

Dark Forces

Dark Forces

A raid on an Imperial Base has yielded information on a top secret Imperial project code named: Dark Forces. Not much is known about it except that the project is being researched at remote Imperial Research Facility in the secluded Rykyao System . . .

Unable to focus information gathering resources onto this project, Alliance Intelligence has asked the Rebel Navy to send in a small task force of rebel operatives to investigate and obtain more data on the project. . .

Little does the Alliance know that located on Rykyao 4 is a project that could spell the ultimate destruction of the Rebel Alliance . . .

Dark Forces Script

Rebel 1: Tell me, why are we doing this again?

Rebel 2: The bigwigs told us the Imppies have a research facility over in this system

Rebel 3: And as a test of our performance, we have to sneak in and retrieve a file labeled Dark Forces.

Rebel 1: Those Imps have a weird sense of humor, naming a file after the Katanna Fleet.

Rebel 2: Tell me about it.

Rebel 4: How far is it that we're supposed to land from the facility?

Rebel 3: We're here already?

Rebel 5: Ten clicks.

Rebel 6: You sure? That's cutting it kinda close, huh?

Rebel 5: According to Alliance Intel, that's well outta range for any sensor that facility should have.

Rebel 4: Okay, next stop, Rykyao 4. Jungles, blood-sucking insects and weapons of mass destruction.

Rebel 6: Maybe I should have told you this earlier, but I have go a really bad feeling about this place.

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Assigned Equipment:

Camo netting for ship

Rebel survivor packs (1 for each character)

Includes:

1 medpac

electro compass

data pad

2 glow rods

1 vibro-knife

breath mask

2-person tent

macro binoculars

20 ft syntherope

suitable clothes

40 ration bars

2 Speeder bikes (standard statistics)

1 heavy blaster per person (5D) 4 Ammo reloads

1 Blaster rifle per person (5D) 1 ammo reload

80 pounds of L-500 plastic explosives total (damage: 7D/6D/5D/4D)

**1 E-Web Repeating Blaster w/ tripod and automated targeting (damage: 8D);
power generator included**

1 small shield generator (3D)

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Running this Adventure

This adventure changes plural pronouns with singulars in references to Jedi or Force-Sensitive characters. If you have more than one Force-Sensitive, then use plurals where appropriate and vice-versa.

Adventure Background

Rykyao 4 is the fourth moon of the planet Rykyao, a very gaseous planet about forty-five thousand miles in diameter located in the Outer Rim.

It is on this moon that Alliance Intelligence has discovered a top secret research facility where a project code-named "Dark Forces" is getting under way.

Due to the meager resources Alliance Intelligence has at their disposal, any mission concerning "Dark Forces" has been given a low priority rating in favor of other projects. This has forced Alliance Intelligence to ask the Navy to send in a reconnaissance team to gather more information on the research project.

Adventure Synopsis

"Dark Forces" is one of the last projects implemented by Moff Tarkin, before his death.

Simply put, it is a plan that would create a force of Dark Jedi to serve as enforcers of the Empire.

The players' characters being newly assimilated with the Alliance are assigned to the mission as a test of their skills and abilities.

While on Rykyao 4, the players will have to face off the wildlife of the planet, deal with a dark Jedi, and come face-to-face with Darth Vader.

Episode 1: Nightlife

Summary

After landing on Rykyao 4, the players should set up camp and check on the base. The group that scouts, survey the research facility. While that is happening, the large form of a Super-Star Destroyer fills the sky.

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An Imperial shuttle lands on the base's landing platform. After the shuttle's passengers are dropped, the shuttle returns to the Star Destroyer and the star destroyer jumps into hyper-space.

Back at the Rebel Camp, the players are attacked by some of the wildlife on the planet.

Starting the Adventure

The players land in a small clearing on the dense jungle world of Rykyao 4. Any sensor roll will yield that the jungle is teeming with life. The players will then have the option on what they will do. When they land, it is near nightfall. No matter what.

The options include: setting up the base camp, watch duty, and reconnaissance team (2 or 3 of the characters*). None of the heavy details of the adventure take place until the scouting part of the mission take place.

*GM's Note: One of the characters should be a Jedi or Force Sensitive.

Jungle Blazers

The players who decide to scout ahead have ten kilometers to travel towards the installation. The trip, if on speeder bikes (standard statistics in the SWTRPG: Revised and Expanded book), takes two hours due to the thickness of the foliage. The pilots of the bikes must make three *moderate* repulsorlift operation's rolls to avoid any obstacles.

When they make it through the jungle, they soon see the lights of the facility eight hundred yards away.

If the characters want to check for sensors or sentries, the players must roll a *moderate* Perception roll.

There are none. Not even a storm trooper on patrol in the nearby vicinity.

On an *easy* Perception check the characters discover that there are also no security fences or the equivalent.

As the players' characters go around the base, have them make a search roll to discover the entrances.

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Very easy front door

Easy back door

Moderate both doors

-The Front Door and Garage Door-

Read the following to the players if they made a *very easy* roll:

On the South-side of the complex you see a blastdoor on the closest wall towards you. Several yards away, and slightly farther away you also see two great blast doors. These particular doors are on an obviously larger building.

No guards are at either door. As you take these in, you notice the sky seems to get darker . . .

The first door is the main entrance and the second is the garage for the Imperial Walkers.

Read the following if they make the *easy* roll:

The entrance you spot is located on the smallest section (in height) of the entire complex. This section sports a small satellite dish and is obviously a technical center.

For some reason, the sky seems to get noticeably darker . . .

Read both if the *moderate* roll is made.

"This is an unexpected pleasure. We are honored by your presence."

A pie-shaped wedge blocking out Rykyao 4's eight moons causes the darkness that the players' characters have begun to notice. A *difficult* technology roll reveals it to be a star destroyer of sorts. One not seen before.

**** GMs Note: This is Vader's flagship Executor.

Read the following:

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From the great ship, a smaller shadow emerges from its girth. The small speck gets larger as it heads your way! In several minutes, it flies right over you and lands on top of the largest building. It is an Imperial Shuttle.*

After several minutes, the shuttle lifts off and returns to the massive ship. The ship then jumps to hyperspace.

*If the players' characters want to see what is going on with the macrobinoculars, they must make a very difficult Perception check to see what is happening. If (by a miracle) they succeed, they only see the unloading of passengers.

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Back at the Camp . . .

While the players are scouting the facility, the others are keeping up camp.

They are nearly finished when the *Executor* appears. The characters needn't worry because the equipment they were given would not alert sensors from a capitol ship unless they were being specifically looked for.

When the Super-Star Destroyer leaves, the players should set up a sentry to stand watch.

On the third watch, have the players roll a *moderate* perception check for their characters or be surprised.

Read aloud to the players in the base camp if an alert has been sounded:

From out of the darkness, a pack of cat-like creatures fly through the air. Their spiked tails snap like whips as they stalk towards the camp.

The creatures push down on their forepaws, claws at the ready.

They grin hungrily at the feast before them . . .

Vredais (5)

Str: 7D; Dex: 3D, brawling parry: 4D; Damage: Claws: 5D, Bite: 3D, Tail: 3D+2

The players should beware of using their blaster for the sounds they make echo through the jungles. These sounds would bring the Storm troopers from **Episode Three: Waiting is the Hardest Part** much sooner than scheduled.

Episode 2: "I have a bad feeling about this . . ."

Summary

After the shuttle leaves, the security around the facility gets quite a bit tighter. The recon characters return to their bikes and the Force Sensitive(s) have a nagging feeling. After dismissing the feeling, they mount the bikes and begin their return to camp.

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Before getting very far, the characters wind up crashing their bikes and pass into unconsciousness.

When the Force-Sensitive(s) awaken, the non-Force Sensitive is gone, and Jedi Master Sammey Doonce stands over them.

"Where'd they come from?"

As soon as the shuttle leaves, the security really starts to appear. Most of the security is made up of storm troopers with a couple of Imperial Army soldiers sprinkled in the mix.

On a *moderate* Perception roll, the characters determine that the procedures that the security is undergoing increase the risk factor of their maintaining position.

Also, any Force-Sensitive character notice someone briefly tugging on their minds (*moderate* Sense or Willpower roll). A return probe turns up nothing.

Now, the player characters have two choices. One, to get out of Dodge. The other is to stay and risk Imperial discovery.

If the players stay, it is only a matter of time before the overwhelming number of Imperials catches them.

The best thing to do at this time is to play a game of cat and mouse, heightening the tension until the players' characters are caught. Then, when they think they're about to make it, catch them.

If the characters wait five turns, hoping not to get caught, their bikes are discovered.

Read aloud:

The numerous Imperials patrol the grounds of the complex. The white uniforms of the storm troopers glisten in the moonlight. The gray armor of the regular soldiers melds into the darkness, making it harder to see them.

You have narrowly avoided discovery too many times already. Now, you realize it is only a matter of time until you're caught.

The best thing to do would be to escape. But to do that, you would need your -

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"Speeder-Bikes!" You hear someone shout in the direction of where you had hidden your speeders.

The speeders may have been your only hope. Without those . . .

Now, the players have a new option, play cat and mouse a while longer, or surrender.

If the players' characters decide to play cat-and mouse a bit longer, oblige them. When one of them is captured read the following:

The storm trooper moves clumsily through the brush. His white armor make him an easy target in the darkness.

If there were only less Imperials, you might stand a chance. Unfortunately, the blaster barrel at your neck reminds you that there really wasn't much of a chance. Even lesser, now.

"Don't even think about it, rebel scum," is the unmechanized voice of a member of the Imperial Army.

The last thing you remember is the feeling of the discharged blaster hitting you and then blackness . . .

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Out of Control

If the players decided that their characters were smart, then they opted for the speeder-bike option.

As soon as they start riding their speeder bikes, the characters suddenly veer left.

Read the following:

The bikes turn a sharp left and jump over several fallen trees! As you notice that the bike's controls are jammed, the bikes spin right and rise.

Then, almost as suddenly as it spun right, it spins left! This time with an increased speed.

After several more frightening maneuvers, you open your eyes.

With your eyes facing front (or is it back?) you see the rapid approach of a really big tree.

What do you do?

If the characters try to attempt regaining control, they find it impossible unless they roll a *heroic* check on repulsorlift operation and only that. No default to Mechanical.

If not, the best solution would be for the characters to jump off of their bikes. This leads to the bikes crashing into the tree and the characters falling unconscious.

Surprises

When the Force-sensitive character awakens, he finds himself in a bed with a bald man with red tattoos sitting at his side. He has many wrinkles on his face.

As the character awakens, read the following:

"Ah, you are awake. First some bad news," begins the tattooed man in a relaxed tone. "I could do nothing for your companion. I am sorry . . ."

He shifts uncomfortably in his chair.

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"I sense that the Force is with you," informs the mystery man. "Are you looking for a teacher? I am Jedi Master Sammy Doonce. If you are willing to learn, I am willing to teach. Do you wish to be a Jedi?"

He pauses, awaiting your answer.

For the other players' characters, separate them and read the following.
Tell the player to be quiet concerning what happened.

Cut-Away to Prison Level of the Complex

You awaken in a small black cell, lit up only by dim red lights coming from the ceiling and floor.

You are also bound to an uncomfortable slab.

A door opens.

In walk several men in black and a small sphere floating amidst them. Behind those men, you barely make out a tall man (?) hidden in the shadows. A large black cloak flickering as he enters the room.

The man in the shadows says in a raspy voice: "Begin the interrogation.."

-Fade to black-

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Episode 3: "Waiting is the hardest part."

It is two standard days (or much sooner) since the recon team left the base. No sooner then when the others organize a search party, then the camp is attacked by a group of storm troopers who were on a combat exercise.

After defeating the storm troopers, the other characters use the armor to approach the facility and discover what has happened to their friends.

When the other Rebels enter the complex, they discover a terrifying surprise.

While that is occurring, the Force-sensitive character is undergoing Jedi Training under Doonce's tutelage. The dark Jedi is inquisitive of the Force-users presence on the planet. He quickly mind probes the Jedi-in-training and discovers a reference to the Dark Force. Doonce then makes a startling revelation.

"Storm Troopers here . . .?"

It has been two standard days since landing on Rykyao 4. The characters on the scouting mission have yet to return. Before any decision could be made as to what to do, the camp is attacked by a squadron of a new type of storm trooper specialty-type. The jungle trooper.

Storm troopers- Jungle Commandos (12)

All stats 2D unless stated otherwise.

Dex: 3D, blaster: 4D, blaster rifle: 5D, Brawling parry: 4D; Brawling: 3D

Equipment: blaster rifle (6D), Jungle Trooper Armor (+1D to soak physical damage, +2 to energy attacks.)

If the players' characters manage to survive, they notice (on a *difficult* Perception check) that most of the armor of the storm troopers could still be used. Some of the characters (if aliens, etc,) could would not fit in the armor. A useful ratio would be for every two characters that are human and fit the armor, there is one that won't.

A hundred yards away from the campsite, the characters discover a cargo skiff.

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All this are available for the possible infiltration of the research facility and the search for their companions.

"Beware the Dark Side . . ."

The Force Sensitive character has begun instruction. Doonce starts instruction in learning their first Sense power, or in a skill of the character's own choosing.

Doonce is a harsh, yet effective teacher. All the while, the Jedi Master is trying to get information out of him.

******GM's Note: This part should be role-played to the fullest possible potential.**

It is necessary that the Force Sensitive try to gain insight into Doonce. (For more information on him to use in these scenes, read **Doonce's Fall**) While this happens, Doonce ask questions about the character's purpose for being on Rykyao 4. If he doesn't get an answer, he probes the student's mind.

With that info, he reveals:

"So, it is the Dark Forces you seek. You wish to gain that knowledge," he says, "Come. It is time to go outside."

Doonce exits the big room and motions for you to follow. He leads you through a myriad of hallways and some smaller rooms. From the corner of your eyes, you see black and white for a split second.

After shaking that image off, you are escorted through another door and outside of the building.

In front of you are about twenty people raising objects into the air with just an extended hand. No mechanical device is present in the lifting.

Doonce turns around to you and extends his arms.

"This is Dark Forces," he says.

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Rescue Mission

The players' characters arrive at the facility. The skiff that they had found had an automatic guidance setting that took the characters directly to the complex.

The characters arrive at two large doors that are on a huge building and are easily let in.. On a *moderate* Technology test, the characters deduce that the building is a vehicle garage.

Since some of the characters could not wear the armor, the logical choice would be to have them be prisoners. Another possibility is to have them serve as a back-up rescue team or distraction of some sort. Adjusting the adventure for that purpose it entirely up to the GM.

Once in the garage, the Rebels see three Imperial Walkers. One AT-AT. Two AT-STs).

The characters are then greeted by an Imperial Army Trooper who asks what happened. On a *moderate* Con roll, the heroes' story passes and they are told to take the prisoners off to the detention level.

On a *very easy* Perception roll, the Rebels accidentally enter a guest room.

Read aloud:

You find yourself in a round room. There is a faint glow of light in the far corner of the room. It looks like it is a computer console.

If the heroes try to check the console for locations of the main computer and detention level and *easy* Computer Programming/Repair skill roll is needed.

If the characters are about to explore the room or leave, a door to the room opens . . .

The door to the north of the room slides open easily. From the doorway, you see light bounce off a shiny black helmet.

Immediately, your eyes focus on the darkness and you see a very tall figure draped in a black cloak.

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If any of the rebels decide to go up to the figure, she gets the stupid but gutsy award of 4 character points.

This character also finds a black glove wrapped around her throat.

If none of the characters go up to Vader, they are stopped by a contingent of Storm Troopers outside the other door.

To get to the detention level, a *difficult* Perception roll must be made.

As the doors to the detention level open, the characters come face-to-chest with Darth Vader. Same situation that occurred with the stupid-but-gutsy award applies here also.

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Episode 4: The Special Guest . . .

Summary

Darth Vader reveals his plans to Doonce and the other Dark Jedi. The Force Using characters are befriended by others training at the Academy. Train-ing continues and for those characters while plans to escape is planned.

Vader allows prisoners to remain on Rykyao 4 as slave labor.

"Walk towards the light. . ."

Doonce continues the formal education of the force-sensitive characters. It is during this time that the characters should try and bring Doonce over to the light side.

This is done on five *very difficult* and one *heroic* Persuasion rolls. The *very difficult* rolls could be lowered each time at the GMs discretion for good role-playing, but only to *difficult*. The *heroic* roll must be made to turn Doonce. If there are other Force-Sensitives then the task could be combined. The players could spend as many Force-points as they want to succeed in this scene.

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The Force-Sensitives are introduced to the rest of the 'Academy' where they meet Jada, Arl, and Cody. These are young recruits to Dark Forces who are part of a larger group who want to breakout because they realize what is going on. They also want to break out the rest of the characters to help in the escape.

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Read aloud:

Jada leans in and whispers to you.

"After Vader's shuttle takes off, Cody, Arl and me are planning on making our move," she says. "Interested?"

<Cut Away to Interior of the compound>

Darth Vader looks at the Dark Jedi through the dark window. The sound of his breath is the only thing that fills the room. Slowly, he turns to Doonce.

"Well done," compliments Vader. "Now, it is time that we reveal the Emperor's plan to the students."

Doonce simply nods.

Vader turns back to the window as it begins to open into the courtyard.

"You are to become a new line of enforcers for the Empire," begins the Dark Lord, "You will be the new hope for the galaxy. Your life will be the destruction of all that threatens the Empire."

<Fade to black>

If the characters answer positively, Jada pulls out a map and illustrates her plan.

Jada's Plan

Jada's Plan is simple. When Vader and the graduates leave in their shuttle, she, two other students and the Force-Sensitive PCs will rescue the characters while the others in her group (total 4) ready the Rebels' ship for take off.

The rescue team will have to deal with four Imperial Army Soldiers at the detention level along with a wandering patrol of seven storm troopers in any of the halls leading to the detention level. Roll 1D6 to determine encounters.

Odd numbers encounter storm troopers. Evens are safe. Once the storm troopers are encountered, there is no more need to roll.

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The Prisoners

Read to the other characters:

You sit in your cells, awaiting the sentence for being part of the Alliance. On the whole, besides from the threat of certain death, being imprisoned isn't so bad.

At least that was the thought in your minds before the seven foot tall monstrosity in a black cape came into view.

Through the energy screen that keeps you in your cell, you see the intimidating Sith Lord looking at you. His gleaming helmet pushes the light from around him as the whisper of his breath reaches your ears.

"You will be allowed to live," rasps the mechanical voice of Darth Vader, "but only as slaves to the Empire at this facility. You will work or you will die. Your ship is now Imperial Property." He turns to leave.

The Sith Lord stops at the door guarded by a storm trooper. He turns back to take one last glance at your cells.

"It is useless to resist . . . ," he declares and then leaves.

Episode 5: Breaking out

Summary

Vader, a select group of Dark Jedi, and (unexpectedly and against Vader's wishes) Doonce [Only if the characters turned him from the Dark Side] board Vader's shuttle to the *Executor*.

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Read only if the Doonce has been turned over to the light side.

<Cut Away>

Super-star Destroyer Executioner looms high in the sunlit sky of Rykyao 4. Its huge shadow envelops the planet's surface as it begins to rain.

"All the passengers are aboard, Lord Vader, " announces a technician.

"Very well," replies the Sith Lord as he starts to enter the craft.

"Lord Vader!" shouts Doonce as he runs across the landing pad.

"Yes?" answers Vader with a very annoyed tone.

"May I go with the shuttle to wish my students well," inquires the Dark Jedi Master.

Darth Vader pauses in thought, then replies.

"Against my better judgement, yes, you may."

The two Dark Jedi board the shuttle and seconds later, it takes off.

<Fade>

The free characters and the Jedi Recruits break the imprisoned Rebels out and find their ship which is being prepared for transfer to the *Executor*.

The heroes must defeat the base troops, retrieve the datafiles, destroy the base, (possibly deal with Doonce) get off planet and worry about the *Executor*.

All this occurs leadin to an interesting side-note to what occurs on Vader's shuttle if Doonce was turned in **Episode 6**.

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Escape

The characters held in the detention level encounter Jada and the rescue party as they fight with the Imperial Army soldiers.

Imperial Army Troopers (4)

Dex: 3D, Blaster: 4D+1, Dodge: 4D+1, Grenades: 3D+2; Knowledge: 1D+1, Survival: 2D+1; Perception 2D; Strength 3D+1, Brawling: 4D+1, technical 1D

Move 10

Equipment: Blaster Rifle(5D), field armor and helmet (+1D Physical, +2 to Energy), 3 grenades (5D), helmet commlink, survival gear, utility belt with supplies

After the battle, Jada gives the characters the jungle trooper armor that they had gotten earlier along with their weapons. Jada then tells the characters to go disable the Imperial Walkers in the garage then wait by their ship which should be waiting outside.

Getting there is only part of the problem.

Now, that the player characters are free, they have to get out of the compound and contend with its compliment of troops. The base is not on alert, but the first encounter with the jungle troopers will force it to be.

From the detention center to the garage, there should be three encounters with troopers patrolling in groups of 7.

The encounter number is increased by one, if the characters split up to get a data-files for Dark Forces in the main room.

Follow the system used in the **Jada's Plan** insert to determine encounters.

If the characters survive those, they have the opportunity to complete their tasks.

At the main room, the data retrieval team must contend with five other jungle troopers and four Imperial Army soldiers.

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When that it done, to retrieve the files, the characters should roll a *difficult* computer program/repair skill check to obtain the file. On a *very difficult* roll, the characters also get 10 high security codes for other Imperial Files located elsewhere.

The group of characters heading for the garage must contend with ten jungle troopers and ten Imperial Army soldiers before they could sabotage the walkers.

To sabotage the walkers, a *moderate* Technical roll is needed.

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Home stretch

With the walkers sabotaged, the characters need only exit through the doors to see their ship waiting.

When they get in, they see Cody and Arl at the cockpit. If the team split up, then the ship could go around and pick them up at the other door or wait for them.

If Doonce hasn't been turned to the light side, this is where the characters must deal with him.

While he won't kill his students he will try his hardest to make sure that they learn from their errors in disobeying him and the power of the Dark Side. His stats are appear later on.

Read aloud if Doonce hasn't been turned from the Dark Side:

Just as you get ready to take off, a bald man dressed in red and green robes walks out across the clearing.

Amazingly, it looks like the rain isn't touching him.

His eyes are filled with fury as he raises h

is arms into the air and points at the ship.

"Do not underestimate the power of the Dark Side!" he shouts. Almost as if on cue, the ship is struck by lightning.

If Doonce is killed, his death unleashes a tremendous energy backlash that shorts the controls to Vader's shuttle, sending it crashing down to the planet. This is described in

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Episode 6.

Episode 6: "Oh yeah? Well, watch this . . ."

Summary

Most of this scene is story material rather than player character involved action.

In this scene, if Doonce became good again, he will meet his fate at the hands of Vader,

Read only if Doonce was turned to the Light Side.

<Cut Away>
Vader scans the sensors and notices a combat occurring at the Installation. He presses a button.
"Yes, Milord," speaks a voice from over the com.
"Send a squad of TIE fighters and -?" begins the Sith Lord before he recognizes a familiar hum. Vader turns to face Doonce who is holding a green-bladed lightsaber.
"It is a stupid move to challenge me," Vader replies calmly.
With great speed Doonce slashes at the controls narrowly missing Vader.
The other Dark Jedi immediately throw themselves onto Doonce, bringing him down. But not before the ships' engines explode.
The shuttle spirals down to the surface of Rykyao 4.

<Cut Back>

but not before doing one action that will lead to the escape of the rebels.

If Doonce died in the last scene, then the description of Vader's shuttle crashing will be found here.

While that is going on, a squad of TIE fighters has been deployed which start to attack the Rebel ship that has a disabled hyper-drive.

"Almost there . . ."

The only thing separating the Rebels from freedom is Vader's star-destroyer, and a squad of TIE fighters

To make matters worse, the ship's hyperdrive motivator has been disabled.

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The characters have seven rounds to break through the atmosphere and repair the hyperdrive before the TIEs herd the rebel ship close enough to the *Executor* to use its tractor beam.

For the characters to repair the hyperdrive, a *moderate* Space Transport Repair roll must be made.

In the end, the Rebels should escape with the three minor Jedi, the Dark Forces file and Jungle trooper armor.

Debriefing

The characters should receive somewhere between 10-12 character points for this adventure, depending on the GM's discretion.

Alliance Intelligence tells the heroes to talk to no one about the Dark Forces Project. The other students will remain with the Alliance in other areas of the galaxy. As for the project itself, the leaders of Alliance Intelligence stipulate that the knowledge of such a threat would be hazardous to the morale of the Alliance.

As such they also reveal that ten of the Dark Jedi have already been released into the galaxy . . .

Read only if Doonce had been returned to the Light.

*****Aftermath*****

Doonce crawls from underneath the rubble. He knows that he is dying. He feels the ruptured lung inside his chest.

All around him, he sees his eight students. All dead. He doesn't care, because this time, he stood up to Vader.

Managing to stand, he looks at the debris. Then, something catches his eye. A black glove sticking out of the rubble.

'Maybe he's dead!' beams Doonce as he stumbles toward the wreckage. "I killed Darth Vader," he says as he leans against the debris.

The hand quickly grips Doonce's throat and all goes to black.

*****Darkness*****

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Rykyao 4 Imperial Research Installation Personnel

- 80 Storm Troopers
- 20 Imperial Army Soldiers
- 170 Varied Personnel (scientists, computer operators, support personnell, etc., etc.)
- 1 Lambda class shuttle
- 1 AT-AT Walker
- 2 AT-ST Walkers
- 1 very mean and well known Sith Lord

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Doonce's Fall

"Sit down and relax," advised Jakaam. He had placed his hands on his student's shoulder in order to get his attention.

Sammey Doonce shrugged his mentors hand from his shoulder.

"Will it do any good?" he asked the Jedi master.

"It might," answered the man. He gestured to the other two young Jedi who sat in silent meditation. "It is something to do and it won't hurt either."

"Unless they come while we're under," murmured Doonce.

"Have faith in the Force, young Doonce," urged Jakaam. "And please keep quiet about things like that. You always scare them with talk like that. You are all still young, Sammey, but you are the oldest of my students. You must show responsibility and caution."

"We wouldn't if we would combine our strength and find the other Jedi in hiding," began Doonce, "Then we would have the power to overcome the Emperor and his hunters. We have the power to end this! Instead we are here. Hiding from the storm troopers and the Emperor's hunters."

"Remember your lessons," quickly chided Jakaam. "That type of thinking leads to the Dark Side. Fear and aggression are our enemies, Doonce. Never forget that."

"They aren't our enemies as much as those goons in white and black are, Master," argued Doonce.

Jakam smiled. "For the moment, Sammey. For the moment."

Doonce frowned as his teacher left him to join the younger trainees in meditation. His teacher would never understand the fear that all he and the others felt. Especially his own. Master Jakaam was nearly two-hundred years old and had lived a full life. The records even said he had fought in the Clone Wars for a brief time. Yet despite that, Doonce had his doubts that the Jedi Master remembered his humanity or what it felt like to be young.

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Instead of doing what young people usually did, Jakaam's trainees were stuck hiding in a false room of a small warehouse. Their time spent in silence and meditation just to pass the time away. The only time in which they were safe to leave was in the darkest part of the evening, to exercise and feel the air. And even then, they had to remain quiet.

Doonce hated that. He hated his fear and hated hiding. If he survived, he would never let his fear force him to hide ever again.

A quick knock to the door of the room alerted all inside. Doonce spun around toward the door, his heart beat heavily in his throat. Absently, his hand went to the lightsaber at his belt.

Jakaam rose from his spot on the floor and made a gesture to caution Doonce.

"It isn't yet time," declared Greff, the youngest of the trainees. "I sense that the suns are still up."

Jakaam simply nodded. "Maybe it is some good news from, Juuk," hoped the Jedi Master.

His hopes were quickly dashed as the door to the hidden room burst in forcing all inside back. Four black and white forms stormed in and took position in the medium-sized room. Their helmets were like skulls in the dark of the room.

Jakaam held his hand out as if halting them. "Put down your weapons," he commanded.

The storm troopers did as they were told.

"Leave," commanded the Jedi Master.

"I don't think so, Jedi Scum," spat a voice from out side the room.

Jakaam paused in shock as a man dressed in black entered the room. His uniform resembled that of an Imperial Naval outfit except for the fact that it was devoid of rank insignia and a cloak draped across his shoulders. A small, cylindrical bulge was visibly strapped to his back and waist.

As the man walked in, the storm troopers paused in confusion.

Dark Forces

"What have you done to me?" whispered Jakaam in a wavering voice.

"That is for me to know and you not to, Jedi," snidely answered the man in black.

"How did you blind me . . .?" softly asked the Jedi Master. His voice was filled with uncertainty.

The man in black ignored the Jedi Master. He turned to his storm troopers. "Kill them all if they resist," nonchalantly ordered the leader.

"The Force might not be with me right now," mumbled Jakaam, "but I never needed it to deal with monsters like you." As he finished this, the Jedi Master dropped into a defensive back-stance and ignited his lightsaber.

Before the storm troopers could fire, their leader shouted to them to hesitate.

"You really don't think that you'll win do you? Outside this warehouse are three squads of storm troopers and a near countless number of Imperial Soldiers," pointed out the man in black. "Even if you get passed us, you will never survive."

"It is better to die than to serve your evil master," calmly replied Jakaam as he began to move toward them.

The Jedi Master never saw the blade of his eldest student strike him down and end his life. As Doonce pulled his blade back up from the strike, he looked at the man in black and then back down to his teacher.

All that was left of the Jedi Master Jakaam Grethol was his empty clothes and his lightsaber.

"To those who have lived life, it is better to die," began Doonce, "but for the young, death should be a long ways off."

Doonce turned off his lightsaber and looked to his fellow trainees. They regarded him with fear and anger. For the first time since the Jedi had been forced into hiding, he felt no fear. Instead of being the scared, he was the object that created fear.

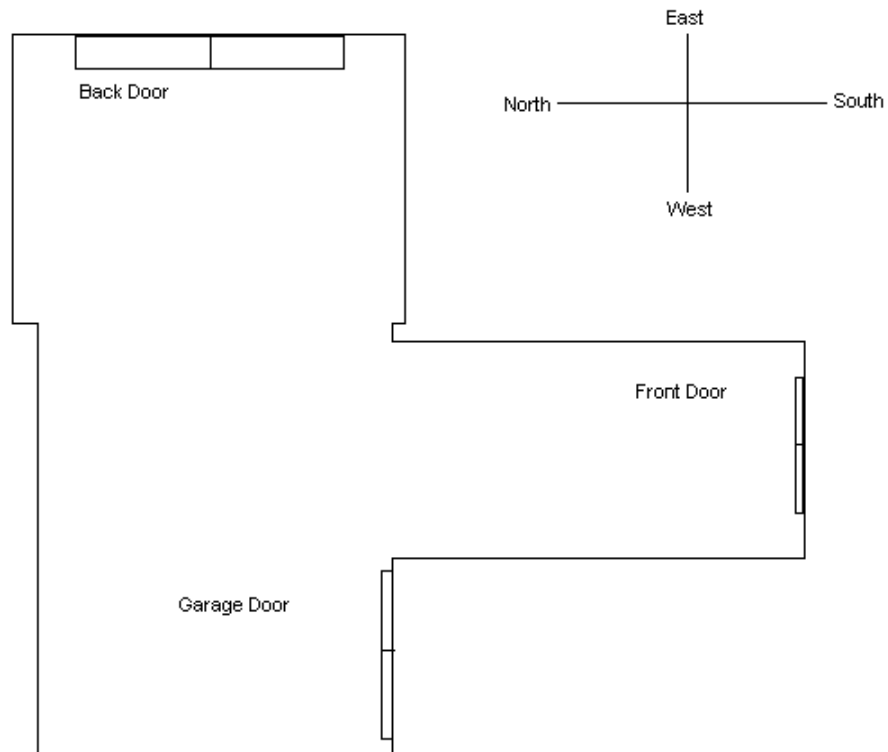
The man in black simply smiled.

= Star Wars: Rise of the Sith =

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Map of Imperial Research Installation on Rykayao 4

Rykayao 4 Imperial Research Facility



= Star Wars: Rise of the Sith =

Dark Forces

Characters for Dark Forces

Dark Forces

Sammev Doonce

Dark Jedi Master

Height: 6"8 **Weight:** 210 **Age:** 45

Dexterity: 3D **Lightsaber:** 8D, **Brawling Parry:** 4D, **Dodge:** 6D, **Melee Parry:** 7D

Knowledge: 3D+1

Mechanical: 2D

Perception: 4D **Command:** 7, **Con:** 6D

Strength: 4D **Brawling:** 7D

Technical: 2D+2 **Lightsaber Repair:** 7D

Move: 12

Force Points: 11

Dark Side Points: 13

Special Abilities:

Control: 8D, **Sense:** 6D, **Alter:** 8D

Control Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Pain, Hibernation Trance, Reduce Injury, Remain Conscious, and Resist Stun

Sense Powers: Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Sense Force Potential, and Translation

Alter Powers: Injure/Kill and Telekinesis

Control and Sense Powers: Farseeing, Lightsaber Combat, and Projective Telepathy

Control and Alter Powers: Accelerate Another's Healing, Feed on Dark Side, Force Lightning, Inflict Pain, and Place Another in a Hibernation Trance

Dark Forces

Control, Sense and Alter Powers: Battle Meditation, Enhanced Coordination, and Projected Fighting

Sense and Alter Powers: Lesser Force Shield

Force Scream *Special Power*

Physical Description: A tall man with a hooked nose and green eyes. His muscles are lean and his movements cautious and deliberate. He has pale skin and red tattoos that he claims are "badges of honor" from his clan.

Equipment: Jedi Robes, modified Lightsaber (6D)

Background: A low ranking Jedi who succumbed to the Dark Side and betrayed his fellow Jedi to Imperial Hunters in fear for his life. He is now Vader's minion and seeks to "create strong Jedi." See **Doonce's Fall** for more information.

Personality: Doonce is a bully. He is selfish and deep down very cowardly. More so since his betrayal. His reasoning is that they were in hiding because they were weak. When he was imprisoned by the Emperor, he was given the opportunity to follow the doctrine of right makes right. Deep down in his heart, though, he hates himself and seeks to atone for his treason to his fellow Jedi. His rationale is that by training younger Force-sensitive individual to be strong, he is doing right rather than recruiting for the Dark Side.

Quote: "You have the power! Use it! Do not show weakness!"

Dark Forces

Jada Nadaatal

Young Jedi

Height: 5'8" **Weight:** 120 **Age:** 22

Dexterity: 2D Blaster: 3D+1, Dodge: 4D, Brawling Parry: 3D+1, Thrown Weapons: 3D+1

Knowledge: 2D

Mechanical: 2D Beast Riding: 3D

Perception: 2D Investigation: 3D, Sneak: 3D

Strength: 2D Brawling: 3D

Technical: 2D

Move: 10

Force Points: 3

Dark Side Points: 2

Special Abilities:

Control: 1D, **Sense:** 2D

Control: Enhance Attribute

Sense: Life Detection, Danger Sense, Combat Sense, and Magnify Senses

Physical Description: Short Brown hair. Big brown eyes filled with curiosity and suspicion. Full lips, narrow jaw. An exotic air about her.

Dressed in animal an animal skin shirt, pants and with a leather vest.

Equipment: Blaster Rifle (6D), Spear (STR+1D+1) A Weeks worth of clothing made from animal hide, a black leather satchel

Dark Forces

Background: Coming from a family of sturdy colonists on the Fringe of the Galaxy, Jada learned how dangerous the galaxy was at an early age.

At the age of 14, she had lost her family to a band of pirates who had were on the run from Imperial Security.

When the Imperials came upon the scene of the dead family and the young Jada, they immediately took her with them to a nearby settlement.

She lived with that family until she was 19 and then left to become an explorer of the planet.

It wasn't until she became 21 when Darth Vader came to her planet, and found her for the Dark Forces Project.

Personality: Nadaatal is very contemplative. She is quiet and observant. Most of all, she is patient. All useful traits if you lived in a wild land and lived by your wits.

Deep down, Jada is a very social person who knows the times to have fun and when not to.

Quote: "Quiet. We don't want to alert our quarry."

Dark Forces

Arl Jondarl

Young Jedi

Height: 5'8 **Weight:** 140 **Age:** 16

Dexterity: 2D Blaster: 3D, Dodge: 3D

Knowledge: 2D

Mechanical: 2D Space Transports: 3D

Perception: 2D Hide: 3D, Sneak: 3D

Strength: 2D

Technical: 2D Security: 4D

Move: 11

Force Points: 2

Dark Side Points: 1

Special Abilities:

Control 1D, Sense: 1D, Alter: 1D

Control, Sense and Alter Powers: Affect Mind

Physical Description: A short 16 year old kid with no real distinguishing facial features. His light brown hair is cut short and follows the contours of his head. He is really reserved in his manner of dress. Usually wears his blue tunic and black pants.

Equipment: Scanner goggles, hold out blaster (4D), change of clothes, bag of bubble-gum

Background: A street kid with no family and nearly no background. His most visible memory is when he was twelve and ran away from the orphanage on Coruscant. Up until six standard months ago, Jondarl had lived his life as a thief.

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That was before he was taken to meet with Emperor Palpatine face to face. From there, he was taken to the Dark Forces Facility and began training under Jedi Master Doonce.

Personality: Arl is real curious kid. He is a quick learner and very inquisitive. He is also very bold in his actions, but will not hesitate to sneak around to get things done.

Quote: "Of course I can do it. . .I've cracked through tougher codes than this."

Dark Forces

Cody Tayshikyl

Young Jedi

Height: 6"11 **Weight:** 240 **Age:** 22

Dexterity: 2D Blaster: 3D+1, Dodge: 3D, Vehicle Blasters: 3D

Knowledge: 2D

Mechanical: 2D Repulsorlift Ops: 4D,

Perception: 2D Search: 2D+1

Strength: 2D Brawling: 3D

Technical: 2D Repulsorlift Repair: 2D+1

Move: 10

Force Points: 2

Dark Side Points: 1

Special Abilities:

Control: 1D, **Sense:** 1D, **Alter:** 1D

Control Powers: Enhance Attributer

Sense Powers: Magnify Sense

Alter Powers: Telekinesis

Physical Description: :Long black Hair, dark, sapphire blue eyes. He has a hard face with a hint of adventure around the eyes. He usually wears his gray coveralls and black vest.

Equipment: Blaster Pistol (4D), Racing leathers, Datapad with speeder bike schematics and some poetry

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Background: His skills as a swoop racer on Corellia gained him recognition by the Emperor who suggested he become a candidate to Doonce's facility.

Personality: Tayshik is brash, arrogant and brave. Everything that categorizes most Corellian males. His brashness is a bit softer than most though as he is also a budding young poet.

Quote: "There I was, banking hard right on my swoop as racers four and two rode my tail . . ."

Minor Characters:

All minor characters have the stats referred to in the main book. Jedi students all follow the young Jedi template and hold skills as desired by the GM.