

# THE HIGH REPUBLIC: A TEST OF COURAGE SOURCEBOOK

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# A Note from Emperor Ollie

Greetings, fellow Star Wars D6 hobbyists and enthusiasts. I know, it has been a while since my last release. Honestly I burned out for a bit, but luckily I have bounced back and hopefully there will be a steady release of projects. Moving along...

The High Republic.

I think it has the potential to be an exciting era and setting. There have been quite a few people sharing their opinions (just check out YouTube), typically falling into one of two camps: 1. "It sucks, its awful, GRRRRR," and 2. "It's awesome, super fab, GRRRRR." What are my thoughts? There hasn't been enough material released yet (only one novel, a middle-grade book, and a single comic issue) for anyone to form a legitimate and informed opinion. I will wait until reading through the February media releases before forming my opinion.

Now, on to information about this sourcebook:

Unless otherwise noted, all mechanics are created by me and descriptions are adapted from Wookieepedia. There ya go, all you need to know.

I hope you enjoy this sourcebook and that you can use some of it in your games. As always, May the Force be With You!

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## PUBLISHER'S SUMMARY

Long before the Clone Wars, the Empire, or the First Order, the Jedi lit the way for the galaxy in a golden age known as the High Republic!

Vernestra Rwoh has just become a Jedi Knight at age fifteen, but her first real assignment feels an awful lot like babysitting. She's been charged with supervising eleven-year old aspiring inventor Avon Starros on a cruiser headed to the dedication of a wondrous new space station called Starlight Beacon.

But soon into their journey, bombs go off aboard the cruiser. While the adult Jedi try to save the ship, Vernestra, Avon, Avon's droid J-6, a Jedi Padawan, and an ambassador's son make it to an escape shuttle, but communications are out and supplies are low. They decide to land on a nearby moon, which offers shelter but not much more. And unbeknownst to them, danger lurks in the forest?

## CHARACTERS

### Imri Cantaros

A human male Padawan during the time of the High Republic, Imri was once apprenticed to Jedi Master Douglas Sunvale and stationed aboard the transport ship *Steady Wing* alongside Jedi Knight Vernestra Rwoh. When the ship is sabotaged by the Nihil marauders Gwishi and Klinith Da, Cantaros and several other individuals (Honesty Weft, Avon Starros, and J-6) escape in a shuttle as the ship explodes. Master Sunvale is killed in the destruction of the ship and Cantaros and the others eventually become stranded on the jungle moon Wevo.

During his time on Wevo, Imri begins to develop strong feelings of anger toward the pirates responsible for his master's death and eventually lets those feelings boil over upon discovering that the pirates were also stranded on the moon with them. He goes rogue, disobeying Vernestra's orders to plan a strategy to subdue their enemies. He and Weft are captured by the pirates after their ambush fails, though Vernestra eventually rescues them. However, when Vernestra was in peril, Cantaros intervenes by using a Force choke on Nihil marauder Da. Vernestra cautions him about using the Dark Side of the Force, but Cantaros is so desperate for revenge that he even duels Vernestra for a short time before calming down and realizing the error of his ways.

By the time they are rescued by the Trandoshan Jedi Master Sskeer, Cantaros had become disappointed in himself for his lack of composure and fears that he might be expelled from the Jedi Order. However, at the dedication of the new Starlight Beacon space station, Vernestra reveals that she will be taking over as his master and promises to help him grow in the ways of the Force. Cantaros is overjoyed and even cries with happiness; he promises that he will not let her down. She echoes her confidence in him in return.

Cantaros is a tall young man wielding a standard blue lightsaber. He is a kind and caring person, having comforted Weft at the loss of his father onboard the *Steady Wing* and befriending the quirky Starros. He is envious of Vernestra's advancement to the rank of Jedi Knight at such a young age and wishes the Force would show him that he has an important role in the Jedi Order. He also harbors similar envy for Vernestra's lightsaber because of the struggles he has experienced with his own.

### Imri Cantaros

**Type:** Human Jedi Padawan

**DEXTERITY 3D+1**

Dodge 4D, lightsaber 4D+2, melee parry 4D

**KNOWLEDGE 2D+1**

Alien species 3D, Jedi lore 4D, languages 3D

**MECHANICAL 3D**

Communication 3D+1, repulsorlift operation 4D, space transports 3D+2

**PERCEPTION 2D+2**

Persuasion 3D+1, search 3D+2

**STRENGTH 2D+1**

Climbing/jumping 4D

**TECHNICAL 3D**

Computer programming/repair 3D+1, first aid 3D+1, lightsaber repair 4D

**Special Abilities:**

*Force Skills:* Control 4D+1, sense 3D+1, alter 4D

*Force Powers (these are powers Imri Cantaros could possess and may have additional Force powers. The GM is encouraged to add additional skills to fit their version of character):*

*Control:* Concentration, control pain, enhance attribute,

*Sense:* Life detection, life sense, sense force, wayfinding

*Control and Sense:* Lightsaber combat

**This character is Force-Sensitive**

**Force Points:** 3

**Dark Side Points:** 1

**Character Points:** 7

**Move:** 10

**Equipment:** Lightsaber (5D), Jedi tabard, ivory trousers and tunic, brown boots.

## Chiri

Chiri is a friendly and inquisitive primate from a species the Jedi called "handsies" (see Handsies, p.5) that, for a short time, is a companion of Honesty Weft. It is killed by the Nihil members Gwishi and Klinith Da.

## Stellan Gios

A human male Jedi Master who is part of the Jedi Order during the High Republic Era. At one point, Vernestra Rwoh was his Jedi Padawan before she was promoted to Jedi Knight, and he was also stationed at the Jedi outpost on the planet Caragon-Viner. Stellan has risen through the ranks of the Order along with Avar Kriss and when they work together they were seen as immense powerhouses on missions for the Order and the Galactic Republic. Gios was formerly the Padawan of Master Rana Kant, and formed close bonds with Kriss and Elzar Mann during their time as apprentices, often serving as a voice of reason in the trio.

## Klinith Da

Klinith Da is a human female pirate who serves in the Nihil organization during the High Republic Era. Klinith and fellow Nihil pirate Gwishi are dispatched to sabotage the starship *Steady Wing* as it leaves the outpost of Port Haileap. By succeeding in her mission, Klinith hopes to receive a promotion within the Nihil's ranks. Klinith has pink hair and wears a complex silver-wire piercing wound into her lower lip.

**Klinith Da:** all stats 2D except for: Dexterity 2D+2, blaster 3D+1, dodge 3D+2, melee combat 4D+1, intimidation 3D, Mechanical 2D+2, astrogation 3D, repulsorlift operation 3D, space transports 3D+2, con 3D, brawling 3D+2, Technical 3D+1, demolitions 3D+2, security 4D+1. Move: 10. Equipment: Orange mechanic's coveralls, 3 knives, toolbox (blaster pistol, Nihil mask).

## Dalnan Ambassador

**Dalnan Ambassador:** all stats 2D except for: blaster 3D+2, dodge 4D, Knowledge 2D+2, culture 3D+2, bureaucracy 4D+2, law enforcement 3D+1, survival 3D+1, repulsorlift operation 3D, Perception 3D, bargain 4D+2, command 3D+2, persuasion 4D, Strength 2D+2, brawling 3D, first aid 3D. Move: 10. Equipment: Plain tunic, trousers, simple utilitarian knee-high boots, two blaster pistol (4D), datapad, comlink.

## Gwishi

Gwishi is a male Aqualish pirate and a member of the Nihil. He has three remaining eyes; having lost his lower right eye to a prior mishap, the spot where it should be is now covered by blue scar tissue. Along with Klinith Da, Gwishi is sent to destroy the starship *Steady Wing* as it departs the outpost of Port Haileap. While at Port Haileap, he poses as a mechanic and wears orange coveralls.

**Gwishi:** all stats 2D except for: blaster 3D, dodge 3D+2, melee combat 3D, intimidation 3D, repulsorlift operation 2D+2, starship gunnery 3D+2, con 3D, hide 3D+2, Mechanical 3D+2, capital ship repair 4D, first aid 3D, demolitions 4D+1. Move: 10. Equipment: Orange mechanics coveralls, toolbox (blaster, canister of Ovax gas, Nihil mask).

## J-6

J-6 is a pinkish-gold bodyguard droid with feminine nanny programming who serves as personal protocol droid and protector for her ward, the aspiring inventor Avon Starros. A month before her departure from Haileap to the dedication of the Starlight Beacon, Avon uploaded a slow-acting code along with a lexicon of swears (there had been half a dozen) that would gradually strip away the factory programming and let J-6 reprogram herself.

### J-6

**Model:** Guardian Protocol Droid

**DEXTERITY 4D**

Blaster 7D

**KNOWLEDGE 3D**

Cultures 4D, home economics 5D, languages 5D

**MECHANICAL 1D**

**PERCEPTION 2D**

**STRENGTH 2D**

**TECHNICAL 1D**

First aid 3D

**Equipped With:**

- Humanoid body (2 arms, 2 legs, head)
- Armor plating (+2D vs damage)
- Four hidden arms (typically armed with pistols 4D)
- One hidden arm in back (typically armed with heavy blaster rifle 5D+2)
- Two visual and audial receptors (human range)
- Vocabulator speech/sound system
- AA-1 Verbobrain
- Translang II Communications module (with over four million languages)
- Hidden force-field umbrella

**Force Points: 1**

**Character Points: 5**

**Move: 8**

## Janex (see Dalnan Ambassador p.3)

Janex is a female Pantoran Dalnan who is part of a delegation aboard the *Steady Wing* that has been sent from Dalna to meet with the Galactic Republic at Starlight Beacon.

## Professor Glenna Kip

A female scientist and professor. She worked at the Port Haileap provisional lab on the planet Haileap.

## Kassav Milliko

A Weequay male who is one of three Tempest Runners in the pirate organization known as the Nihil. He commands the corvette *New Elite*. Kassav is a cunning and vicious leader, who has considered leaving the Nihil organization with his loyal followers on multiple occasions. However, he remained loyal to the Eye of the Nihil Marchion Ro until Ro betrayed him and allowed Kassav to sacrifice his Tempest during the Battle of Kur. Nihil member Klinith Da hoped that succeeding in her mission to sabotage the starship *Steady Wing* would lead to her being promoted and potentially reporting directly to Kassav.

## Vernestra Rwoh

A Mirialan female, Vernestra Rwoh was born around the year 248 BBY. She joined the Jedi Order at a young age, eventually becoming the Padawan of Jedi Master Stellan Gios. Vernestra was enough of a prodigy that she eventually attained the rank of Jedi Knight at the age of only fifteen, making her the youngest Knight in a generation.

A few months later, during which time she had turned sixteen, Rwoh is tasked with her first proper assignment — taking care of twelve-year-old aspiring inventor Avon Starros during Starros' time at Port Haileap. Rwoh operated under the supervision of the outpost's marshal, Jedi Master Douglas Sunvale. Although Avon's mother, Senator Ghirra Starros, has sent her daughter to the remote spaceport to get her out of trouble and to make her appreciate her life on Coruscant more, Vernestra believes that being at Port Haileap only gives Avon more opportunities to do whatever she wants. Vernestra likes Avon and finds her inventions fascinating, but the two often butt heads due to Avon's dislike of authority. Avon is accompanied by her protocol droid, J-6. While at Port Haileap, Vernestra had a dream about a new design for her lightsaber which would also allow it to become a lightwhip. After completing the modification that very night, Vernestra keeps her weapon's new design secret, practicing with the whip in private and not telling either Master Sunvale or her former Master Gios.

Master Sunvale eventually requests that Avon and Vernestra join the passengers of the starship *Steady Wing*, which was taking the Dalnan delegation — including Ambassador Weft and his son Honesty — to the dedication ceremony of the new space station Starlight Beacon. Although Avon would not play any official role on the journey and her mother had not sent for her, Sunvale hoped that she would befriend the ambassador's son Honesty, who was the same age, and ease the Dalnans' concerns about the Galactic Republic. Vernestra also hoped that Avon and Honesty would become friends, as she felt that Avon needed one.

On a last walk around the port prior to departure, the young Jedi Knight finds Avon messing around with a homemade scoot speeder, catching her in midair with the Force and chiding her for not being on-board. After the arrival of J-6, the three head for the *Steady Wing*. As they are about to board, Vernestra has a sudden and foreboding feeling about an Aqualish mechanic who is one of several workers tinkering with the ship, but she tries to dismiss the feeling as it seems to be misplaced. After the cruiser's departure, bombs detonate aboard. While the older Jedi onboard try to get the situation under control, Vernestra evacuates via a shuttle a group of younger passengers including Avon, J-6, Honesty, and Sunvale's Padawan Imri Cantaros. They are subsequently stranded on the jungle moon Wevo.

Vernestra Rwoh is a Mirialan female with green skin, dark hair, and blue eyes. Vernestra bears the tattooed markings of her family: six tiny black diamonds stacked in two rows of three on the outside corner of each eye. She is compassionate and devoted to the ways of the Jedi. Although Vernestra finds her charge Avon exasperating at times, she enjoys her company and wants to get to know the young inventor better. Vernestra's prodigious talent, which vaulted her to the rank of Knight at an unusually young age, leaves her in an unusual position; she is still maturing and learning to deal with her rank. This uncertainty, however, leads her to occasionally dismiss genuine threats that she has sensed.

## Vernestra Rwoh

**Type:** Jedi Knight Prodigy

### DEXTERITY 4D

Dodge 4D+1, lightsaber 7D+2, melee combat 4D, melee combat: lightwhip 5D, melee parry 4D

### KNOWLEDGE 2D+2

Alien species 3D, culture 3D, Jedi lore 4D, languages 3D+1, survival 3D

### MECHANICAL 3D

Communications 3D+2, space transports 4D+1

### PERCEPTION 3D+1

Persuasion 4D, search 3D+2

### STRENGTH 2D+2

Climbing/jumping 5D+2

### TECHNICAL 3D

Computer programming/repair 3D+2, first aid 3D+2, lightsaber repair/engineering 5D,

### Special Abilities:

*Force Skills:* Control 6D+1, sense 5D+1, alter 6D

*Force Powers (these are powers Vernestra Rwoh could possess and may have additional Force powers. The GM is encouraged to add additional skills to fit their version of character):*

*Control:* Accelerate healing, concentration, control pain, enhance attribute, hibernation trance, remain conscious

*Sense:* Combat sense, danger sense, life detection, life sense, sense force

*Alter:* Telekinesis

*Control and Sense:* Lightsaber combat

*Control and Alter:* Force stasis

### This character is Force-Sensitive

**Force Points:** 4

**Dark Side Points:** 0

**Character Points:** 12

**Equipment:** Jedi tabard, ivory trousers and tunic, brown boots, purple-bladed lightsaber (modified to also serve as a lightwhip).

## SD-7

Nicknamed "Essdee", SD7 is a Galactic Republic scout droid who exists during the High Republic Era. SD-7 is found aboard the *Steady Wing's* maintenance shuttle when Jedi Knight Vernestra Rwoh, Padawan Imri, inventor Avon Starros, Honesty Weft and Starros' protocol droid J-6 are stranded on a jungle moon.

### SD-7

**Type:** Scout droid

### DEXTERITY 3D

### KNOWLEDGE 1D

### MECHANICAL 3D

### PERCEPTION 1D

Search 5D

### STRENGTH 1D

### TECHNICAL 1D

### Equipped With:

- Repuslor motor
- Photoreceptor eye
- Sensor array (+2 to search)
- Holocam

**Move:** 14

## Lina Soh

A female Supreme Chancellor of the Galactic Republic during the High Republic Era, holding office around 232 BBY. Jedi Master Avar Kriss noted that Soh appeared to be far more delicate than she actually was.

Elected prior to the Great Disaster, Soh oversaw a period of great expansion. Soh established outreach programs, such as the Starlight Beacon, to bring the worlds of the Outer Rim Territories into the Republic. At the chancellor's request, the Jedi Order also established its own outposts in the far reaches of the galaxy, to provide assistance to any group or world who might require it. These outposts were built to function autonomously from the authority of the Jedi Temple on Coruscant and, by extension, that of the Republic itself.

## Sskeer

Sskeer is a Trandoshan male Jedi Master during the High Republic Era. Gruff and opinionated, Sskeer conceals a secret that threatens to tear him apart. He was a combatant in the Battle of Kur, in which he lost both his left arm and his close friend, Master Jora Malli. Sskeer trained Jedi Knight Keeve Trennis when she was a padawan, taking her to the planet Shuraden for her Jedi Trials.

## Avon Starros

Avon Starros is human female who was the daughter of Galactic Republic senator Ghirra Starros and a member of the Starros clan. She is an aspiring inventor who lives during the High Republic Era. At the time of the Great Disaster, Starros, along with her protocol droid J-6, is supervised by Jedi Knight Vernestra Rwoh while traveling on a cruiser to the dedication ceremony of the new space station Starlight Beacon. However, when bombs go off aboard the cruiser, Starros, J-6, Rwoh, Padawan Imri Cantaros, and Honesty Weft escape in a shuttle and wind up stranded on a nearby moon.

### Avon Starros

**Type:** Inquisitive Science Prodigy

**DEXTERITY 2D**

**KNOWLEDGE 3D+2**

Scholar: science 5D+2

**MECHANICAL 3D**

Space transport piloting 4D

**PERCEPTION 3D+1**

Con 4D+1, persuasion 4D+1

**STRENGTH 2D**

Climbing/jumping 3D

**TECHNICAL 4D**

Droid Programming 5D

**Force Points:** 1

**Character Points:** 5

**Move:** 10

**Equipment:** Knapsack (various tools, odds and ends, SD-7 scout droid, macrobinoculars, blaster pistol).

## Eldie Starros

A female member of the Starros clan and the great-grandmother of Avon Starros. At some point prior to Avon being sent to Port Haileap, Eldie died and the family gathered for one hour to pay their respects and eat a selection of Eldie's favorite foods.

## Starstriker (see Dalnan Ambassador

### p.3)

Starstriker is one of the three ambassadors that make up the Dalnan delegation to Starlight Beacon.

## Douglas Sunvale

Douglas Sunvale is a human male Jedi Master during the High Republic Era who serves as the marshal of the outpost Port Haileap.

### Jedi Master/Marshal Douglas Sunvale

**Type:** Jedi Master

**DEXTERITY 2D+2**

Dodge 6D, melee combat, 6D+2 lightsaber 10D, melee combat 6D+2, melee parry 6D

**KNOWLEDGE 3D+1**

Administration 5D, Alien species 4D, bureaucracy 5D+1, cultures 5D, jedi lore 6D, languages 4D, planetary systems 5D, teaching 5D+2, survival 5D, willpower 6D

**MECHANICAL 3D**

Repulsorlift operation 4D, space transports 5D, starship gunnery 4D+2

**PERCEPTION 3D+1**

Bargain 5D, persuasion 7D+1, search 6D

**STRENGTH 2D+1**

Climbing/jumping 5D, stamina 6D

**TECHNICAL 3D+1**

Computer programming/repair 4D, first aid 4D, lightsaber repair/engineering 6D, security 4D

**Special Abilities:**

*Force Skills:* Control 9D+1, sense 10D, alter 9D

*Force Powers (these are powers Douglas Sunvale could possess and may have additional Force powers. The GM is encouraged to add additional skills to fit their version of character):*

*Control:* Accelerate healing, concentration, control pain, emptiness, enhance attribute, force of will

*Sense:* Combat sense, danger sense, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense Force potential

*Alter:* Telekinesis

*Control and Sense:* Lightsaber combat, projective telepathy

**This Character is Force Sensitive**

**Force Points:** 6

**Character Points:** 11

**Move:** 10

**Equipment:** Lightsaber (5D), Jedi tabard, ivory trousers and tunic, brown boots, comlink, datapad

## Keeve Trennis

A female Jedi Knight who lived during the High Republic Era. Originally the Padawan of the Trandoshan Jedi Master Sskeer, Trennis rose to the rank of Knight after saving a city of diminutive Ximpi on the planet Shuraden from space-faring ridadi. She finds herself stationed aboard the newly-christened Starlight Beacon, a Republic space station that stands as a symbol of hope and prosperity in the Outer Rim Territories. Although she has great skills, Trennis harbors feelings of self-doubt while stationed on the Beacon. Nevertheless, she resolves to be the best Jedi she could be while in service to the Order.

## Weft, Ambassador (see Dalnan Ambassador p.3)

Ambassador Weft is a human male who serves as an ambassador for the Dalnans. He has a son, Honesty Weft.

## Honesty Weft

Honesty Weft is a human male, the son of the Dalnan delegate Ambassador Weft. He is present aboard the luxury cruiser *Steady Wing* during its flight toward Starlight Beacon. As he was the same age as Avon Starros, an aspiring inventor and the daughter of Galactic Republic Senator Ghirra Starros, Avon's minder Jedi Knight Vernestra Rwoh is asked to bring her along onboard the *Steady Wing* from Port Haileap by Jedi Master Douglas Sunvale. Sunvale hopes that Avon would befriend Honesty, thereby softening the Dalnans' view of the Republic. However, during the journey to the space station's dedication ceremony, bombs go off aboard the cruiser. While the older Jedi fight to save the ship, Honesty, along with Avon, Rwoh, Padawan Imri and Avon's protocol droid J-6, escape in a maintenance shuttle. The group is subsequently stranded on a wild jungle moon.

### Honesty Weft

**Type:** Combat Medical Officer in Training

#### DEXTERITY 4D

Blaster 5D, dodge 5D

#### KNOWLEDGE 3D

Survival 4D

#### MECHANICAL 2D

#### PERCEPTION 3D

#### STRENGTH 3D

Brawling 5D

#### TECHNICAL 2D

First aid 4D

**Force Points:** 1

**Character Points:** 5

**Move:** 10

**Equipment:** Blaster pistol

## Kara Xoo

Kara Xoo is an Aqualish female and a Nihil Storm Runner. She commands a ship. The Strikes Gwishi and Klinith Da were subordinates within her Storm.

# CREATURES

### FISH

**Hela Fish:** A heavily scaled fish with red scales and yellow and white stripes that has a natural peppery flavor and a texture similar to meat proteins.

**Mael Fish:** A silver-colored fish that has sleek curves.

### INSECT

**Flutterbug:** A fat insect about the size of thumbnail with short wings that moves by repeatedly fluttering short distances. The flutterbug is found on many planets, including Dalna.

**Qwizer:** An insect that operates in swarms and lives in hives. They build towers, which can grow to an excess of eight meters, atop which they make their hives. They are intensely protective of their

hives. They create a black colored honey that has deep and earthy flavor.

### RAT

**Skreerat:** Prolific vermin approximately 30 centimeters in length from snout to tail. Though warm blooded, its skin is a hybridization of skin and scales. Skreerats have been known to infest towns and cities on a number of backwater planets, likely being unknowingly carried there aboard space transports. These infestations are especially bad when there are no natural predators present to keep them in check.

### SPIDER

**Wisp Spider:** A shy spider that creates wispy and beautiful webs. Enterprising individuals collect these webs to make incredibly comfortable long lasting textiles. There is a small industry that is attempting to domesticate the wisp spider for large scale production. This has met with varying levels of success, but still largely remains a cottage industry.

### UNIDENTIFIED PRIMATE

#### Handsies

Handsies are small, six armed primates with incredibly long tails indigenous to moon 2-31234 (known locally as Wevo). Their fur ranges from bright red to orange. Handsies are immune to the caustic rain of Wevo and could possibly drink the moon's toxic water. These primates' primary diet consists of the giant blue fruits that hang off the trees, though they are possibly omnivorous. These chirping primates operate in groups of 4 to 20 individuals and communicate using chirpings and chitterings.

#### Handsies

**Type:** Small tree-dwelling primates

**Planet of Origin:** Moon 2-31234

#### DEXTERITY 3D

#### PERCEPTION 2D+2

#### STRENGTH 1D+1

#### Special Abilities:

**Six-Arms and Prehensile Tail:** Handsies are optimized for climbing and receive a +4D modifier to climbing and jumping while in trees. Furthermore, that additional appendages give these small primates a +2D modifier to brawling skill checks.

**Optimized Physiology:** Handsies are immune to the caustic rain and possibly water on the moon 2-31234.

**Move:** 14 (on ground and in trees)

**Size:** 0.3 meters tall

**Zeftgeist:** A short bovine-like creature that's diet includes grain. These grazing creatures are not the smartest, but make sounds that are soothing to most species in the galaxy. They are known to be temperamental, leading to them jokingly referred to as "spoiled."

# DROID MODELS

## Maintenance Droid

Also known as a mechanic droid, repair droid or utility robot, a maintenance droid is a droid designed to perform repair and general maintenance tasks.

### Maintenance Droid

**DEXTERITY 2D**

**KNOWLEDGE 1D**

**MECHANICAL 2D**

Repulsorlift operation 3D

**PERCEPTION 2D**

Search 3D

**STRENGTH 2D**

**TECHNICAL 2D**

Capital ship repair 3D, equipment repair 3D, system diagnosis 5D

**Equipped With:**

- Repulsorlift motor
- Heavy grasper (+2D to lifting)
- 3 Fine manipulators (each with recessed tools)
- Plasma cutter (4D damage)
- Diagnostic scanners (+1D to all repair skills)
- Retractable tool appendages

**Move:** 8 (altitude limit 300 meters)

## Nanny Droid

Also known as a nurse droid, a nanny droid is a type of droid designed to care for the young, though they can also function as nurses. A nanny droid has a multitude of appendages that fold into its body, and two food storage tanks attached to its upper torso. Some are designed with a wheeled locomotion unit.

### Nanny Droid

**DEXTERITY 2D**

**KNOWLEDGE 2D**

Cultures 3D, languages 5D, scholar: child care 7D

**MECHANICAL 1D**

Repulsorlift operation 3D

**PERCEPTION 2D**

Con 3D+2, persuasion 4D, search 4D

**STRENGTH 2D**

**TECHNICAL 1D**

First aid 5D

**Equipped With:**

- Humanoid body (four arms, two legs, head)
- Two visual and two audial sensors – human range
- Vocabulator speech/sound system
- Translang II Communication Model (2 million most popular forms of communication)

**Move:** 10

## Protocol Droid

A protocol droid is a droid whose job is to aid sentients with their interpersonal relations with each other in the galaxy. A protocol droid often deals with event planning, etiquette, translation, and problem solving. Typically 1.7 meters tall, protocol droids come in many shapes and sizes, although most are humanoid in form.

### Protocol Droid

**DEXTERITY 1D**

**KNOWLEDGE 3D**

Bureaucracy 4D, cultures 4D, languages 5D

**MECHANICAL 1D**

Repulsorlift operation 3D

**PERCEPTION 2D**

Persuasion 3D

**STRENGTH 1D**

**TECHNICAL 1D**

**Equipped With:**

- Humanoid body (two arms, two legs, head)
- Two photoreceptor and two auditory receptors (human range)
- Vocabulator
- Translang II Communication Model (2 million most popular forms of communication)

**Move:** 8

## Service Droid

Also known as a server droid, servant droid or waitdroid, service droids are designed to serve organics as a waiter, servant, or in other general service roles.

### Service Droid

**DEXTERITY 1D**

**KNOWLEDGE 2D**

Languages 5D

**MECHANICAL 1D**

**PERCEPTION 3D**

**STRENGTH 1D**

**TECHNICAL 1D**

**Equipped With:**

- Point of sale uplink (transmits orders and processes sales)
- Vocabulator
- Translang II Communication Model (2 million most popular forms of communication)

**Move:** 10

## Survey Droid (see SD-7 p.4)

Also known as a scout droid.

# EQUIPMENT

## GAS

### Ovax Gas

**Type:** Sleeping gas

**Scale:** Character

**Skill:** Grenade or demolitions (depending on delivery system)

**Cost:** 175 credits

**Availability:** 2, X

**Range:** 0-8/16/25

**Radius:** 40 meters

**Damage:** 4D (wounded or higher, unconscious for 1D hours)

**Game Notes:** Ovax gas is form of sleeping gas that when inhaled by any species causes unconsciousness. It takes 10 minutes for the gas to normally disperse depending on environmental conditions, such as wind.

# EVENTS

**Hundred-Year Darkness, The:** Thousands of years before the Clone Wars, the Jedi Order and the individuals who became the Sith were considered brothers in the Force. This unity fractured during the period of time known as the Hundred-Year Darkness, when a rogue Jedi came to believe that the true power of the Force lay not through contemplation and passivity, and that only by tapping its dark side could its true potential be reached. The Jedi High Council balked at this new direction and the fallen Jedi was cast out, but he gained followers and formed a new order, which eventually became the Sith.

During the Hundred-Year Darkness, hellhulk stations were used, and the Shadowfang Beast, a bioconstruct that generated a resonance-absorptive shield, was created. The Tah'Nuhna species were neutral during the war.

**Metamorphosis:** Metamorphosis is a coming-of-age ceremony of the Dalnan people of the planet Dalna. After undergoing Metamorphosis, young Dalnans would no longer be considered children and were allowed to move out of their creches, going on to discover which jobs they would specialize in as they grew older. Honesty Weft, the son of Ambassador Weft, was upset about being brought along on a diplomatic journey to the Starlight Beacon space station in part because he was missing Metamorphosis, and would thus still be considered a child upon returning home.

**Dedication of Starlight Beacon:** The Dedication of Starlight Beacon is a formal event that officially launches the space station Starlight Beacon, which is the culmination of Supreme Chancellor Lina Soh's Great Works. Designed to stand as a symbol of the Galactic Republic's promise of peace and hope in the Outer Rim Territories, the space station heralds everything that Soh wants her administration to stand for. The dedication is nearly postponed after the Great Disaster and its subsequent Emergences, a series of hyperspace catastrophes caused by the Nihil marauders that forces the Chancellor to close travel lanes in the Outer Rim. Starlight Beacon is informally opened to the public at this time in order to treat victims of the tragedies with its medical facilities. After an intervention from a joint task force of Republic Defense Coalition and Jedi forces, however, the formal dedication goes on as planned in the year 232 BBY.

The ceremony is attended by delegates from across the galaxy, including many members of the Jedi Order. Speeches are given by both the Supreme Chancellor as well as Jedi Master Avar Kriss, who had been named marshal of the station by Grand Masters Veter and Yoda. The dedication culminates with every present Jedi raising their lightsabers to the stars, symbolically representing the light that the Beacon is to spread across the Republic. Following the ceremony, newly elevated Jedi Master Elzar Mann is struck with a haunting Force vision that shows him his own death and the deaths of his Jedi comrades. Alone, Mann's thoughts on that day go from beauty and hope to that of terror and fear.

**Great Disaster, The:** Also known as the Great Hyperspace Disaster, the Great Disaster is an event that occurred during the High Republic Era, in 232 BBY. Objects abruptly launched out of hyperspace endangered entire systems and disrupted hyperspace traffic to the Outer Rim. Several moons in the Trymant system, including Korbatal, were destroyed in the disaster. The Hetzal system was especially threatened with large amounts of debris set on collision courses for all of its inhabited bodies, sparking a massive rescue effort.

**High Republic Era:** The High Republic Era is a period of time that lasts for around two hundred years between approximately 300 BBY and 82 BBY, in which the Galactic Republic is said to be at its height. It is also a golden age for the Jedi, who are significantly more active throughout the galaxy, and a time of expansion and exploration in the Outer Rim Territories.

According to the stories told among Jedi Initiates, Klias Teradine is a Padawan who lives during this era and also discovered the Bogan Collection. An event known as the Great Disaster, in which starships across the galaxy are suddenly and destructively kicked out of hyperspace, also occurs during this era.

During this time, the galaxy is not as settled as it is by the time of the Galactic Civil War, as areas like the Outer Rim remain dangerous and difficult to navigate. In response, an enormous space station called the Starlight Beacon is constructed at a great effort and expense and placed in the center of these dark zones. The station is designed to send out a signal that acts as a beacon, helping travelers find their way.

The Starros and San Tekka clans are known to be active during this period, as are the Storms of the marauding Nihil pirates. The Blade of Bardotta also dates from this period. Avar Kriss is a pre-eminent Jedi Master from this period, who became known as the "Hero of Hetzal" at one point.

Long after the High Republic Era, Jedi Master Luke Skywalker and the galactic explorer Lor San Tekka travel to a Jedi outpost on the Outer Rim planet Elphrona, located on the edge of the Unknown Regions. Given its distance from the Core, Tekka speculates that the outpost could have been built during the High Republic Era.

**Emergences:** The Emergences are a series of catastrophes that occur in the aftermath of the Great Disaster, in which the freighter *Legacy Run* came apart in hyperspace while maneuvering to avoid a Nihil starship, with numerous fragments of its wreckage entering the Hetzal system at near-lightspeed. A combined effort of the Galactic Republic and the Jedi Order headed by Jedi Master Avar Kriss manages to prevent a majority of the damage at Hetzal. However, further fragments of the wreckage continue to emerge from hyperspace across the Outer Rim Territories. The first Emergence occurred in the Ab Dalis system, with approximately twenty million people killed when a fragment strikes the planet Ab Dalis. As a result of the disasters, Supreme Chancellor Lina Soh enacts closures of hyperspace routes throughout the Outer Rim. With a navidroid array created by Keven Tarr, the Republic is able to predict the locations of future Emergences, recovering the flight recorder of the *Legacy Run* to determine what had caused the initial disaster.

**Mon Cala Summit:** The Mon Cala Summit is a month-long summit conducted by senator Ghirra Starros on the homeworld of Mon Cala to settle disputes between the mon calamari and quarren.

**War on Dalna:** Approximately in the year 322 BBY, the inhabitants of Dalna war amongst themselves. After this war, the world's population find peace, in the process becoming a formidable agricultural culture that trains constantly for battle.

**Sith Wars:** The Sith Wars are a series of conflicts between the Galactic Republic and the Sith Empire. The Chiss Ascendancy also participated in the conflicts, and encounter a number of aliens before retreating to their borders. Cervil the Uncanny, a Jedi who fights in the conflict, leaves behind testimonies about members of the Jedi Order using lightwhips in order to defend against Forbidden Forms used by the Sith.



# FORCE POWERS

## FORCE STASIS

**Control Difficulty:** Moderate: line of sight

**Alter Difficulty:** Target's control or Strength (without armor)

**Area of Effect (radius):** 0-2 meters (+5 difficulty), 3-4 meters (+10 difficulty), 5-6 meters (+15 difficulty), 7-10 meters (+20 difficulty)

**Required Powers:** Absorb/dissipate energy, concentration, life detection, telekinesis

**Effect:** Roll Force user's control skill vs difficulty number and target's Strength. Compare the difference and index below. An item in stasis will stop in place even if in the air and not move until the effect ends.

The Force user may activate this power as a "reaction skill" to place a blaster bolt or other ranged physical attack into stasis — the alter roll replaces the ranged target number the shooter who must roll equal or higher in order to hit.

Control Roll $\geq$ Difficulty by:	Duration
0-5	1 round
6-10	2 rounds
11-15	3 rounds
16-20	4 rounds
21+	5 rounds

## WAYFINDING

**Sense Difficulty:** Very Easy modified by proximity

**Required Powers:** Life detection, life sense, sense Force, life web

**Time to Use:** 10 minutes up to several days.

*This power can be kept 'up'*

**Effect:** This power was used by Jedi explorers to find new, inhabitable planets. Using the Force, a Jedi is guided toward a concentration of life. They cannot sense the species or evolutionary intelligence of the life detected, only its concentration.

# LOCATIONS

## Haileap

**Region:** Outer Rim Region

**Sector:** Dalnan

**System:** Haileap

**Sun(s):** 2

**Trade Route(s):** -

**Orbital Position:** 1

**Moon(s):** 0

**Length of Day:** 41.2 standard hours

**Length of Year:** 25 local days

**Starport(s):** Port Haileap

**Type:** Outpost

**Temperature:** Terrestrial

**Atmosphere:** Type I

**Hydrosphere:** Moderate

**Gravity:** Standard

**Primary Terrain:** Forests, plains

**Points of Interest:** Port Haileap library

**Native Flora:** -

**Native Fauna:** -

**Native Species:** None

**Immigrated Species:** Varied

**Population:** 300,000

**Languages:** Galactic Basic Standard

**Government:** Guild/Professional Organization

**Tech Level:** Space

**Planet Function:** Outpost

**Major Cities:** -

**Major Exports:** -

**Major Imports:** -

**Special Conditions:** None

## Neralus and Nixus

**Region:** Outer Rim Region

**Sector:** Dalnan

**System:** Haileap

**Sun(s):** 2

**Trade Route(s):** -

**Orbital Position:** 2

**Moon(s):** 1 (Moon 2-31234 "Wevo")

**Length of Day:** 41 standard hours

**Length of Year:** 2357 local days

**Starport(s):** None

**Type:** Gas Giant

**Temperature:** Searing

**Atmosphere:** Type IV

**Hydrosphere:** Moderate

**Gravity:** Heavy

**Primary Terrain:** Barren

**Points of Interest:** -

**Native Flora:** -

**Native Fauna:** -

**Native Species:** -

**Immigrated Species:** -

**Population:** -

**Languages:** -

**Government:** -

**Tech Level:** -

**Planet Function:** -

**Major Cities:** -

**Major Exports:** -

**Major Imports:** -

**Special Conditions:** None

## 2-31234 "Wevo"

**Region:** Outer Rim Region

**Sector:** Dalnan

**System:** Haileap

**Sun(s):** 2

**Trade Route(s):** -

**Orbital Position:** Satellite

**Moon(s):** None

**Length of Day:** 22 standard hours

**Length of Year:** 288 local days

**Starport(s):** None

**Type:** Moon

**Temperature:** Terrestrial

**Atmosphere:** Type I

**Hydrosphere:** Moderate

**Gravity:** Standard

**Primary Terrain:** Jungle, plains, grasslands

**Points of Interest:** -

**Native Flora:** "Cornah" fruit

**Native Fauna:** Handsies

**Native Species:** None

**Immigrated Species:** None

**Population:** None

**Languages:** None

**Government:** None

**Tech Level:** None

**Planet Function:** None

**Major Cities:** None

**Major Exports:** None

**Major Imports:** None

**Special Conditions:** Acid Rain: Toward dusk, as temperatures drop, typically heavy rain will fall. The torrential rainfall collects in runs of rapidly moving, highly acidic and undrinkable water. The acidic rain burns away low lying brush, such as flowers and plants, though some plants and native species are immune to the rains effects. Every round that something is exposed to the acidic rain it takes 2D damage. Once the rains dry up in the early mornings, the landscape takes on a wiggling and life-like state as vines, flowers, fruit and many other types of plants quickly grow back.

## ORGANIZATIONS

**Chandrilla Star Lines:** Also known as Chandrila Star Lines, this is a company that operates luxury cruises in the edges of the galaxy. Promising both comfort and adventure, it brings travelers to the fringes of the Outer Rim Territories from other regions.

**Galaxy Tours:** Galaxy Tours is a tour line that operates during the High Republic Era. Considered one of the best tour lines, starships operated by the company regularly passed through Port Haileap.

**Guardians of Javin:** A group of Force users that have fewer rules than the Jedi Order, Imri Cantaros studied the Guardians of Javin along with the Nightsisters in the archives of the Port Haileap library.

**ThrillSpace Travels:** A tour line active during the High Republic Era, ThrillSpace Travels is considered one of the best such companies in operation. ThrillSpace starships often stop at Port Haileap.

## SENTIENT SPECIES

### Mirialans

A near-human species, Mirialans are distinguishable by their yellow-green or pink colored skin and geometric facial tattoos. Though typical Mirialans have green or pink-colored skin, some have purple skin. Mirialan hair colors include black and brown, and their eyes can be brown, blue or purple. Mirialans are also incredibly flexible and agile, traits which aid them in activities such as lightsaber combat. As a near-human species, they are capable of reproducing with humans and having human-Mirialan hybrid offspring. Their natural habitat is desert or wastelands.

Though most members of the species get the traditional facial tattoos, not all do. More traditional Mirialan families feel strongly about the custom. Typically, these tattoos are applied after a Mirialan completes a special task or achievement, and the tattoos express the achievements or expertise unique to each Mirialan.

Some Mirialans less appreciative of their species' traditions consider the tattoos as mere status symbols. Because of their mixed heritage, some half-Mirialans consider the options of either not getting the tattoos or only getting them on one half of their faces.

The Mirialans are known for their spirituality and strong connection with the world around them. They have a natural belief in, and practiced a primitive understanding of, the Force. Because of this, members of the species on Mirial are taught to respect and listen to the Force.

### Mirialan

**Home Planet:** Mirial

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Flexible and Agile:* Mirialans are incredibly flexible and agile gaining a +1D modifier appropriate actions as mediated by the GM. Some possibilities could be acrobatics, athletics, escape bonds, etc.

**Story Factors:**

*Facial Tattoos:* Though most members of the species get the traditional facial tattoos, not all do. More traditional Mirialan families feel strongly about the custom. Typically, these tattoos are applied after a Mirialan completes a special task or achievement, and expresses the achievements or expertise unique to each Mirialan.

*Spirituality:* The Mirialans are known for their spirituality and strong connection with the world around them. They have a natural belief in and practiced a primitive understanding of the Force.

**Move:** 10

**Size:** 1.66 to 1.76 meters tall

### Pantorans

Pantorans are a sentient species that appears similar to humans. They have two legs, two arms ending in five-fingered hands, a torso and a single head. Like humans, they also have two sexes, male and female. However, all Pantorans have blue skin that turns indigo when they blush, and yellow eyes. They grow hair on the top of the head, and, in males, on the lower parts of the face. The color of their hair varies from white and purple to blue and black. Some Pantorans also display simple golden facial tattoos as a symbol status. These tattoos are based on ancient Pantoran texts. Known individuals ranged from 1.65 to 1.77 meters in height. The Pantorans have a greater resilience to low temperatures than humans.

The Chiss, a more obscure blue-skinned species, are sometimes mistaken for Pantorans. However, unlike the Pantorans, the Chiss have red eyes.

Most Pantorans adorn their faces with yellow markings that signify their family affiliation. Those who have no loyalties toward a family bare no markings at all.

The Pantoran regime is a democracy, and its governing body is the Pantoran Assembly.

Pantoran architecture is notably vertical; whereas other cultures left their rooftops bare, Pantorans would not waste space, often

building more structures atop others and planting gardens. Their cities are elegant and somber, built amidst dreary, marshy tundra that stretches away beneath overcast skies.

Some Pantorans are known to worship an unnamed moon goddess.

Pantorans hail from Pantora, the moon of the ice planet Orto Plutonia.

## Pantoran

**Home Planet:** Pantora

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

**Cold Tolerance:** Pantorans are native to a world of icy tundra and frozen marshes and suffer no penalties while in extreme cold (temperatures equal to or above -0 degrees Celsius).

**Story Factors:**

**Tattoos:** Some Pantorans display simple golden facial tattoos as a symbol status. These tattoos are based on ancient Pantoran texts.

**Move:** 10

**Size:** 1.65 to 1.55 meters tall

# STARSHIPS

## Cargo Hauler

**Type:** Cargo hauler

**Scale:** Starfighter

**Length:** 50 meters

**Skill:** Space transports: cargo hauler

**Crew:** 2 (pilot, co-pilot/engineer); Skeleton: 1/+5

**Crew Skill:** Astrogation 3D, starship shields 2D+2, space transports 4D

**Passengers:** None

**Cargo Capacity:** 25,000 metric tons

**Consumables:** 3 months

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 30/1D

*Search:* 40/1D+2

*Focus:* 2/2D

**Notes:** The Wookieepedia article for *The High Republic: A Test of Courage* mistakenly lists the cargo hauler as a repulsorlift vehicle. In the book, the "cargo hauler" is at a starport. The Nihil members Klinith and Gwishi are said to have (emphasis mine) "searched the nearby compartments for the **ship** manifest." When comparing the size of their cargo hauler to the enormous luxury liner *Steady Wing*, the text notes that it "was easily ten times the size of the cargo hauler...".

## Poisoned Barb

A cruiser sized starship upgraded by the Nihil and captained by the aqualish Klinith Da.

## Radiant Blessing

A cruiser sized starship built specifically for the Jedi during the High Republic Era. It is sent to Wevo to rescue Jedi Knight Vernestra Rwoh, padawan learner Imri Cantaros, Honesty Weft, Avon Starros, and the droid J-6 and transports them to Starlight Beacon in time for the station's dedication.

## Steady Wing

The *Steady Wing* is a gigantic luxury liner that boasts sixteen decks, three decorative gardens (including an especially beautiful Pantoran-style hanging garden on deck three), an entire deck dedicated to games, and a grand dining room that can seat a thousand. The ship is lavish, fit for important delegations. It also has many luxury stores, including jewelry shops. To supplement the crew there are a number of maintenance and service droids.

## Steady Wing

**Type:** Luxury liner

**Scale:** Capital

**Length:** 500 meters

**Skill:** Space transports: luxury liner

**Crew:** 350, skeleton: 50/+10

**Crew Skill:** Astrogation 3D, sensors 2D, space transports: luxury liner 4D

**Passengers:** 2,200

**Cargo Capacity:** 20,000 metric tons

**Consumables:** 6 months

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Space:** 3

**Atmosphere:** 210; 600 kmh

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 60/2D

*Search:* 90/3D

*Focus:* 5/4D

**Game Notes:** *Steady Wing* has a single maintenance hangar and maintenance shuttle.

## Maintenance Shuttle

This shuttle has a white interior with gray seats positioned along each wall, and pilot and copilot seats up front. There are cabinets full of tools and a few supplies, foodstuffs and water. It is a tight fit inside for three passengers.

## Maintenance Shuttle

**Type:** Maintenance shuttle

**Scale:** Starfighter

**Length:** 16.9 meters

**Skill:** Space transports: maintenance Shuttle

**Crew:** 2

**Crew Skill:** Space transports 4D

**Passengers:** 3  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 1 day  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** None  
**Nav Computer:** No  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
    *Passive:* 10/1D  
    *Scan:* 15/1D+2  
    *Search:* 20/2D  
    *Focus:* 1/2D+2

**Game Notes:** Maintenance shuttle can hold either passengers or cargo. Onboard the shuttle is a standard starship repair kit; larger equipment is stored in overhead bins and under seats. There is an emergency survival kit, spacesuit patches, and a sundry of small but useful items. The shuttle has two exterior manipulator arms and a light tractor beam array, useful only for moving parts into place while making repairs.

The maintenance shuttle aboard the *Steady Wing* has no operating shields, only half a hyperdrive, no navigation/star maps, and the comms have been sabotaged.

## VEHICLES

### REPULSORCRAFT: SPEEDER

#### Avon Starros' Scoot Speeder

**Type:** Custom-built speeder bike  
**Scale:** Speeder  
**Length:** 1.5 meters  
**Skill:** Repulsorlift operation: scoot speeder  
**Crew:** 1  
**Cargo Capacity:** 2 kilograms  
**Cover:** None  
**Altitude Range:** Ground level to 3 meters  
**Maneuverability:** 1D  
**Move:** 45; 130 kmh  
**Body Strength:** 1D

#### Cargo Speeder

**Type:** Cargo landspeeder  
**Scale:** Speeder  
**Length:** 7 meters  
**Skill:** Repulsorlift operation: cargo speeder  
**Crew:** 1  
**Passengers:** 10 or cargo  
**Cargo Capacity:** 2.5 metric tons  
**Cover:** 1/2 to those in forward cab, full for those in back  
**Altitude Range:** Ground level up to 1 meter  
**Maneuverability:** 1D  
**Move:** 50; 140 kmh  
**Body Strength:** 2D+2

## WEAPONS AND TECHNOLOGY

### Magboot

**Type:** Magnetic boots  
**Cost:** 250 credits  
**Availability:** 1-2

**Game Notes:** Magnetic boots that allow a character to walk on ferrous surfaces without falling off. This reduces mobility to cautious speed and a -1D to dodge checks.

### LIGHTSABER: LIGHTWHIP

#### Vernestra Rwoh's lightsaber

A single-bladed weapon with a cylindrical hilt and a purple blade. Originally a fairly typical lightsaber, Rwoh modified it to include a lightwhip mode activated by twisting the first ring on the hilt. In whip mode, the saber has multiple thin, flexible blade-tendrils that are longer than its lightsaber blade.

### Game Notes:

1. Vernestra's lightsaber acts as a normal lightsaber, but as an action she can switch to lightwhip mode. If she misses the difficulty number by more than 10 points (the base difficulty; not their opponent's parry total), she has injured herself with the lightwhip tendrils.
2. If Vernestra beats base difficulty by 10+, the whip may wrap around the target doing 5D+/-Control damage per round.
3. Due to the energy cocoon, the lightwhip may be used to parry lightsabers, and even ensnare them.

## MISCELLANEA

### ALCOHOL: WINE

**Gnostra Berry Wine:** A scarlet colored wine made from fermented Gnostra berries found on the planet Dalna.

### ESOTERICA

**Schmireland's Almanac:** A 300 year old gazetteer of worlds encountered by Leric Schmireland for The Republic. The goal was to find planets, moons, etc that would be good for starting colonies. Leric never returned to Coruscant, but every now and again one of his messenger droids appears at the University of Coruscant, delivering another report. The Schmireland almanac is mostly useless, but it contains many fun facts about planets no one has any reason to visit.

### FOODSTUFF: FRUIT: BERRY

**Frostberry:** An exceptionally sweet berry picked during the first frosts. If picked outside of the frost season it is still considered a decent fruit, but loses nearly all its sweetness.

**Sour Berry Sweet:** A rubbery confection with a hard candy sour center.

### FOODSTUFF: CANDY

**Gimer-gum:** A chewable confection that is known for its strong flavors and its sticky consistency.

#### FOODSTUFF: MELON

**Mamba Melon:** Hand-sized round purple melon with jagged lavender stripes. Can be eaten or made into a summertime drink.

**Summer Melon:** Palm-sized, red squat melon that naturally breaks into 4 equal segments. Grown on many planets including Dalna.

#### FOODSTUFF

**Gnostra Berry Juice:** A pink juice squeezed from the berries of the Gnostra shrub, found on the planet Dalna.

**Nuna Jerky:** Also known as Nuna Turkey Jerky, this is a food made from the meat of a nuna. Nuna are also known as swamp turkeys and are diminutive bipeds. These birds cannot fly and are known for their stupidity.

#### FOODSTUFF: STEW

**Joppa Stew:** Served at many spaceports as a blue-plate special. The stew is a dark blue gravy with with a mixture of spongy protein and bitter tubers.

#### FORCE, THE

**Cosmic Force:** Together with the Living Force — the energy of all life — the Cosmic Force forms the Force, the energy field that binds all things through and transcending space and time. Through the Cosmic Force, midi-chlorians form a symbiotic relationship with living beings and communicate to them the will of the Cosmic Force. Because of this will, nothing occurs in the galaxy by accident. By clearing the mind of any thoughts and acting on instinct, sentient Force-wielders can listen to the Force's will and become an instrument of it, fulfilling their predestined path. The Jedi are agents of the Force's will. Some believed the will of the Force desired the flourishing of life, harmony, and community, and was only heard by those who operated as a larger organism; a community. However, all lifeforms attuned to the presence of the Force through the midi-chlorians can hear it.

**Disturbance in the Force:** Force-sensitives can feel a disturbance in the Force and lets those who feel it know something of great import is happening elsewhere in the galaxy. It is channeled through the heart and mind. One sensing a disturbance in the Force might react in pain and confusion, due to feeling empathetic mental anguish at the time.

**Living Force:** By feeding into the Cosmic Force, the Living Force — the energy of all life — created and grew the Force, binding the galaxy together. The Force is the fundamental unity that underpins all of creation which contains and holds in balance dualities such as life and death or light and dark, while also transcending them. Beyond its dualities, the Force has two complementary aspects; the living and the cosmic Force are symbionts, the latter possessing a will that is communicated to all life through the midi-chlorians. The will of the Force desires peace and community — when life lets go of fighting and comes together as one.

#### GAMBLING

**Rykestra:** A dice game of chance popular during the High Republic Era.

#### HISTORICAL FIGURES

**Cervil:** Also known as Cervil the Uncanny, was a female Jedi who fought in the Sith Wars. She left behind testimonies about the use of lightwhips to defend against Sith Lords using the Forbidden Forms. A long time after the conflict, during the High Republic Era when the Sith were believed to be extinct, Cervil's testimonies were cited by Jedi Knight Vernestra Rwoh to Padawan Imri Cantaros as proof that the Jedi Order had historically used lightwhips.

**Grat Resa:** A philosopher who wrote a treatise on mourning stating that acknowledging the passing of a loved one was important to the healing process. Avon Starros later quoted the treatise when speaking with Vernestra Rwoh and Honesty Weft about the passing of Weft's father.

**Caden Starros:** A male member of the Starros clan and the great-grandfather of Avon Starros. According to a family story told to Avon before she went sent to Port Haileap, Caden had followed an enemy to Orondia after his ship was stolen by the man and left him stranded on a minor moon.

**Ghirra Starros:** A female Galactic Republic senator and the mother of the scientist and aspiring inventor Avon Starros. She sent Avon to the remote outpost Port Haileap as she considered her to be trouble and wanted her daughter to learn to appreciate her life on Coruscant.

#### JEDI TRAINING

**Empath Test:** A series of tests measuring a Force users capacity to perceive the feelings of others.

Every life-form possesses their own life force, also known as a spirit, life essence, or Force-essence, which can be strengthened by Force-bonds and given to another being to restore their vitality at the temporary cost of one's strength.

**Note:** At this time, 232 BBY, this is a rare Force ability, even though this is contradicted later in the book as well as within established canon.

**Meditation:** A mental technique performed by living beings. By meditating, Force-sensitives can reach a deeper state of relaxation, making them easier to connect with the Force. The basics of Jedi meditation are to focus on whatever emotions are uppermost in one's mind, to be honest with oneself about the feelings one experiences and their effects. Then, one is to let each emotion go —the goal being to make oneself an empty vessel that the Force would be able to fill with peace and serenity.

**Note:** During the time of the High Republic, using the Force extensively is fatiguing to the Force user. Meditation can mitigate some of those effects, but not all.

**Third Cadence:** One of the 300+ Jedi Cadences that explores and challenges the initiates understanding of the Living Force.

#### LIGHTSABER COMBAT

**Forbidden Forms:** Forms of lightsaber combat used by the Sith during the Sith Wars. According to the testimonies of the Jedi Cervil

the Uncanny, lightwhips were used to defend against Sith Lords who utilized these forms.

**PLANT: BUSH:**

**Gnostra Shrub:** A shrub on the planet Dalna farmed for a variety of purposes, including the cultivation of Gnostra berries and Gnostra fibers. It grows to roughly 1.2 meters in height, with a diameter of 0.9 to 3.7 meters depending on age. Three times a years the bright, pink berries can be harvested. The berries are suitable for being squeezed into Gnostra berry juice as well as fermented into Gnostra berry wine. Gnostra fibers are peach-colored and used in textiles.

**PLANT: TREE**

**Marblewood Tree:** This tree is sought after by collectors for how it beautifully mimics the appearance of marble with a wider variety of colors and patterns. When the wood has been allowed to cure properly, sometimes taking as long as several centuries, it becomes as hard as marble but weighs substantially less.

**SCIENCE**

**Gherillian Theoretical Proofs:** A set of 4 related hyperspace proofs by Kackle Gherillian that states the odds of a collision with an unknown object while traveling through realspace are very low given the current level of ships systems designed to prevent such an occurrence.

**Hyderson's Proof:** An unorthodox proof that encapsulates a number of variables for the calculation of the survivability of a starship crash.

**SPORTS**

**Wicket Ball:** A game played by a single "swinger" versus the "lobber" and "wicket catchers," in which points are awarded to the "swinger" depending what the "wicket ball" does when it is hit. Many variables can reduce or increase the points awarded, such as the number of walls, vehicles, street signs, etc. that are hit, or in what combination. To add yet another element of chance, the "wicket ball" has a small random gravity generator inside, which can cause the "wicket ball" to perform in some incredible and unlikely ways.

**WEATHER**

**Wet Days:** On the planet Heaileap, the Wet Days comprise the season in which it rains for entire weeks until everything is damp and sticky.