - Space (Ag)	1	◆◆◆	○ Gunnery (Ag)	0	◆◆◆
○ Resilience (Br)	0	◆◆	○ Lightsaber (Br)	-	◆◆
● Skulduggery (Cun)	2	◆◆◆	○ Melee (Br)	0	◆◆
○ Stealth (Ag)	1	◆◆◆	○ Ranged - Heavy (Ag)	0	◆◆◆
● Streetwise (Cun)	1	◆◆◆	● Ranged - Light (Ag)	2	◆◆◆
○ Survival (Cun)	0	◆◆			
● Vigilance (Wil)	2	◆◆◆	SOCIAL SKILLS	RANKS	POOL
			○ Charm (Pr)	0	◆◆
			● Coercion (Wil)	1	◆◆◆
			● Deception (Cun)	2	◆◆◆
			○ Leadership (Pr)	0	◆◆
			○ Negotiation (Pr)	0	◆◆

EXPERIENCE

TOTAL **160** AVAILABLE

DESCRIPTION

NAME **JYN ODAN**
 CAREER/SPECIALIZATION
SMUGGLER/GUNSLINGER

SPECIES **HUMAN**
 GENDER **FEMALE**
 AGE **30**
 HEIGHT **1.65M**
 BUILD **SLENDER**
 EYES **BROWN**



SOAK VALUE **3** WOUNDS THRESHOLD **12** CURRENT

DEFENSE MELEE RANGE DEFENSE STRAIN THRESHOLD **14** CURRENT

CRITICAL INJURIES

□□□□
 □□□□
 □□□□

WEAPONS

NAME **WESTAR-35** SKILL **R-LIGHT** DAM **6** CRIT **2** RANGE **MEDIUM** ENC **1** HP **3**
 SPECIAL **ACCURATE 1, STUN SETTING** CONDITION □□□

NAME SKILL DAM CRIT RANGE ENC HP
 SPECIAL CONDITION □□□

CREDITS

150

ENCUMBRANCE

THRESHOLD **8** CURRENT **1**

GEAR

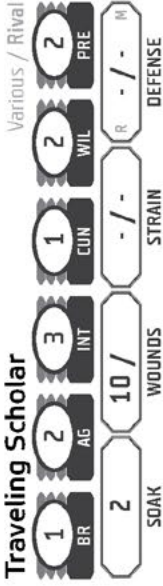
COMLINK ENC
 HEAVY CLOTHING ENC
 UTILITY BELT ENC
 STIMPACK ENC
 ENC
 ENC

ABILITIES

<p>✗ GRIT Gain +1 Strain Threshold.</p>	<p>✗ QUICK STRIKE (RANK 1) Add 1 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.</p>	<p>✗ RAPID REACTION Suffer a number of strain to add an equal number of ✗ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.</p>	<p>✗ QUICK DRAW Once per round, draw or holster a weapon or accessible item as an incidental.</p>
<p>□ DODGE When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.</p> <p>5 XP</p>	<p>□ QUICK STRIKE (RANK 2) Add 2 per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.</p> <p>5 XP</p>	<p>□ LETHAL BLOWS Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.</p> <p>5 XP</p>	<p>□ SORRY ABOUT THE MESS Decrease the Critical Rating of a weapon by 1 (to a minimum of 1) against targets that have not yet acted this encounter.</p> <p>10 XP</p>



Traveling Scholar



Charm ◇◇
Coercion ◇◇
Deception ◇◇
Leadership ◇◇

Negotiation ◇◇
Discipline ○◇
Perception ○◇

Cool ○◇
Vigilance ○◇

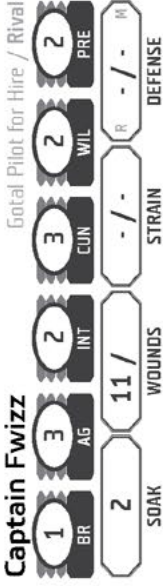
Other Skills: Computers ○◇◇, Knowledge ○◇◇

COMBAT/WEAPONS SPECIAL ABILITIES

None

Equipment:
Data Pad, science equipment, credentials

Captain Fwizz



Charm ◇◇
Coercion ◇◇
Deception ◇◇
Leadership ◇◇

Negotiation ◇◇
Discipline ◇◇
Perception ◇◇◇

Cool ○◇
Vigilance ○◇

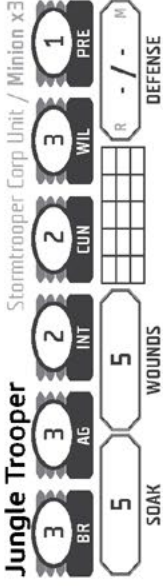
Other Skills: Astrogration ○◇◇, Piloting (Space) ○◇◇

COMBAT/WEAPONS SPECIAL ABILITIES

None

Equipment:
hand scanner, Astromech Droid

Jungle Trooper



Charm ◇
Coercion ◇◇◇
Deception ◇◇
Leadership ◇◇

Negotiation ◇
Discipline ◇◇◇
Perception ◇◇◇

Cool ◇
Vigilance ◇◇◇

Other Skills: Athletics ◇◇◇, Survival ◇◇◇

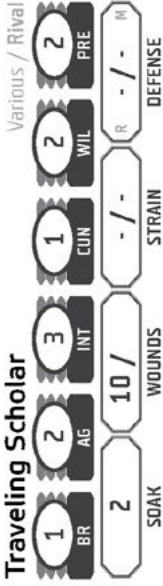
COMBAT/WEAPONS SPECIAL ABILITIES

Short **Frag Grenade** x2 ◇◇◇
R-Light, Damage 8; Crit 4, Blast 6, Limit Ammo 1

Medium **Blaster Carbine** ◇◇◇
R-Heavy, Damage 9; Crit 3, Stun Setting

Equipment:
electrobinoculars, extra reloads, rebeather, swamp trooper armor, utility belt

Mamien



Charm ◇
Coercion ◇
Deception ◇◇
Leadership ◇◇

Negotiation ◇
Discipline ◇
Perception ◇◇

Cool ◇
Vigilance ○◇

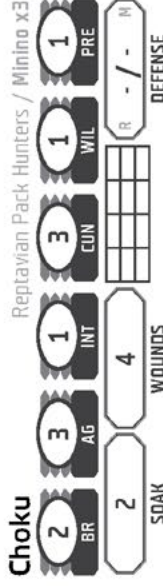
Other Skills: Survival ○◇◇

COMBAT/WEAPONS SPECIAL ABILITIES

None

Equipment:
Data Pad, science equipment, credentials

Choku



Charm ◇
Coercion ◇
Deception ◇◇◇
Leadership ◇◇

Negotiation ◇
Discipline ◇
Perception ◇◇◇

Cool ◇
Vigilance ○◇

Other Skills: Coordination ◇◇◇, Stealth ◇◇◇

COMBAT/WEAPONS SPECIAL ABILITIES

Engaged **Serrated teeth** ◇◇◇
Brawl, Damage 3; Crit 5, Viscious 1

Equipment: Suffer no difficulty when moving through difficult terrain

Ursosaur



Charm ◇
Coercion ○◇◇◇
Deception ◇◇
Leadership ◇

Negotiation ◇
Discipline ◇◇
Perception ○◇◇

Cool ◇
Vigilance ○◇

Other Skills: Athletics ○◇◇◇, Survival ○◇◇

COMBAT/WEAPONS SPECIAL ABILITIES

Engaged **Beak** ○◇◇◇
Brawl, Damage 4; Crit 1, Inaccurate 2, Vicious 4

Adversary 1
Silhouette 2

Equipment:
Claws ○◇◇◇
Brawl, Damage 6; Crit 3, Pierce 2

Probe Droid Imperial Droid / Rival

2	3	2	3	1	1
BR	AG	INT	CUN	WIL	PRE
4	12 /		- / -		R 1 / - M
SOAK	WOUNDS	STRAIN		DEFENSE	

Charm ◊
Coercion ◊
Deception ◊◊◊
Leadership ◊

Negotiation ◊
Discipline ◊
Perception ◊◊◊

Other Skills: Survival ◊◊◊

COMBAT/WEAPONS SPECIAL ABILITIES

Medium **Hvy Blaster Pistol** ◊◊◊
R-Light, Damage 6; Crit 3, Stun Setting

Droid, Hover, Self Destruct Mechanism

Equipment:
Holo-messenger, life-form scanner, long range terrain scanner

Wild Lone Rebel Rebel Soldier: Left behind / Rival

1	2	3	3	2	1
BR	AG	INT	CUN	WIL	PRE
1	10 /		- / -		R - / - M
SOAK	WOUNDS	STRAIN		DEFENSE	

Charm ◊◊
Coercion ◊◊
Deception ◊◊◊
Leadership ◊◊

Negotiation ◊◊
Discipline ◊◊
Perception ◊◊◊

Other Skills: Survival ◊◊◊, Stealth ◊◊

COMBAT/WEAPONS SPECIAL ABILITIES

None

Equipment:
wrags for clothes, wooden stick, sharp stone

Woolamander Simian Tree dweller / Minion

1	4	2	4	2	2
BR	AG	INT	CUN	WIL	PRE
2	4		-		R - / - M
SOAK	WOUNDS	STRAIN		DEFENSE	

Charm ◊◊
Coercion ◊◊
Deception ◊◊◊◊
Leadership ◊◊◊

Negotiation ◊◊
Discipline ◊◊
Perception ◊◊

Other Skills: Coordination ◊◊◊◊+, Stealth ◊◊◊◊+

COMBAT/WEAPONS SPECIAL ABILITIES

Engaged **Hands** ◊+
Brawl, Damage 4; Crit 5
Knockdown, Disorient 2

Pile On ◊+
Brawl, Damage 2; Crit -
Ensnare 3

Equipment:
none

Silhouette 0
Ambushers: 2 Setback to avoid surprise

Dark Hunter Corrupted Mamiens / Rival

3	3	1	3	2	1
BR	AG	INT	CUN	WIL	PRE
4	14 /		- / -		R - / - M
SOAK	WOUNDS	STRAIN		DEFENSE	

Charm ◊
Coercion ◊◊
Deception ◊◊◊
Leadership ◊

Negotiation ◊
Discipline ◊◊
Perception ◊◊◊

Other Skills: Athletics ◊◊◊, Survival ◊◊◊, Stealth ◊◊◊

COMBAT/WEAPONS SPECIAL ABILITIES

Engaged **Teeth/Claws** ◊◊◊
Brawl, Damage 8; Crit 2, Burn 2

Silhouette 2
Quick Strike 2: Add 2 boost to combat against PCs not yet acted this encounter

Cunning Ambush: PCs add Setback to initiative

Equipment:
none

Darth Vader Lord of the Sith / Nemesis

5	3	3	4	5	4
BR	AG	INT	CUN	WIL	PRE
7	24 /		19 /		R 1 / 1 M 6
SOAK	WOUNDS	STRAIN		DEFENSE	

Charm ◊◊◊◊
Coercion ◊◊◊◊◊◊
Deception ◊◊◊◊◊◊
Leadership ◊◊◊◊◊◊

Negotiation ◊◊◊◊
Discipline ◊◊◊◊◊◊
Perception ◊◊◊◊◊◊

Other Skills: Athletics ◊◊◊◊◊◊

COMBAT/WEAPONS SPECIAL ABILITIES

Engaged **Custom Lightsaber** ◊◊◊◊◊◊
Lightsaber, Damage 10; Crit 1, Breach 1, Sunder, Superior, Vicious 2

Adversary 4
Many, many other abilities that can't be listed here.

Corrupted Plant Large Evil Vine / Nemesis

3	1	1	3	3	1
BR	AG	INT	CUN	WIL	PRE
6	36 /		28 /		R 1 / 1 M
SOAK	WOUNDS	STRAIN		DEFENSE	

Charm ◊
Coercion ◊◊◊
Deception ◊◊◊◊
Leadership ◊

Negotiation ◊
Discipline ◊◊◊
Perception ◊◊◊◊

Other Skills: Resilience ◊◊◊

COMBAT/WEAPONS SPECIAL ABILITIES

Short **Toxic Vines** ◊◊◊
Lightsaber, Damage 3; Crit 4, Ensnare 2

Adversary 4
Silhouette 3
Durable 3
Toxic Layer (When Ensnared, plant surface is acid rating 3)
Drawn In (When Ensnared, PCs drawn closer to pod each round)
Immobile (Can't spend maneuvers to move)

PC MAP



Newly
Excavated Site

WAYWARD JUNGLES

Base Camp/
Landing Area

YUNTEH MOUNTAINS

Unnh River

VAL'ARNOS JUNGLES

Area of Force Sensitivity

Great Massassi Temple
(Old Rebel Base)

NICOLO PEAK

TAURIN DELTA

ERSHAM RIDGE

BORUNDI I

COMING SOON

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