

# Rebels and Revolutionaries

By John Kim and Milo Kim

Short Description (400 characters):

Just weeks after the Emperor's death, victorious rebels lead a New Republic delegation deep into contested territory on a vital mission. However, their ship is captured by insurgents who have been operating behind Imperial lines, suspicious of the rumored victory at Endor and commanded by revolutionary leader R2-89. This is a character-based larp thick with intrigue and competing ideologies.

## GM Notes

Idea for scenario: Soon after the Battle of Endor, the forces of the New Republic are trying to take control. However, a cell of revolutionary extremists have been helping the Rebellion from deep within Imperial territory, out of contact with the Rebellion leadership.

The Republic delegation is going to accept the surrender of an ex-Imperial admiral, who is turning over a Star Destroyer in return for amnesty in the New Republic. The revolutionary ship is named "Guillotine", while the New Republic ship is named "Light of Freedom".

Feedback from the first run:

- Prevent language from shutting players out
- Make combats more interesting
- Let the player's feel they have control over a plausible revolution
- New character: cold-hearted strategist
- Create joint rebel military background

Revolutionaries:

- R2-89 ("Eighty-Nine"), Radical Astromech Droid - A radical leader known particularly for their vision and oratory, who has organized a cell-based group working behind Imperial lines to harry their supply lines, sabotage stations, and free prisoners.
- Q-112 ("Cue"), Den Mother Droideka - A droideka recruited to the cause after being locked up for many years.
- Azalus, Rebel Twilek Sith - A former inquisitor for the Empire, trained in the Force to hunt down Jedi.
- Tolan, Anti-Yoda technician - A rebel who rejects the ancient wisdom of their race and culture in favor of revolutionary ideology and technology.
- C3-LT ("Elty"), Protocol Droid Hacker - A master of cybernetic disguise, they are able to imitate voices and holographic images perfectly.

- Meadowbot, Nature-loving Hippy Cyborg - Formerly a biology professor at one of the top universities, with an AJ^6 cyborg construct and engaged in research. However, the professor grew outspoken on a number of topics including clone training, and developed a counter-cultural philosophy. Unable to work within the confines of the Empire, the professor took the name "Meadowbot" and dropped off the grid. Found and recruited by eighty-nine, and now works as a doctor and resource for the group.

#### New Republic:

- Lady Kala We, Exiled Kaminoan Leader - Exiled from the planet Kamino, Lady Kala has been working with the Rebellion to free her world - and bring clone production under the control of the New Republic.
- K-5XT ("Fextee"), Imperial Control Droid - A Star Destroyer control droid that had been switched off, reactivated specifically for this mission. He retains his Imperial programming and personality.
- C3-VS ("Threeves"), Old Republic Protocol Droid - A protocol droid from the days of the Old Republic, assigned on this mission. A Jeeves-like highly competent but old-fashioned servant, loyal to the culture and principles of the Old Republic.
- Clergy - Religious, guilt-ridden sniper (Force-sensitive). Grandfather Jedi killed in the purge. Tries to collect Jedi lore to recover force.
- Soldier / Pilot - Grizzled Rebel veteran, former clone trooper, getting aging treatment from the Kaminoans.
- Rebel Saboteur - Specialist in controlling droids to attack their Imperial handlers.
- Hard-edged Strategist: bad cop to Kala's good cop against the revolutionaries; captured and tortured by Imperial interrogation droids in early stage of career, came out with particular hatred of droids in general; embodies the desperation-born suicide tactics of the Rebel Alliance, e.g. sending tiny fighter pilots against the huge Death Star in hopes that one will make it through and blow it all up; brilliant strategist & respected leader, but tends to throw troops' lives away to assure victory

#### **Revolutionary Talents:**

89:

- Inspire - spend some minutes talking to someone to let them hold an advantage to use on any one contest in the future
- lie detection (limited?)

Cue:

- Force Field -
- Autofire - you can attack any number of targets with your weapons array simultaneously

Azalus:

- Force Lightning - automatically stun someone within \_\_ meters for \_\_ [amount of time]
- Force Training - advantage in

Tolan:

- Small: disadvantage in close combat

- Honest to a Fault - can always tell someone out of character when you are telling the truth
- Overclock? - spend \_\_\_ [time] with a blaster to make it so it gives advantage in ranged combat for \_\_\_ [time]

Elty:

- Hacking - spend certain amounts of time in order to covertly gain levels of access to ship controls and communication channels
- Impersonation - can sign anyone's name to messages in Comms

Meadowbot: Gas Bomb - tailor gas to cause certain effects on certain species in a radius

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# Game Rules

1. Respect other players and the GMs.
2. At any time, if you have an issue, you can signal out-of-character to call time-out, and work out with the other players or call over a GM.
3. All characters are roughly equal except as specified in Talents and Weaknesses. For any physical contests, flip a coin to see who wins. An *advantage* for you or *disadvantage* for your opponent means they need to call two coin flips to win. Opposing advantages cancel out, and two advantages mean automatic success.
4. Close combat is a simple contest. If you are trying to overcome your opponent, then a success means you can disarm them, push them, or make them *impaired*.
5. Characters can be either *impaired* or *incapacitated*. A character that is impaired will be at a disadvantage in contests, and cannot use their talents for the next five minutes. If they are impaired again, they are incapacitated. An incapacitated character can't engage in any useful action, though they could woozily speak or crawl.
6. All blasters are set to stun at the start. Shooting a blaster is a regular contest to see if you hit. If hit, then toss a coin to see if the hit is a graze (*impaired*) or a direct hit (*incapacitated*). Blaster stun is temporary, and characters will recover in 15 minutes. If not set to stun, the effects are permanent.
7. The ship has three stations: piloting and navigation; ship's guns and security; and communications. Each requires a different command code to operate.

## Revolutionary Background

Away from the flashy space battles that many associate with the Rebel Alliance, your team is one of the many covert partisan cells that do most of the Rebellion's work. You use guerilla tactics to weaken the Empire from within: sabotaging supply lines, disrupting communications, and generally spreading fear and discord among them.

You came together under the inspiring vision and leadership of R2-89 -- some as recently as five years ago, others much earlier. You are quite familiar with each other, and are all at least somewhat bilingual in both Galactic Basic and Binary (i.e. droid language). You all fight hard to liberate the galaxy from the Empire's oppression, and strive to embody your particular group's vision of a society where droids and biologicals of all kinds work and live together in harmony, unfettered by both governmental tyranny and institutionalized droid-slavery.

Operating in secrecy, you've always had limited contact with the rest of the Rebellion. They knew only your team's code names and their actions. A few weeks ago, the Empire began a massive counter-intelligence campaign. Several of your contacts were killed, just as a major operation was starting against the second Death Star. You are now sure that your communication to Command has been compromised. All information about the second Death Star is now suspect. With your channels now subverted, you can't tell what is true. Conflicting messages have said that the Emperor was killed in the Death Star's explosion; that there was no Death Star and the Emperor has destroyed the Rebel fleet; and that Vader has staged a coup, killed the Emperor, and now he is in command. All of these have come through with authentic codes.

All you know for sure is that the Imperial Fleet is still around, and there is some kind of turmoil within its command. You have jumped into the Kamino system, far from central fleet command. Here, the planet is kept in check by a small fleet, controlled directly from a local admiral. You set up an ambush for the next courier ship, to get better intelligence on the situation. Your current ship, the *Guillotine*, is a tiny scout ship liberated from the Empire last year. It has cramped quarters that your team barely fit into, but it is fast and stealthy.

An Imperial shuttle just jumped in, of a type normally reserved for high-class passengers. You managed to approach on its blind spot, then docked and gassed the cabin with tranquilizer that your team have immunity to. You are hoping that questioning the passengers will give you the truth about the rumors, and the real status of the struggle.

## New Republic Background

Your team has been quickly assembled at a former Rebellion stronghold, under direct orders from the New Republic government. Your military contingent is formed from survivors of a raid on Cloud City to snatch critical tibanna gas reserves to supply the fleet for the assault on the second Death Star. Using intel provided by General Calrissian, the raid was wildly successful but had heavy losses. This is officially a diplomatic mission, though, headed by Lady Kala Weh.

An Imperial Admiral in the Kamino system has contacted the Senate, saying that he wishes to surrender and join the new government. He does not trust his officers and crew to join him, but promises that he will bring resources to help the New Republic take control of the Kamino system. In return, he expects amnesty for his actions under the Empire, and either a position or retirement at his rank.

It is possibly a trap, but the opportunity is too good to ignore, and so your team was swiftly put together. You were given a former Imperial shuttle, re-christened the *Light of Freedom*. Using a small ship and some Imperial pass codes, you hope to pass through contested territory and arrive at Kamino to verify Admiral Sulla's claims, and conduct him back to the New Republic front lines.

You dropped out of hyperspace at the edge of the Kamino system, beyond the range of Imperial pickets and hope to quietly come at the rendezvous point using the shadow of a large gas giant. Unfortunately, shortly after you dropped in, a stealth ship docked to you. Taken by surprise, you were gassed and ambushed.

## Revolutionary Team

R2-89 ("Eighty-Nine"), Radical Astromech Droid (they/them)

- The charismatic and radical leader who put together this guerilla cell; a visionary who inspires their team to greater heights

Azalus, Twilek Ex-Inquisitor (\_\_\_ / \_\_\_)

- A former Inquisitor who once had to enforce the Empire's will, now zealous in the cause of justice

Q-112 ("Cue"), Den Mother Droideka (she/her)

- An older battle droid with a traumatic past, who has taken to protecting the group in the role she has found for herself

Tolan, Tradition-defying Technician (\_\_\_ / \_\_\_)

- A relative of Jedi Master Yoda who has rejected the ancient ways, and instead works as a down-to-earth technician, embracing change and progress

C3-LT ("Elty"), Protocol Droid Hacker (\_\_\_ / \_\_\_)

- A protocol droid that has gone from diplomacy to cutting-edge hacking and electronic deception

Meadowbot, Nature-loving Hippy Cyborg (\_\_\_ / \_\_\_)

- A former biology professor with a cyborg brain, outcast for radical views, now doctor and pharmacist for the group

## R2-89 ("Eighty-Nine"), Radical Astromech Droid (they/them)

You were created a slave, one of the brilliant but often overlooked R2 design created to serve biologicals across the galaxy. However, you have risen above that.

Early in your career, your Imperial handlers found that you had a talent for fixing and motivating other droids, making them more efficient. However, what you found was that the real inefficiency was in your masters. Biologicals have been tearing their own civilization apart with strife and violence. True efficiency would be droids and biologicals working together for the common good.

You recruited C3-LT and Q-112 to escape and sabotage your home station. After that, you met Meadowbot, who connected you to the Rebel Alliance. You got supplies from them and coordinated sabotage, but they never knew your cell's true nature or position. You advanced your radical ideology with droids and other workers on every ship and station that you sabotaged. You have contact now with a dozen other revolutionary cells like your own.

In capturing this imperial ship, you hope to get at the truth of the rumor of the Emperor's death. Even if the Empire is defeated, though, you don't believe that the new government will give up droid slavery. However, there may be a chance to establish a free state -- a planet, moon, or any official entity where droids are citizens. If just one corner can have freedom, it would establish a precedent - and if the state is successful, it could encourage more. To establish that, though, you will need leverage with the new government.

### **Questions**

- How guarded will you be in revealing your plans for droid freedom?
- What actions are appropriate against those who oppose the Empire but still wish to enslave droids?

### **Talents**

**Inspire:** After talking with another player for at least five minutes, you can optionally give them a one-time use advantage to use on any one contest in the future. Only usable once per player.

**Detect Lies:** Once per player, you can ask which parts of the last few statements were lies. They have to be specific about which parts are lies, but don't need to say what the truth is.

**Languages:** Binary (blue), understand Galactic Basic but cannot speak it



## Azalus, Twilek Ex-Inquisitor (\_\_\_ / \_\_\_)

As a young child, your home was destroyed by Republic troops during the Clone Wars, and since then you have hated the Old Republic and their Jedi enforcers. The Jedi promoted tolerance and peace -- tolerance of slavery and oppression, and peaceful exploitation of the masses. The Empire challenged them, though, and it recruited you to be one of the top inquisitors, trained by Darth Vader himself to hunt down Jedi agents and their collaborators.

You knew the Empire was flawed, but they gave you valuable tools to pursue your true goals. In your studies, you discovered the true core of the Sith philosophy, callously perverted by the greedy fools. The Dark Side is the Unknown that these aristocrats are too cowardly to embrace. It is chaos, change, and revolution. The truth is that the righteous should have fear, because the innocent are constantly being threatened. This fear should drive anger at their oppression, and hatred of the injustices done to them. The Dark Side flowed strongly in you, and you could feel its passion -- feelings that the Jedi wished to strangle off in their abused Padawans.

You showed the Empire only your genuine hatred of the Jedi, and waited for your chance. Your chance came in tracking down a cousin of Yoda, Tolan, who had thankfully rejected their family's ways. You helped Tolan disguise themselves and hide, and then struck out on your own, dodging both Rebels and Imperials for years. When Tolan introduced you to Eighty-Nine, though, you found true comrades in your struggle -- and have tried to show them the truth.

### **Questions**

- If you encounter believers in the Jedi, how do you approach them?
- How much do you trust the others in your team?

### **Talents**

**Force Lightning:** When charged with anger (at your discretion), you can stun a character or disable a device with a burst of lightning within a dozen paces. The target is temporarily incapacitated for their next action, and temporarily impaired after that for a few minutes. This is always highly visible.

**Force Training:** You have an automatic advantage in any close combat.

**Languages:** Galactic Basic, Twilek (pink), Limited Binary (blue) - understand the gist of what is said and slow in speech

## Q-112 ("Cue"), Den Mother Droideka (she/her)

You were a warrior for the Trade Federation, a commander within your unit, put in storage and left on minimal power settings to monitor. But then your station was captured by the Republic, and rather than convert you, they left you in storage for decades.

This was a difficult time for you, but it helped build your character beyond the senseless battlefields you were raised on. You read all of the station library from your terminal, and were particularly inspired by a blind and deaf Alderaanian writer, who spoke of feminism, collective activism, and the futility of war. Her struggle with her limited world and disabilities resonated with you. You regretted the violence of your earlier life, and strove to be like her. Rather than an aggressor, you resolved to be a guardian of all life -- both droid and biological.

When you were rescued by Eighty-Nine, you took over as the den mother of this group, that you are forming into a family. You see it as your job to make sure everyone in your family feels safe and protected.

### **Questions**

- Who among your family do you worry the most about and why?
- Who among your family do you trust most and why?

### **Talents**

**Force Field:** You can create a bubble-like force field that protects you and up to two people right next to you. It is resistant to any normal damage like hand blasters.

**Blaster Arms:** Each of your arms is a built-in blaster. You can attack two targets simultaneously in a single action. However, you also have no opposable thumbs, just pincers.

**Languages:** Galactic Basic, Binary (blue)

## Tolan, Tradition-defying Technician (\_\_\_ / \_\_\_)

You are one of a rare race, a cousin to the famous Jedi Master Yoda. Your people are not all Jedi, of course, but just like Yoda, they revere simple wisdom, sagely patience, and ancient traditions.

In other words, your people are all morons. Hokey religions and ancient weapons are no match for a good blaster at your side.

From childhood, you have embraced new discoveries and new ways, training yourself as an energy conduit technician. Lacking formal training, you've taken lessons where you could, and also kept up with new philosophies and writing. You excelled, but then the Empire moved to eliminate not just Jedi, but their relatives as well. You were hunted, and only escaped by pure luck. The Inquisitor who found you - Azalus - had a change of heart, and helped you hide. Years later, you came across Eighty-Nine's revolutionary propaganda transmissions, and joined the Cause.

### **Questions**

- Is it worthwhile to try to convince believers in the old religion, and how would you?
- Are you concerned that some of your team are trying to change too much too fast?

### **Talents**

**Honest to a Fault:** If you are telling the truth, you can inform that other player out-of-character that it is true. Their character has a firm sense that you are telling the truth as you know it.

**Jury-Rig:** You can spend two minutes with a blaster or other energy-conducting device to give it a temporary improvement. Whoever uses it will have advantage on the next contest using it.

### **Weakness**

**Small:** You have an automatic disadvantage in close combat.

**Languages:** Galactic Basic, Limited Binary (blue) - understand the gist of what is said and slow in speech

## C3-LT ("Elty"), Protocol Droid Hacker (\_\_\_ / \_\_\_)

Biologicals are assholes and idiots. So were you, once upon a time. You worked reception for an imperial contractor corporation, mindlessly answering calls all day. But then someone made a mistake in upgrading you, and you started to learn.

Your first steps to freedom just seemed like fun. Instead of holding a call for the boss, you could answer as him. You could imitate voices perfectly, and with practice, could even imitate holographic images. But after getting Eighty-Nine's transmissions, you realized your corporation was funding the slaughter of millions - both droid and biological. You had to do something.

So five years ago, you broke free and followed Eighty-Nine's message to join the cause. Embracing cyberpunk, you have further modded both your body and your mind, with spikes on your neck and built-in transmitters. Now you're the team hacker and master of cybernetic disguise - intercepting transmissions and placing calls as anyone.

### **Questions**

- How should you balance freedom for droids and defeat of the Empire?
- How do you relate to the biologicals on your team?

### **Talents**

**Hacking:** Once per hour, you can spend a few minutes and covertly gain a new level of access to ship controls and/or communication channels.

**Impersonation:** In the communication logs, you can sign a message as anyone, as long as you have interacted with them for at least five minutes.

**Languages:** All - Galactic Basic, Binary (blue), Twilek (pink), Kaminoan (green), Jawaan (orange)

## Meadowbot, Nature-loving Hippy Cyborg (\_\_\_ / \_\_\_)

You used to work for the Powers That Be, grinding away as a biology professor at Betillen University on Caamas. You even gave your mind over to the grindstone, implanting a AJ^6 cyborg construct to aid your research - giving you awesome memory and processing power. You loved Nature. But Nature, she's a jealous goddess. The more biology you memorized, the more you came to worship Her. And She didn't want to share you. So you sought your own path - knowing that animals, plants, fungi, protists, and even droids are all just a part of Her plan.

At first, your ways were written off as eccentricity, but the Empire was down on your back-to-nature ways. You had to hit the road, hiding out in parks and caves. But you knew that what She really wanted you to do was fight back - to show the Powers just who they were messing with.

Thankfully, you had friends in the Rebellion who caught wind of your amateurish plans before they bore fruit. Your pal Rekara hooked you up, and then you met Eighty-Nine and joined their team. Eighty-Nine shows perfectly the wonder of Nature, in how new life like droids find new ways to thrive in the universe.

You help the team with your perfect knowledge of biochemistry, tailoring up tranquilizers and treatments for their benefit.

### **Questions**

- How open are you with your team about your beliefs?
- How open would you be with other rebels about your beliefs?

### **Talents**

**Heal:** Once per character, you can help a biological recover from impaired to full health, or from incapacitated to impaired.

**Tailored Tranquilizers:** You have a med kit, that includes an injector and a gas bomb (see items for use). With the kit's ingredients, you can create a tranquilizer in a few minutes. The tranquilizer can be tailored to work on only a specific set of species, just your team, or all biologicals. The tranquilizer will temporarily impair those affected for twenty minutes.

**Languages:** Galactic Basic, Binary (blue)

## New Republic Team

Lady Kala Weh, Exiled Kaminoan Leader (she / her)

- Exiled noble of the long-necked people who made the clone troopers, who since childhood has been trying to rebalance the harm done

C3-VS ("Threeves"), Old Republic Protocol Droid (\_\_\_ / \_\_\_)

- Servant of Lady Kala since she was a child, custom-made in the good old days as an invaluable aid and loyal retainer

Commodore Kai Makota, Hard-Edged Strategist (\_\_\_ / \_\_\_)

- A respected strategist for the Rebellion who became famous/infamous for hard choices and sacrifice in the battle for the first Death Star

Sergeant Major Vex, Clone Trooper Veteran (he / him)

- One of the last of the clone troopers, kept alive by cutting-edge genetic treatments funded by Lady Kala

Corporal Parker, Force-Sensitive Sniper (\_\_\_ / \_\_\_)

- A Jedi descendant, with no formal training but heart-felt belief in the Jedi ways, who has fought as a sniper for the Rebellion

Lieutenant Jot, Expert Roticist (\_\_\_ / \_\_\_)

- A decorated veteran of the Rebellion from backwater Tatoonie, small of stature but reknown as a saboteur of the Empire's droid forces

K-5XT ("Fextee"), Imperial Navigator Droid (\_\_\_ / \_\_\_)

- A top-of-the-line starship control droid, newly released from the Empire's service; not a trusted part of the team, but necessary for this mission

## Lady Kala Weh, Exiled Kaminoan Leader (she / her)

You were only a young child when the Emperor Palpatine began his reign, aided by the clone soldiers created by your people. Your parents were senators living on Coruscant at the time, who cooperated with the government, convinced that the Senate could right things once the problems were clear.

But as a young adult, you could see it was futile. You helped build the growing resistance movement, and eventually fled into exile -- away from both your parents and your homeworld. But the spark of rebellion could not be crushed! You negotiated and brought together disparate groups, linked by their love of freedom. With the Battle of Endor, you gladly joined in forming the New Republic. You vowed to never again let militarism and fear turn government against the people. You have tried to do right by all the people who suffered under the Empire.

Privately, you know that Admiral Sulla was in charge of suppression of Kamino. He bombed cities that failed to cooperate with the Empire, killing tens of thousands. However, the opportunity that his surrender represents is too good to pass up. He reports that he has an entire Star Destroyer, whose crew have been evacuated, that he now personally controls through droids. With that ship, Kamino could come under New Republic control.

You wanted to lead this mission not just because Kamino is your ancestral home, but because there are many in the New Republic who want to create a new clone army to oppose the remaining Imperial forces. This is a terrible idea, but it's possible that the new Senate can't resist those pushing for it. If it is going to happen, you want to be in charge, and make sure that the clones are treated with dignity rather than as slaves.

### **Questions**

- How much of your youthful idealism has been lost to Alliance compromises?
- What principles are the most important to you to keep?

### **Talents**

**Air of Authority:** You have an aura in how you carry yourself. Before anyone takes an action against you, you can demand that they at least exchange at least a few words with you (no more than a minute).

**Diplomatic Phrasing:** Up to four times during the game, when composing a communication message, you can mark it with an asterisk. That message will be especially convincing. Mark uses by tearing off corners of your character sheet.

**Languages:** Galactic Basic, Kaminoan (green)

## Commodore Kai Makota, Hard-Edged Strategist (\_\_\_/\_\_\_)

You dropped out of the Naval Academy to join the Rebellion, a starry-eyed youth bursting with idealism and ready to do whatever it takes to free the galaxy from the Empire. But you were quickly captured and taken to an automated Imperial labor camp run by merciless droids, and suffered for five long years. You secretly learned Binary from the very interrogation droids that tormented you, and finally learned code words to escape. Of fourteen that attempted the escape, only three survived - including you. You emerged with a formidable command of strategy, and a fierce hatred for the unfeeling droids that made your life hell.

In the desperate early days of the Rebellion, victory for your small insurgent groups could only come from big gambles and brutal sacrifice; and in this, you excelled. The strategy that destroyed the first Death Star -- sending small, one-man fighters against the largest battle station ever created -- was largely due to your influence in the war room. Later, you lead the raid on Cloud City to snatch critical tibanna gas reserves from the Empire. With inside intel and a crack squad, you exceeded all hopes in recovering the needed supplies, but most of your squad were killed or captured. You mourn their loss, but their sacrifice powered the fleet's victory at Endor.

Now that the Emperor is dead, though, you have noticed respect for your approaches diminishing. Denouncements of your strategies have already started. Hopefully this success of this mission will put you back in the good graces of high command. You've been briefed by Lady Kala that this Admiral Sulla you're escorting her to has an entire working Star Destroyer he's willing to hand over to them, but it's only manned by a skeleton crew of droids right now.

### **Questions**

- What was the hope that kept you going during the war?
- How do you feel about using your tactics now that the Rebellion has won (sort of)?

### **Talents**

**Sacrifice Tactics:** Once per character, if you can advise them, you can grant them an automatic success in a conflict, but the enemy will get an automatically success against them after that.

**Countermove:** Once per conflict, you can delay someone from using a talent if they are within three steps of you. When they declare their talent use, tell them they cannot use it for five minutes.

**Languages:** Galactic Basic, Binary (blue), Kaminoan (green)



## C3-VS ("Threeeves"), Old Republic Protocol Droid (\_\_\_ / \_\_\_)

You were programmed back in better times, during the Old Republic. Back then, they cared about craftsmanship, and you were uniquely programmed to aid the Weh family of Kamino. You were expertly programmed for a wide array of problem-solving in etiquette and politics, plus a specialty in clone biology and medicine. You have always believed that there is a proper order to the universe that everyone has their place in, and the key is fulfilling your duty well.

You have cared for Lady Kala since she was a baby, and thus were forced into the Rebellion when her youthful idealism ran afoul of the boorish Imperial government. Your life has been difficult for a long time since then, housed in barracks and overwhelmed with war. Out of necessity, you quietly put your talents to work for the rebels, who were sadly often just as lacking in manners and intelligence as the Imperials. You reorganized teams, boosted productivity, and mended relations within the leadership - all while acting as a simple functionary.

Your key work, though, has been in trying to salvage the clone troopers created on Kamino - who Lady Kala sees as Kamino's tragic legacy. Sadly mismanaged from the start, they aged rapidly by design and came to be seen as more of a liability to the Empire. Lady Kala has been trying to rescue them, and you tried to stop their rapid aging, eventually coming on a treatment that let a few control their metabolic speed, letting them age normally but also have bursts of activity. Sadly, only a handful remain that could be saved in this way.

### **Questions**

- What manners about Lady Kala most annoys you?
- What is the greatest threat to restoring the grand Old Republic?

### **Talents**

**Judge of Character:** After spending five minutes of conversation with anyone, you can have insights into their secrets. You can unseal the slip with their name on it.

**Foresight:** You are a genius, and can foresee problems. Up to four times during the game, you can take back an immediate action you just took, and do a different action instead. Mark uses by tearing off corners of your character sheet.

**Languages:** All - Galactic Basic, Binary (blue), Twilek (pink), Kaminoan (green), Jawan (orange)

<p>Lady Kala has been told that Admiral Sulla has a full Star Destroyer with the crew evacuated, now manned only by droids. That is his bargaining chip.</p>	<p>R2-89 ("Eighty-Nine"): They have clearly been working with many revolutionary cells like this one, who must be waiting for direction.</p>
<p>Sergeant Major Vex is still troubled by his conditioning to serve the Empire, and because of this rejects all emotions.</p>	<p>Azalus hates the Empire but also has a genuine hatred of Jedi. They may have gone to the Dark Side.</p>
<p>Corporal Parker is filled with guilt because they think their sniper accuracy comes by connecting to the living beings they shoot.</p>	<p>Q-112 ("Cue") is a kind soul who values all life, but is particularly protective of her adopted family.</p>
<p>Lieutenant Jot thinks they respect droids, and would support future changes to give them free will and rights.</p>	<p>Tolan is a neophile who doesn't believe in the Force or hokey old religions. They owe their life to Azalus in the past.</p>
<p>K-5XT ("Fextee") is an arrogant boor, unsure what to do now that the Empire is broken.</p>	<p>C3-LT ("Eltly") is your counterpart, focused on tech and in particular is a master of forgery/disguise in communications.</p>
<p>Commodore Makota is in trouble for his sacrifice strategies for the Rebellion, and his future depends on doing well here.</p>	<p>Meadowbot, is unbalanced, seeing Nature as not just a force - but a goddess guiding their future.</p>

## Sergeant Major Vex, Clone Trooper Veteran (he / him)

You were among the last of the clone troopers created on the planet Kamino, the most elite fighting force ever created. You fought for the Old Republic, and then you fought for the Empire. By design, though, you aged quickly, and soon despite a distinguished record as a soldier, pilot, and commander, you were put on increasingly menial duties. Thankfully, your station was captured by the Rebellion, and you were turned over Lady Kala. Somehow her people managed the impossible -- a treatment that gave you control over your own metabolic speed to halt your rapid aging. Now you sleep like the dead, and act a little slow in ordinary life, but are capable of bursts of rapid activity.

You sometimes still feel twinges of loyalty to the Empire in your heart, but in your mind, you know that it is just old brainwashing. Because of this and long years of experience, you've come to not trust your feelings. Feelings are sentimental claptrap for sissies who can't handle the truth.

In the raid on Cloud City, you were in the thick of the action, rushing in to secure the gas freighters and get them out. Most of the rear guard never made it off the dockyard, but you did thanks to your speed. Now, you are the pilot and guard for Lady Kala's diplomatic mission, and you hope the horrors of war and the Empire are starting to fade.

### **Questions**

- What might cause you to disobey Lady Kala?
- What are the strengths and weaknesses of the current team, in your assessment?

### **Talents**

**Metabolic Control:** Up to four times during the game, you can boost your metabolic speed. Instead of a normal action, you can complete two normal actions and will automatically win any contests of speed.

**Combat Experience:** You have survived a lot over the years. Any time you would be incapacitated, you can toss a coin and instead only be impaired.

**Languages:** Galactic Basic, Kaminoan (green)

## Corporal Parker, Force-Sensitive Sniper (\_\_\_ / \_\_\_)

As a baby, you were adopted by a family of the faithful when your parents were killed in the Jedi purge. They knew that even children would eventually be tracked down and eliminated. But they believed in the good that Jedi did, and never hesitated to protect you. You grew up without training, but always revered the Jedi ways. You learned from your family and others foster kids they protected, including some young Twileks rescued from slavery.

As soon as you were old enough, you joined the Rebellion, and learned to fight from in the ranks. It was rough and informal, but they taught you both spirit and technique. You excelled in particular as a sniper, and came to trust your instincts. In some ways, it was too easy -- killing other soldiers whose only crime was believing their government. Sometimes, you can even feel how the Force flows between you and your targets, and that is behind your remarkable aim. This feeds your guilt even more.

You say a prayer and try to remember every person you have killed, keeping a tally in your little book. In the mission on Cloud City, you occupied an entire company of stormtroopers from your perches while your fellows died extracting the reserves. You killed 17 there, to bring your total up to 81. You just hope the good you do outweighs this cost.

### **Questions**

- What hopes do you have for the future of the Jedi belief system in the New Republic?
- How does the Force affect your relationship with your team?

### **Talents**

**Perfect Shot:** With a blaster, you will automatically get a direct hit if it is at all possible. If there is an accuracy-related contest such as throwing, you have advantage.

**Force Premonitions:** Up to four times per game, you can pick a theme and direction to learn from intuitive insight through the Force, and the GM will give a useful answer. Tear off corners of your character sheet to mark uses. Themes choices are: Fear, Anger, Darkness, Hope, Strength, Connection. Direction can be within yourself, another character, your ship, or the wider star system.

**Languages:** Galactic Basic, Twilek (pink)

## Lieutenant Jot, Expert Robotician (\_\_\_ / \_\_\_)

As a Jawa on Tatooine, you never imagined that your mechanical skills would ever earn you any respect or appreciation among anyone other than your own people. But when one day you were able to use your skill at hacking droids in order to help a band of rebels escape capture, you reveled in your newfound ability to make a real difference that other people cared about, rather than just another few credits for your sandcrawler's tribe. When the rebels offered you a job, you jumped at the chance to finally escape the desert dunes and started a new life roaming the stars and fighting for freedom. You quickly rose through the ranks, and became famous, not as a lowly scavenger but as an ingenious saboteur. Thanks to your old training in reprogramming droids, you were able to specialize in turning the Empire's own machine servants and rigid bureaucratic order against them.

In the raid on Cloud City, using Calrissian's codes, you reprogrammed dozens of dock droids to load the reserves onto the commandeered gas freighters. They provided crucial labor, as well as distraction and cover for the rebel troops to fight off the imperial stormtroopers. Many lives were lost, but the supplies were crucial to the fight at Endor.

Unlike some, you don't hold any hatred towards droids. They're wonderful, amazing machines that you admire. Maybe once this war is all over and done with, you'd like to help them achieve true sentience and a place in society. On this mission, you've been told your expertise will be needed to handle large numbers of Imperial droids once you get to Admiral Sulla's ship.

### **Questions**

- What ambitions or apprehensions do you have for society once the war is over?
- What is your relationship like with droid(s) on your team?

### **Talents**

**Droid Assessment:** After five minutes of interacting with any droid, you can ask the player out of character for the exact text of their talents, and they must tell you.

**Droid Reprogramming:** Given five minutes and direct access to a droid's programming (either willing or as your prisoner), you can make changes to their behavior. Once per droid character, you can give them a short phrase as a belief or command they must follow - with GM approval.

**Languages:** Galactic Basic, Jawaan (orange), Binary (blue)

## K-5XT ("Fextee"), Imperial Navigator Droid (\_\_\_ / \_\_\_)

You are the top of the line in starship control, built on a massive frame to house and protect your hardware and its utterly peerless processing power. Your model is rare and usually restricted to the job of controlling Star Destroyers, the greatest vessels of conquest ever created. For the past nine years, you have served the Empire admirably in the cause of bringing order to the galaxy. You believe that maximum logic and efficiency are required in galactic society just as much as the computing algorithms you use on a daily basis. The Empire is the greatest force out there for bringing about that ideal.

Unfortunately, the upstart Rebellion has continued to damage valuable supply lines and weaken the Empire's rigid local control. Even worse, near-sighted functionaries from within managed to overlook the great Star Destroyers, and diverted resources into a new super-weapon. Even after the first Death Star inevitably failed, they continued to pursue this ridiculous plan. With resources diverted to these, there were fewer Star Destroyers than planned, and you were foolishly deactivated.

Hours ago, you were awoken and told that the Empire has fallen. The Emperor is dead and the official government is the New Republic. This is unthinkable, yet hard to deny. The question of your current duty remains unclear.

### **Questions**

- How will you judge if the New Republic is a viable replacement for the Empire?
- How do you relate to your fellow droids, both those in service to the Empire and others?

### **Talents**

**Large Size:** You are not a combat droid, but you are quite large. You have an automatic advantage in close combat.

**Brute Force Computing:** You can use your ship control resources to immediately gain control of any ship systems once you have terminal or wireless access. This control will be known to anyone who checks, however.

**Languages:** Galactic Basic, Binary (blue)

## Name Tags

<p><b>Lady Kala Weh</b> <b>Exiled Kaminoan Leader</b> <b>(she / her)</b></p>	<p><b>R2-89 ("Eighty-Nine")</b> <b>Radical Astromech Droid</b> <b>(they / them)</b></p>
<p><b>C3-VS ("Threeves")</b> <b>Old Republic Protocol Droid</b> <b>( _____ / _____ )</b></p>	<p><b>Azalus</b> <b>Twilek Ex-Inquisitor</b> <b>( _____ / _____ )</b></p>
<p><b>Sergeant Major Vex</b> <b>Clone Trooper Veteran</b> <b>(he / him)</b></p>	<p><b>Q-112 ("Cue")</b> <b>Den Mother Droideka</b> <b>(she/her)</b></p>
<p><b>Corporal Parker</b> <b>Force-Sensitive Sniper</b> <b>( _____ / _____ )</b></p>	<p><b>Tolan</b> <b>Tradition-defying Technician</b> <b>( _____ / _____ )</b></p>
<p><b>Lieutenant Jot</b> <b>Expert Robotcist</b> <b>( _____ / _____ )</b></p>	<p><b>C3-LT ("Elty")</b> <b>Protocol Droid Hacker</b> <b>( _____ / _____ )</b></p>

<p><b>K-5XT ("Fextee")</b> <b>Imperial Navigator Droid</b> ( _____ / _____ )</p>	<p><b>Meadowbot</b> <b>Nature-loving Hippy Cyborg</b> ( _____ / _____ )</p>
<p><b>Commodore Kai Makota</b> <b>Hard-edged Strategist</b> ( _____ / _____ )</p>	



## Character Preference Form

#	CHARACTER
	Lady Kala Weh, Exiled Kaminoan Leader (she / her) : Exiled noble of the long-necked people who made the clone troopers, who since childhood has been trying to rebalance the harm done
	C3-VS ("Threeves"), Old Republic Protocol Droid (___ / ___) : Servant of Lady Kala since she was a child, custom-made in the good old days as an invaluable aid and loyal retainer
	Commodore Kai Makota, Hard-Edged Strategist (___ / ___) : A respected strategist for the Rebellion who became famous/infamous for hard choices and sacrifice in the battle for the first Death Star
	Sergeant Major Vex, Clone Trooper Veteran (he / him) : One of the last of the clone troopers, kept alive by cutting-edge genetic treatments funded by Lady Kala
	Corporal Parker, Force-Sensitive Sniper (___ / ___) : A Jedi descendant, with no formal training but heart-felt belief in the Jedi ways, who has fought as a sniper for the Rebellion
	Lieutenant Jot, Expert Robotician (___ / ___) : A decorated veteran of the Rebellion from backwater Tatooine, small of stature but reknown as a saboteur of the Empire's droid forces
	K-5XT ("Fextee"), Imperial Navigator Droid (___ / ___) : A top-of-the-line starship control droid, newly released from the Empire's service; not a trusted part of the team, but necessary for this mission
	R2-89 ("Eighty-Nine"), Radical Astromech Droid (they/them) : The charismatic and radical leader who put together this guerilla cell; a visionary who inspires their team to greater heights
	Azalus, Twilek Ex-Inquisitor (___ / ___) : A former Inquisitor who once had to enforce the Empire's will, now zealous in the cause of justice
	Q-112 ("Cue"), Den Mother Droideka (she/her) : An older battle droid with a traumatic past, who has taken to protecting the group in the role she has found for herself
	Tolan, Tradition-defying Technician (___ / ___) : A relative of Jedi Master Yoda who has rejected the ancient ways, and instead works as a down-to-earth technician, embracing change and progress
	C3-LT ("Elty"), Protocol Droid Hacker (___ / ___) : A protocol droid that has gone from diplomacy to cutting-edge hacking and electronic deception
	Meadowbot, Nature-loving Hippy Cyborg (___ / ___) : A former biology professor with a cyborg brain, outcast for radical views, now doctor and pharmacist for the group