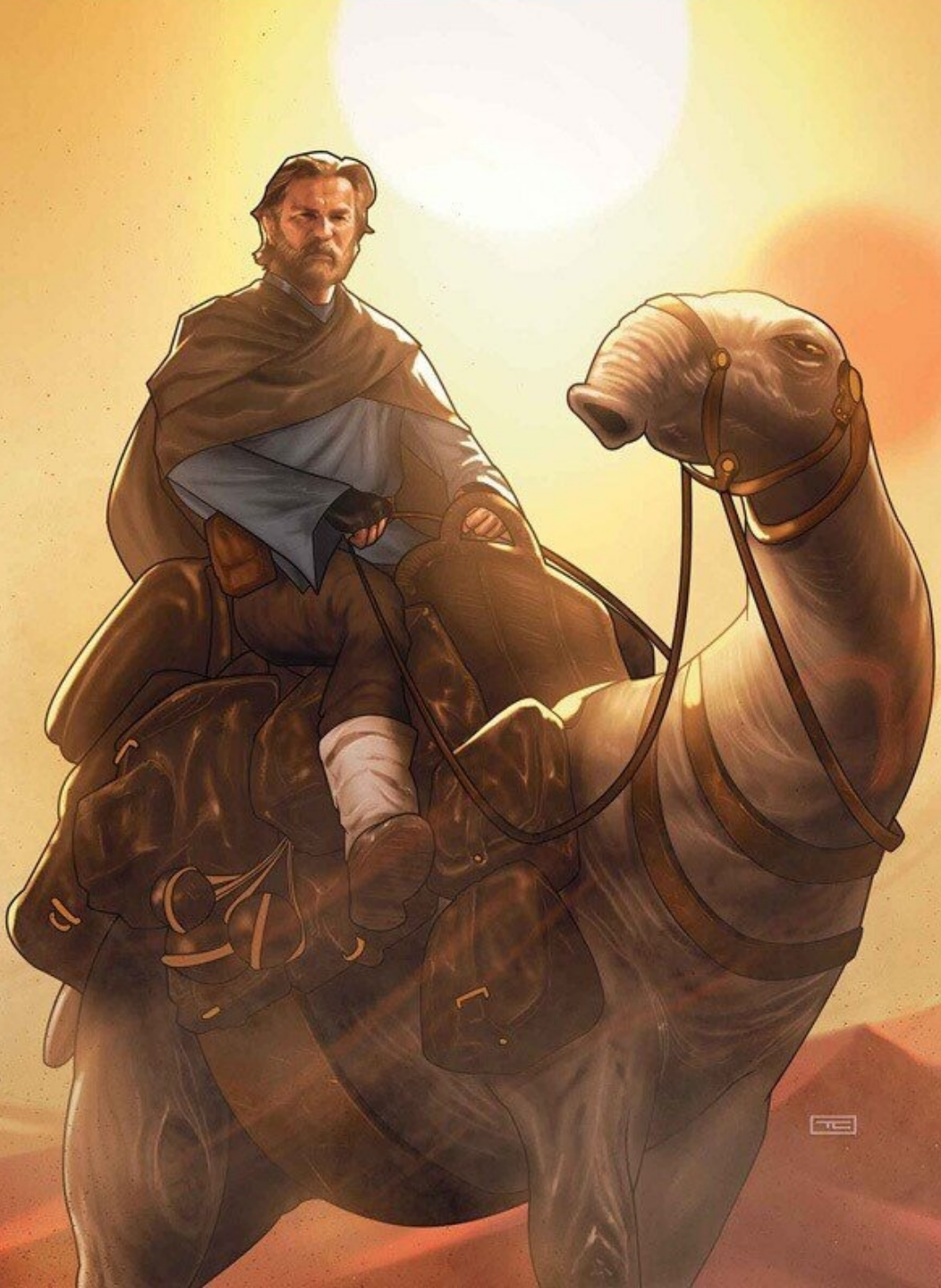


STAR WARS™

A JEDI'S RETURN



A Sourcebook for Obi-Wan Kenobi



STAR WARS

A JEDI'S RETURN

Following Order 66 and the fall of the Jedi, Obi-Wan Kenobi remains in hiding on the desert planet of Tatooine.

There, he is able to keep watch on the son of Anakin Skywalker, the Jedi who fell to the dark side and became Darth Vader.

The former Jedi Knight works his days away, haunted by the lives he couldn't save....

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DARK TIMES FORCE POWERS

Of the Force users that remain, many distanced themselves from galactic affairs. Most still remember what it was like before the Dark Times—before the Empire. Force-sensitive NPCs in this chapter that have the following Force powers listed in their stat blocks use these values, as well as any included in their specific entries. Some characters may have additional upgrades for these powers.

Enhance: When making an Athletics check, the character may roll an Enhance power check as part of the pool and may spend 1 to gain ✨ or 🌀 (their choice) on the check. May make an Enhance power check as a maneuver to spend 1 to leap to any location within Short range.

Influence: The character may spend 1 to stress the mind of one living target they are Engaged with, inflicting 1 Strain.

Non-Inquisitors may make an opposed Discipline vs Discipline check combined with an Influence power check. If the character spends 1 and succeeds on the check, they can force the target to adopt an emotional state or believe something untrue, lasting for 3 rounds or 15 minutes.

Move: The character can hurl objects by making a Move power check and rolling a ranged attack as part of the pool. The attack's difficulty is to the silhouette of the object being thrown (default is silhouette 0) and only succeeds if they can also spend enough 1 to move the object. The attack deals damage equal to the object's silhouette times 10 (silhouette 0 deals 5 damage) plus 1 per net ✨. To throw multiple objects, they must generate enough to move multiple objects, and must use rules for Auto-Fire to determine difficulty and targeting.

Sense: The character may spend to sense all living things within Short range (including animals and sentient beings) and may spend 1 to increase the range of this effect to Medium. The character may instead spend 1 to sense the current emotional state of one living target they are engaged with.







A JEDI'S RETURN

"The fight is done. We lost. The time of the Jedi is over."
- Obi-Wan Kenobi

Tatooine. A desolate place. A wretched hive of scum and villainy. If there's a bright center to the universe, you're on the planet that it's farthest from—but there's far from nothing to see. Out beyond the Dune Sea lives Old Ben Kenobi, a strange hermit who once went by the name Obi-Wan Kenobi, Jedi Knight and general of the Clone Wars.

A *Jedi's Return* furnishes Game Masters with a wide range of NPCs to incorporate into adventures, including bounty hunters, Hidden Path agents, and Inquisitors. From con artists to resistance leaders, new faces are abundant. Additional PC creation options are explored, and suggestions are provided for introducing major presences of the era: Ben Kenobi and Darth Vader himself.

A very special thank you to Deborah Chow, Ewan McGregor, and Hayden Christensen for their work on the Obi-Wan Kenobi series.

FROM THE JOURNALS OF OLD BEN KENOBI

Rescuing Leia wasn't the only thing that Ben Kenobi got up to during his years in hiding on Tatooine. Kenobi also fought off thugs attempting to impose Jabba the Hutt's "water tax" on the Lars family. Owen Lars was later abducted by the Wookiee bounty hunter Black Krrsantan to lure out Kenobi and teach him a lesson on Jabba's behalf. Krrsantan was defeated by the Jedi.

Kenobi also authored a set of journals for Luke when he came of age to train as a Jedi. The Jedi recorded an adventure on Coruscant as a youngling, a mission to a mining outpost with Qui-Gon, the battle of Abrion Bridge, a hunt for a rogue Republic officer, and Yoda's experience with Garro and the stonepower.

LEIA LOST

Eking out a meager living on Tatooine, former Jedi Obi-Wan Kenobi, now going by Ben Kenobi, was approached by Nari, a Jedi survivor hunted by Imperial Inquisitors. Having abandoned the greater fight, Kenobi turned him away. Killed by the Empire, Nari was left to hang in Anchorhead.

Leia Organa, daughter of Bail Organa and princess of Alderaan, was abducted by criminals, causing Bail to turn to Kenobi to rescue the girl. Kenobi, tasked with protecting Luke Skywalker, the son of Anakin Skywalker, reluctantly agreed. The kidnapping was a ploy by Reva, an Inquisitor who had her sights set on drawing out Kenobi.

Kenobi rescued Organa on Daiyu, where Reva revealed that Anakin was alive. Relying on the word of false Jedi con artist Haja Estree, Kenobi and Organa traveled to Mapuzo for allies. Once discovered by stormtroopers, the duo were then saved by Tala Durith, agent of the Hidden Path. Darth Vader confronted and severely wounded Kenobi while Organa was abducted by Reva.

USING THIS CHARACTER

Ben Kenobi is regarded as little more than a crazy old wizard by the inhabitants of Tatooine. Jawas trade with him; Sand People avoid him. For the needy, he is an anonymous interloper. Master of knowledge and defense, Kenobi is an experienced strategist, negotiator, and mentor, one who may help PCs learn about the Force.

ADVENTURE AND ENCOUNTER IDEAS

- ❖ Lost in a sandstorm, the PCs are rescued by a kind but mysterious eopie-riding stranger.
- ❖ The PCs are approached by a Tusken chieftain who offers them a great sum to clear out some old desert hermit who has "mystic powers." Easy score, right?
- ❖ The great Jabba the Hutt demands that the PCs enforce a water tax against Owen and Beru Lars, two moisture farmers living out in the Jundland Wastes. While traversing the Dune Sea, Kenobi appears, suggesting that the party reconsider their course of action.



BEN KENOBI [NEMESIS]



Skills: Charm 4 (●●●●●), Cool 3 (●●●●◆), Deception 2 (●●●●◆◆), Discipline 4 (●●●●●), Lore 3 (●●●●◆◆), Lightsaber 4 (●●●●◆◆), Negotiation 4 (●●●●●), Perception 3 (●●●●◆◆), Piloting (Space) 3 (●●●●◆◆), Survival 3 (●●●●◆◆), Vigilance 3 (●●●●◆◆)

Talents: Adversary 4, Force Rating 4, Parry 4, Reflect (Improved) 3, Soresu Technique

Abilities: Force Powers (Enhance, Foresee, Influence, Move, Sense)

Foresee: Force Power. Spend 1 to gain vague hints of events to come, up to day into own future.

Influence: Force Power. Can force the target to adopt an emotional state or believe something untrue lasting for 4 rounds or 20 minutes.

Equipment: Obi-Wan's lightsaber (Lightsaber (●●●●◆◆); Damage 10; Crit 1; Range [Engaged]; Breach 1; Sunder, Bastion of Safety) Jedi robes (+1 soak)

LEIA ORGANA [RIVAL]



Skills: Charm 2 (🟡🟡), Cool 2 (🟡🟡),
Core Worlds 1 (🟡🟢), Deception 1 (🟡🟢),
Education 1 (🟡🟢), Perception 2 (🟡🟢)

Talents: Nobody's Fool 1, Force Rating 1

Abilities: None

Equipment: L0-LA59 "Lola"

L0-LA59 "LOLA" [MINION]



Skills (group only): Charm

Talents: None

Abilities: Droid, Flyer, Silhouette 0

Equipment: Arc welder (Melee 🟢); Damage 3;
Crit -; Range [Engaged]; Stun Damage, built-in
repair tools (counts as tool kit), glow rod

VECT NOKRU [RIVAL]



Skills: Coercion 2 (🟡🟡), Cool 2 (🟡🟡),
Deception 2 (🟡🟡), Ranged (Light) 1 (🟡🟢),
Skulduggery 2 (🟡🟡), Streetwise 2 (🟡🟡)

Talents: Plausible Deniability 1

Abilities: None

Equipment: Light blaster pistol (Ranged (Light)
(🟡🟢); Damage 5; Crit 4; Range [Medium];
Stun Setting)

HAJA ESTREE [RIVAL]



Skills: Cool 1 (🟡🟢), Deception 2 (🟡🟡),
Perception 2 (🟡🟡), Skulduggery 2 (🟡🟡)

Ranged (Light) 1 (🟡🟢)

Talents: Convincing Demeanor 1

Abilities: None

Equipment: Blaster pistol (Ranged (Light) (🟡🟢);
Damage 6; Crit 3; Range [Medium]; Stun Setting),
remotes and magnets

1-JAC [RIVAL]



Skills: Computers 2 (🟡🟡), Cool 1 (🟡🟢),
Negotiation 2 (🟡🟡), Perception 1 (🟡🟢),
Ranged (Light) 2 (🟡🟡), Streetwise 2 (🟡🟡)

Talents: None

Abilities: Droid, Insectoid Appearance
(Desperate Allies)

Equipment: Pair of light blaster pistols (Ranged
(Light) (🟡🟡); Damage 5; Crit 4; Range
[Medium]; Stun Setting)

TREDGAR VOLK [RIVAL]



Skills: Brawl 2 (🟡🟡), Coercion 2 (🟡🟡),
Ranged (Heavy) 3 (🟡🟡), Streetwise 2 (🟡🟡),
Survival 1 (🟡🟢), Vigilance 1 (🟡🟢)

Talents: None

Abilities: None

Equipment: Tri-barrel blaster rifle (Ranged
(Heavy) (🟡🟡); Damage 9; Crit 3; Range
[Long]; Linked 2, Stun Setting), comlink

FRECK [RIVAL]



Skills: Charm 1 (🟢🟢), Piloting (Planetary) 2 (🟡🟡), Vigilance 1 (🟡)

Talents: Durable 1

Abilities: None

Equipment: Heavy clothing (+1 soak), FMR-385 cargo speeder

TALA DURITH [RIVAL]



Skills: Brawl 2 (🟡🟡), Computers 2 (🟡🟢🟢), Cool 2 (🟡🟢🟢), Deception 3 (🟡🟢🟢), Discipline 2 (🟡🟢🟢), Leadership 1 (🟡🟢🟢🟢), Ranged (Light) 2 (🟡🟢🟢), Vigilance 2 (🟡🟢🟢)

Talents: Kill with Kindness 1

Abilities: None

Equipment: Blaster pistol (Ranged (Light) (🟡🟢🟢); Damage 6; Crit 3; Range [Medium]; Stun Setting), thermal detonator (Ranged (Light) (🟡🟢🟢); Damage 20; Crit 2; Range [Short]; Blast 15, Breach 1 Limited Ammo 1, Vicious 4), heavy clothing (+1 soak), Tala's holster

NED-B [RIVAL]



Skills: Brawl 2 (🟡🟢🟢🟢), Melee 2 (🟡🟢🟢🟢), Ranged (Heavy) 2 (🟡🟢)

Talents: Bodyguard (Improved) 1

Abilities: Droid

Equipment: E-5 blaster rifle (Ranged (Heavy) (🟡🟢); Damage 9; Crit 3; Range [Long]; Stun Setting), engineer's hammer (Melee (🟡🟢🟢🟢); Damage 8; Crit 5; Range [Engaged]; Cumbersome 3, Disorient 1, Knockdown)

FOURTH SISTER [NEMESIS]



Skills: Coercion 2 (🟡🟢🟢), Cool 2 (🟡🟢🟢), Deception 2 (🟡🟢🟢), Discipline 3 (🟡🟢🟢), Lightsaber 3 (🟡🟢🟢), Negotiation 1 (🟡🟢🟢), Streetwise 2 (🟡🟢🟢), Vigilance 2 (🟡🟢🟢)

Talents: Adversary 2, Force Rating 3, Master Instructor, Parry 4, Reflect 3, Saber Throw

Abilities: Dark Side Force User, Force Powers (Enhance, Move, Sense)

Equipment: Inquisitor lightsaber (Lightsaber (🟡🟢🟢); Damage 6; Crit 2; Range [Engaged], Breach 1, Sunder), Inquisitor lightsaber (dual-blade) (Lightsaber (🟡🟢🟢); Damage 6; Crit 2; Range [Engaged], Breach 1, Sunder, Linked 1, Unwieldy 2), Inquisitor lightsaber (spin) (Lightsaber (🟡🟢🟢); Damage 6; Crit 2; Range [Engaged], Breach 1, Defensive 1, Deflection 1, Linked 1, Unwieldy 2, Sunder), Inquisitor uniform (+2 soak, +1 defense)

PURGE TROOPER [RIVAL]



Skills: Athletics 2 (🟡🟢🟢), Coercion 2 (🟡🟢🟢), Discipline 3 (🟡🟢🟢), Melee 3 (🟡🟢🟢), Perception 3 (🟡🟢🟢), Ranged (Heavy) 2 (🟡🟢🟢), Vigilance 3 (🟡🟢🟢)

Talents: Adversary 1, Dodge 1, Frenzied Attack 1, Parry (Improved) 3

Abilities: None

Equipment: E-11D blaster carbine (Ranged (Heavy) (🟡🟢🟢); Damage 9; Crit 3; Range [Medium]; Stun Setting), purge trooper armor (+2 soak, +1 defense)



YOUR PAIN HAS JUST BEGUN

Torture is an incredibly sensitive subject. It is also an integral aspect of Star Wars that has been present since the original trilogy. Leia and the interrogation droid. Han and the scan grid. Luke and the Emperor's Force lightning. These are all forms of torture, albeit differing in their ultimate ends and means.

Darth Vader tortures Obi-Wan on Mapuzo for revenge, and Reva resorts to torturing Leia for information on the Hidden Path, though does not have the opportunity to actually carry out the procedure. It is a tool of the villains, one reserved for those of the utmost sadism and cruelty. However, there may also be times that the PCs have captured an enemy who knows something crucial. What is that intel worth? What is the cost? Morality can be so very fleeting.

Some players prefer to keep roleplaying torture to a minimum. For a more comprehensive experience, weapon qualities can greatly aid the narrative.

- ❖ **Burn** prolongs, extending the duration of the damage suffered.
- ❖ **Concussive** paralyzes, preventing any unwanted escape attempts.
- ❖ **Disorient** unbalances, making the victim easier to interrogate.
- ❖ **Pierce** penetrates, bypassing more soak to inflict greater pain.
- ❖ **Stun** fatigues, minimizing long-lasting damage to the victim.
- ❖ **Vicious** intensifies, allowing for more visceral critical injuries.

TALES OF A JEDI KNIGHT

A soldier of Roon's defense forces, Commander Mekedrix served alongside Obi-Wan Kenobi with distinction during the Battle of Abrion Bridge. After Dark Acolyte Savage Opress' slaughter of Jedi Master Halsey and Halsey's troops during the Devaron Massacre, Mekedrix went rogue and became the leader of the Death Wind execution squad, named after the trade corridor that ferried spice to and from Mekedrix's homeworld.

Three months after a terrorist attack on Minntooina by the Death Wind, Admiral Yularen dispatched Kenobi and Anakin Skywalker to put an end to the threat. Skywalker objected to killing Mekedrix, but was ultimately forced to take the man's life on Ando.

MEKEDRIX, DISGRACED REPUBLIC OFFICER [RIVAL]

4	3	2	3	3	2
BRAIN	AGILITY	INTELLECT	CANNING	WILLPOWER	PRESIDENCE
4	18	—	1-		

Skills: Coercion 3 (●●●), Discipline 3 (●●●■), Melee 3 (●●●◆), Leadership 2 (●●), Ranged (Heavy) 2 (●●◆), Vigilance 2 (●●◆)

Talents: Combat Veteran 1

Abilities: None

Equipment: Bone sword (Melee (●●●◆); Damage 7; Crit 3; Range [Engaged], Defensive 1, Inferior)

THE SIEGE OF JABIIM

Rescued by Durith, Kenobi was taken to the Hidden Path base on Jabiiim. Kenobi and Durith devised a plan to recover Organa from Fortress Inquisitorius with intel provided by Path leader Kawlan Roken. The mission was a success, but Reva put a tracker on Organa's droid, LO-LA59.

Reva led Vader to Jabiiim and Kenobi, earning her the rank of Grand Inquisitor. Using LO-LA59, Reva locked down the safe house's hangar bay and launched an attack on her master's orders. As Reva's forces closed in, Kenobi parlayed with the Inquisitor to stall for time. Reva blamed the Jedi for his inaction during Darth Vader's march on the Jedi Temple the night of Order 66.

Kenobi deduced Reva's past as a youngling, and the two struck a truce. Reva let Kenobi go, but the Jedi escaped with Roken and the Path, leaving Reva to ambush Vader herself. The Sith easily defeated Reva, aware of her treachery, impaling and leaving the Inquisitor for dead, only for Reva to discover Kenobi's comlink.

USING THIS CHARACTER

Reva Sevander is an ambitious Inquisitor and one of few individuals in the galaxy who knows Darth Vader's true identity of Anakin Skywalker. As the Third Sister, Reva's true goal is to become close to Vader, earning his trust so that she can strike him down to enact revenge for the many younglings murdered by Vader years ago.

ADVENTURE AND ENCOUNTER IDEAS

- ❖ The Fifth Brother, one of Reva's chief rivals in the Inquisitorius, approaches the PCs with a plan formulated by the Grand Inquisitor to rid the organization of Reva once and for all. The catch: Darth Vader must not find out.
- ❖ The PCs attract the attention of Reva, who pursues them under the belief that they hold the key to locating Obi-Wan Kenobi.

REVA SEVANDER [NEMESIS]



Skills: Athletics 2 (🟡🟢🟣), Brawl 2 (🟡🟢🟣), Coercion 2 (🟡🟢🟣), Deception 3 (🟡🟢🟣), Discipline 2 (🟡🟢🟣), Leadership 2 (🟡🟢🟣), Lightsaber 3 (🟡🟢🟣), Perception 2 (🟡🟢🟣), Vigilance 2 (🟡🟢🟣)

Talents: Adversary 2, Force Rating 3, Parry 3, Reflect (Improved) 4, Saber Throw, Survivor's Instincts

Abilities: Dark Side Force User, Force Powers (Enhance, Move, Sense)

Enhance: Force Power. May use Enhance when making Coordination or Resilience checks. Commit 🟡 to increase Brawn by 1.

Equipment: Inquisitor lightsaber (Lightsaber (🟡🟢🟣)); Damage 6; Crit 2; Range [Engaged], Breach 1, Sunder), Inquisitor lightsaber (dual-blade) (Lightsaber (🟡🟢🟣)); Damage 6; Crit 2; Range [Engaged], Breach 1, Sunder, Linked 1, Unwieldy 2), Inquisitor lightsaber (spin) (Lightsaber (🟡🟢🟣)); Damage 6; Crit 2; Range [Engaged], Breach 1, Defensive 1, Deflection 1, Linked 1, Unwieldy 2, Sunder), Inquisitorius uniform (+2 soak, +1 defense)

CONFRONTING THE PAST

Reva arrived on Tatooine intent on killing Skywalker, deducing his identity as Vader's son through a message from Bail Organa to Kenobi. Owen and Beru Lars fought Reva, who pursued Skywalker into the desert, but the ex-Inquisitor found herself unable to take a youngling's life.

Kenobi resolved to lead Vader away from Roken and the Path. On a moon, Vader fought his former master. Empowered by thoughts of Luke and Leia, Kenobi disfigured Vader's helmet and apologized to the Sith Lord for failing him; Vader claimed responsibility for killing Anakin Skywalker, at last alleviating Kenobi's guilt.

Returning to Tatooine, Kenobi assured Reva that she had not become Vader. The Emperor made Vader drop his obsession with Kenobi. Kenobi told Leia of her parentage, introduced himself to Luke, and communed with the spirit of his own Jedi Master, the late Qui-Gon Jinn.

USING THIS CHARACTER

Darth Vader, Dark Lord of the Sith: merciless Jedi hunter and commander of the Inquisitorius. The Chosen One of Jedi prophecy, he is death to those who hold a claim to the dying religion, an unstoppable embodiment of fear; anger; hate. Vader harbors a vendetta against Kenobi and will stop at nothing to destroy his old master. PCs best avoid earning his legendary wrath.

ADVENTURE AND ENCOUNTER IDEAS

- ❖ Darth Vader dispatches his Inquisitors to acquire an upgraded cybernetic from an outlaw tech the PCs are visiting, reinforcing them with the might of the 501st Legion.
- ❖ The PCs are contracted by the Hidden Path to smuggle a group of Jedi sympathizers out of the Balnab system, unaware that the Emperor's apprentice awaits to destroy them in his personal TIE Advanced v1.
- ❖ Aboard the *Devastator*, Darth Vader orders an orbital bombardment against whatever world the PCs are currently on, reducing the planet to slag to kill a lone, unrelated Rebel.



DARTH VADER [NEMESIS]



Skills: Athletics 2 (●●●●●), Coercion 5 (●●●●●), Cool 3 (●●●●●), Deception 4 (●●●●●), Discipline 3 (●●●●●), Gunnery 3 (●●●●●), Leadership 3 (●●●●●), Lightsaber 5 (●●●●●), Mechanics 3 (●●●●●), Perception 2 (●●●●●), Piloting (Space) 5 (●●●●●), Vigilance 3 (●●●●●)

Talents: Adversary 4, Durable 3, Force Rating 6, Parry (Improved) 5, Reflect (Improved) 5, Saber Throw, Starship Adversary 1

Abilities: Dark Side Force User, Force Powers (Enhance, Choke, Move, Sense), I Have You Now, Integrated Combat, Terrifying, Visage of Death (Allies and Adversaries, Gadgets and Gear)

Force Choke: Force Power. (Dawn of Rebellion)

Sense: Force Power. Spend 1 to sense all living things within Medium range of the character.

Equipment: Darth Vader's lightsaber (Lightsaber (●●●●●)); Damage 10; Crit 1; Range [Engaged]; Breach 1, Dual-Phase, Sunder, Superior, Vicious 2, Dramatic Entrance), armored robes (+2 soak, +1 defense, enhanced optics suite, integrated medical system, vacuum sealed, Peerless Armor)

BERU LARS [RIVAL]



Skills: Cool 1 (🟡🟢🟢🟢), Ranged (Light) 2 (🟡🟡), Resilience 1 (🟡🟢), Survival 2 (🟡🟡)

Talents: Commanding Presence 1

Abilities: None

Equipment: Blaster pistol (Ranged (Light) (🟡🟡)); Damage 6; Crit 3; Range [Medium]; Stun Setting)

LUKE SKYWALKER [RIVAL]



Skills: Mechanics 1 (🟡🟢), Resilience 1 (🟡), Survival 1 (🟡🟢)

Talents: Force Rating 1

Abilities: Best Bush Pilot in the Outer Rim Territories (When making Piloting (Space) checks, Luke's Agility counts as 4.)

Equipment: T-16 skyhopper toy

OWEN LARS [RIVAL]



Skills: Discipline 1 (🟡🟢🟢), Ranged (Heavy) 2 (🟡🟡), Resilience 1 (🟡🟢), Survival 2 (🟡🟡)

Talents: Nobody's Fool 1

Abilities: None

Equipment: Blaster carbine (Ranged (Heavy) (🟡🟡)); Damage 9; Crit 3; Range [Medium]; Stun Setting)

KAWLAN ROKEN [RIVAL]



Skills: Cool 2 (🟡🟡🟢), Discipline 2 (🟡🟡🟢), Leadership 2 (🟡🟡🟢🟢), Ranged (Heavy) 2 (🟡🟡), Ranged (Light) 1 (🟡🟢), Vigilance 2 (🟡🟡🟢)

Talents: Command 1

Abilities: None

Equipment: Blaster pistol (Ranged (Light) (🟡🟢)); Damage 6; Crit 3; Range [Medium]; Stun Setting), bowcaster (Ranged (Heavy) (🟡🟡)); Damage 10; Crit 3; Range [Medium]; Cumbersome 3, Knockdown, Prepare 1)



NEW SPECIES

ARTEMESIAN

A species of muscular humanoid with chalky greyish-green skin hail from Artemesium, a planet stripped of its resources by the Galactic Republic and its Senate. The exploitation that followed cost many Artemesian lives, ultimately leading to their homeworld's ruin. One surviving Artemesian, the Fifth Brother, was an Inquisitor who often antagonized his Jedi hunting rivals, particularly the Third and Seventh Sisters.

SPECIES ABILITIES



Wound Threshold: 12 + Brawn

Strain Threshold: 9 + Willpower

Starting XP: 100 XP

Special Abilities: Artemesians begin the game with one rank in Discipline. They still may not train Discipline above rank 2 during creation.



A NOTE FROM THE AUTHOR

This collection of stat blocks is completely unofficial and is not endorsed by Fantasy Flight Games, Disney, or Lucasfilm. The style guide of the FFG era books has been followed for artistic consistency.

Some of the NPCs listed in this collection already have stats published in official Fantasy Flight sourcebooks, but unique abilities and other stats from official sources have not been reproduced. Instead, you will find a book name and page reference for some details. Please support the official products.

The phrasing above is reproduced from the fan sourcebook **Heroes on Both Sides**, but the words and intent are true here as well. I claim no credit for the art or characters found within this volume; those belong to their respective creators and the organizations above. This module is intended for public use. Enjoy.

StarWarrior77



An Unofficial Sourcebook for Star Wars Roleplaying

STAR WARS
**EDGE OF THE
EMPIRE**
ROLEPLAYING GAME

STAR WARS
**AGE OF
REBELLION**
ROLEPLAYING GAME

STAR WARS
**FORCE
AND DESTINY**
ROLEPLAYING GAME

A long time ago, in a galaxy far, far away...

The time of the Jedi is over. The sun sets on the Republic as Ben Kenobi bides his time in exile, waiting to train the son of Anakin Skywalker—a new hope who may yet bring balance to the Force.

Boldly say "hello there!" to Ben Kenobi as the once-Jedi General negotiates his way through daring adventures in **A Jedi's Return!** This sourcebook covers the Jedi Master's days on Tatooine and is fully compatible with the Star Wars Roleplaying game lines of Edge of the Empire, Age of Rebellion, and Force and Destiny.

This supplemental rulebook includes:

- Prominent members of the Hidden Path **Tala Durith** and **Kawlan Roken** as well as the Third Sister **Reva Sevander**.
- New PC options for playing as the **Artemesian** species.
- The final chapter of **The Dark Times** era sourcebook.

