

# STAR WARS

## THE DYING LIGHT



**A Sourcebook for  
Darth Vader: Dark Lord of the Sith**



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## THE DYING LIGHT

The Clone Wars are over. The Jedi are defeated. Palpatine has become Emperor, finally in position to bend the galaxy to his will through the power of the Sith.

Jedi Knight Anakin Skywalker has fallen to the dark side of the Force. Swayed by Palpatine's promise to help prevent the death of his pregnant wife, Padmé, Skywalker betrayed the Jedi and became the Sith Lord Darth Vader. Defeated by his old friend and former master Obi-Wan Kenobi, Vader was left to die on the volcanic planet Mustafar.

Retrieved by Palpatine, and placed into a suit of cybernetic armor to preserve his life, Vader awakens to learn that wife has died. Now, for Darth Vader, there is only rage, pain, and the new Galactic Empire....

# TABLE OF CONTENTS

## Chapter I:

<b>The Dying Light.....</b>	<b>4</b>
The Chosen One.....	6
Legacy's End.....	8
The Rule of Five.....	10
The Burning Seas.....	11
Bad Ground.....	17
Fortress Vader.....	20

## INQUISITORIUS FORCE POWERS

The Inquisitors are a sect of powerful dark side Force users, none more so than their leader, Darth Vader. All Inquisitors and other 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.

Jocasta Nu and Ferren Barr 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.







# THE DYING LIGHT

*"When the time is right...the Jedi will rise again."*

- Jocasta Nu

Retired clones remember just how quiet the rise of the Empire really was. After the war, Emperor Palpatine's proclamation of a New Order marked a period of relative peace for most of the galaxy. But for the remaining Jedi Knights hunted down by Darth Vader and his Inquisitors, it would not be so.

**The Dying Light** provides Game Masters with NPCs that were crucial to Darth Vader's formative missions, taking place early into the reign of the Galactic Empire. Key allies including the Sixth Brother, the Thirteenth Sister, and other Inquisitors are presented alongside specialized stormtrooper variants. Vader's adversaries are made playable for Game Masters as well, ranging from the battle-hardened Jedi Kirak Infil'a to the unorthodox Sith Lord Darth Momin.

A very special thank you to comic creator Charles Soule for these wonderful stories.

## IMPERIAL MACHINE

The one issue of *Darth Vader: Dark Lord of the Sith* not adapted, discussed, or further addressed anywhere else in this module is *Darth Vader Annual 2*, largely because of its independence from the rest of Soule's run as a tie-in to promote the then-upcoming *Rogue One: A Star Wars Story*.

*Darth Vader Annual 2* explores the titular Sith Lord's discovery of Project Stardust, the plans behind the Death Star, in an Imperial data vault on Scarif. Confronted by Governor Tarkin and the Emperor, Vader is ordered to Geonosis to put a stop to ongoing sabotage; along the way, he meets Commander Orson Krennic and puts down a Geonosian queen. Tarkin deduces that Vader is unhappy with the development of Stardust, desiring to be the Empire's only technological terror.

# THE CHOSEN ONE

On Mustafar, a galactic struggle for power between Jedi and Sith forced the need for a decisive conflict: a battle between brothers, master against apprentice. Obi-Wan Kenobi versus Anakin Skywalker, the Chosen One of prophecy, a Jedi Knight now consumed by the shadow of Darth Vader. Kenobi won the duel and deprived the Sith Lord of his lightsaber.

Subsequently rebuilt as more machine than man, Vader was tasked with procuring another lightsaber by his new master, Emperor Darth Sidious, who instructed his apprentice to turn the blade of a Jedi into the weapon of a Sith.

Vader set his sights towards the Imperial-occupied Jedi outpost *Briarthome*, destroying the patrolling ARC-170 starfighters and killing the clone trooper guard stationed onboard. Aboard the space station, Vader accessed its informational databanks and discovered the existence of Kirak Infil'a, a Jedi Master living in seclusion on the river moon of Al'doleem.



## USING THIS CHARACTER

Kirak Infil'a resides on the river moon of Al'doleem under the Barash Vow, training as a warrior while remaining disengaged from the affairs of the galaxy. If he should be contacted by the PCs, Infil'a refuses to leave Al'doleem for any greater purpose, but would be reluctantly agreeable to the idea of training with them.

## ADVENTURE AND ENCOUNTER IDEAS

- ❖ The PCs hear stories of a Jedi Master living in isolation whose only purpose is to fight. The group lands on Al'doleem, only to learn that Infil'a has been abducted by vicious avians called raptorans. Can they save him in time?
- ❖ The party is contacted by Arex, Infil'a's training droid, who asks them to fight his master to test the Jedi's mettle in combat.

### KIRAK INFIL'A [NEMESIS]



**Skills:** Athletics 4 (●●●●◆), Brawl 4 (●●●●◆), Cool 4 (●●●●), Discipline 4 (●●●●), Lightsaber 5 (●●●●●), Melee 4 (●●●●◆), Perception 4 (●●●●◆), Resilience 4 (●●●●◆), Vigilance 4 (●●●●)

**Talents:** Adversary 3, Durable 3, Force Rating 4, Natural Bladesmaster, Parry (Improved) 5, Reflect 5

**Abilities:** Force Powers (Enhance, Move, Sense)

**Enhance:** *Force Power.* May use Enhance when making Brawl, Coordination, or Resilience checks. May spend 1 to leap up to Medium range.

**Equipment:** Kirak Infil'a's lightsaber (Lightsaber (●●●●●)); Damage 10; Crit 1; Range [Engaged]; Breach 1, Defensive 1, Sunder)



## DARTH VADER'S STARSHIP

4	4	+1	1	-	-	1	3
SOAK VALUE	SPEED	MANOEVRE	HT THRESHOLD	HT	HT	HT	SS THRESHOLD
			18				16

**Hull Type/Class:** Infiltrator/Star Courier

**Manufacturer:** Republic Siemar Systems

**Hyperdrive:** Class 3

**Navicomputer:** Yes

**Sensor Range:** Medium

**Ship's Compliment:** One pilot

**Encumbrance Capacity:** 25

**Passenger Capacity:** 6

**Consumables:** One month

**Price/Rarity:** 185,000 (R)/10

**Customization Hard Points:** 0

**Weapons:** Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Crit 3; Range [Close]; Linked 1)

Dorsal turret-mounted light laser cannons (Fire Arc Rear; Damage 5; Crit 3; Range [Close]; Linked 1)

### SPECIAL RULES

**Integrated Viper I Droid Brain:** This starship possesses an integrated Viper I droid brain that has characteristics of 0 and the following skills: Astrogation 2, Computers 4, Gunnery 3, and Piloting (Space) 2. The droid can fire the dorsal turret-mounted light laser cannons and perform routine tasks such as transmitting clearance codes. It can also detach from the ship entirely. During structured gameplay, the droid brain takes a single action directly following the pilot's turn.

### AM'BALAAAR SECURITY [MINION]

2	2	2	2	2	2
BRAWL	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	4	--	0/0		
SOAK VALUE	HT THRESHOLD	SS THRESHOLD	MOV DEFENSE		

**Skills:** Coercion (◆◆), Discipline (◆◆), Ranged (Light) (◆◆), Vigilance (◆◆)

**Talents:** None

**Abilities:** None

**Equipment:** Am'balaar security pistol (Ranged (Light) (◆◆); Damage 6; Crit 3; Range [Medium]; Linked 1, Stun Setting), padded armor (+2 soak)



### AREX [RIVAL]

3	3	2	2	2	1
BRAWL	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	14	--	1/0		
SOAK VALUE	HT THRESHOLD	SS THRESHOLD	MOV DEFENSE		

**Skills:** Athletics 2 (◆◆◆), Brawl 3 (◆◆◆◆), Lightsaber 3 (◆◆◆◆), Melee 3 (◆◆◆◆)

**Talents:** Parry 3

**Abilities:** Combat training (Disciples of Harmony)

**Equipment:** Electrosword (Melee (◆◆◆◆◆); Damage 6; Crit 2; Range [Engaged]; Accurate 1, Defensive 1, Pierce 3)

### RAPTORAN [MINION]

4	3	1	2	1	1
BRAWL	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	15	--	0/0		
SOAK VALUE	HT THRESHOLD	SS THRESHOLD	MOV DEFENSE		

**Skills (group only):** Brawl (◆◆◆◆◆), Perception (◆◆◆◆), Survival (◆◆◆), Vigilance (◆◆◆)

**Talents:** Keen Eyed 1

**Abilities:** None

**Equipment:** Talons (Brawl (◆◆◆◆◆); Damage 6; Crit 3; Range [Engaged]; Ensnare 3, Pierce 1)

# LEGACY'S END

Darth Vader began training the Inquisitors at the Emperor's request and, while conversing with the Grand Inquisitor, discovered that his master had noted one Jedi as of particular importance. The Jedi librarian Jocasta Nu, the Emperor explained, knew everything—all the Jedi's secrets—and must be found.

On a far-away world, Nu worked towards the creation of a new Jedi archive. Returning to Coruscant, she mind-tricked her way past the Coruscant Guard and into the Archives to find the Order's list of Force-sensitive children. Nu's Jedi starfighter alerted Vader to her presence, causing him to order a lockdown of the temple.

Nu confronted the Grand Inquisitor and was hunted down by Vader, who destroyed the Jedi guardian-protector droid Cator. The librarian learned of Vader's identity as Skywalker and, after a brief skirmish utilizing a lightsaber rifle, was captured by the Sith. Vader executed the leader of the Coruscant Guard, Commander Fox, for his incompetence and ultimately destroyed the list of children at Nu's insinuation of what the Emperor might do with it.

## USING THIS CHARACTER

As Master Archivist, Jocasta Nu is a wealth of Jedi knowledge and lore for any PCs that are lucky enough to find her. However, her selective, perhaps arrogant, attitude leads her to trust only the most devout followers of the Force, denying others she deems unworthy of her secrets.

Jocasta Nu's build is largely re-used from the fan-made sourcebook **Heroes on Both Sides**, with the addition of Nytwyng's lightsaber rifle.

## ADVENTURE AND ENCOUNTER IDEAS

- ❖ When the PCs get their hands on a holocron, Nu reaches out to them through the Force, stubbornly insisting that it be placed in her new archive for long-term safekeeping.
- ❖ The PCs find a Imperial bounty posting for Master Jocasta Nu. Contacting the Empire puts leads them to Commander Fox, who is actively coordinating an investigation.



## JOCASTA NU [NEMESIS]



**Skills:** Cool 2 (●●●), Discipline 3 (●●●●), Education 4 (●●●●●), Lightsaber 2 (●●●●), Lore 5 (●●●●●●), Perception 3 (●●●●●), Xenology 4 (●●●●●●)

**Talents:** Adversary 1, Force Rating 4, Nobody's Fool 2, Parry 2, Reflect 2, Researcher (Improved) 2

**Abilities:** Buried in the Archives (**Heroes on Both Sides**), Force Powers (Enhance, Influence, Move, Sense)

**Equipment:** Jocasta's lightsaber (Lightsaber (●●●)); Damage 8; Crit 2; Range [Engaged]; Breach 1, Sunder, lightsaber rifle (Ranged (Heavy) (●●●)); Damage 18; Crit 2; Range [Long]; Breach 1, Sunder, catastrophic failure modification; the lightsaber rifle uses a lightsaber for ammunition, with each use of the weapon damaging it one step; when the lightsaber is destroyed, the rifle must be reloaded with another saber, dealing damage equal to twice the lightsaber's original damage and retaining the same critical rating and weapon qualities), Jedi librarian robes (+1 soak)

## CLONE SHOCK TROOPER [MINION]



**Skills (group only):** Athletics (◆◆◆), Brawl (◆◆◆), Coercion (◆◆◆), Discipline (◆◆◆), Ranged (Heavy) (◆◆◆), Vigilance (◆◆◆)

**Talents:** None

**Abilities:** Clone Inhibitor Chip (Rise of the Separatists)

**Equipment:** DC-15 blaster rifle (Ranged (Heavy) (◆◆◆); Damage 10; Crit 3; Range [Long]; Pierce 1, Stun Setting) or DC-15a blaster carbine (Ranged (Heavy) (◆◆◆); Damage 9; Crit 3; Range [Medium]; Auto-fire, Pierce 1, Stun Setting), 2 frag grenades (Ranged (Light) (◆◆◆); Damage 8; Crit 4; Range [Short]; Blast 6, Limited Ammo 1), clone armor (+2 soak)

## CATOR [RIVAL]



**Skills:** Brawl 3 (●●●◆), Cool 2 (●●), Discipline 3 (●●◆), Lore 2 (●●◆), Melee 2 (●●◆), Perception 4 (●●●◆), Ranged (Heavy) 4 (●●●◆), Vigilance 2 (●●)

**Talents:** Adversary 1, Overbalance

**Abilities:** Droid

**Equipment:** Battlefield pulse cannons, (Ranged (Heavy) (●●◆◆); Damage 8; Crit 3; Range [Long]; Pierce 2), heatbeams (Melee (●●◆◆); Damage 4; Crit 2; Range [Engaged]; Breach 1), particle dischargers (Ranged (Heavy) (●●◆◆); Damage 6; Crit 3; Range [Short]; Blast 5), kiirium plating (+1 soak against blasters and flame-based weaponry)

## COMMANDER FOX [NEMESIS]



**Skills:** Athletics 2 (●●◆◆), Brawl 3 (●●●●), Coercion 3 (●●●◆), Cool 3 (●●●■), Discipline 4 (●●●●), Leadership 4 (●●●●), Perception 2 (●●), Ranged (Heavy) 3 (●●●), Ranged (Light) 3 (●●●), Underworld 3 (●●●), Vigilance 3 (●●●◆), Warfare 2 (●●◆)

**Talents:** Adversary 2, Commanding Presence 2, Constant Vigilance, Quick Draw, Tactical Advance

**Abilities:** Clone Inhibitor Chip (Rise of the Separatists), Steady Aim (Improved) (do not lose the benefits of the Aim maneuver if performing other maneuvers or actions; allies within short range also benefit from Steady Aim), Tactical Direction (Rise of the Separatists)

**Equipment:** Pair of DC-17 blaster pistols (Ranged (Light) (●●●■); Damage 7; Crit 3; Range [Medium]; Accurate 1, Stun Setting), clone armor (+2 soak), utility belt, encrypted comlink





## THE RULE OF FIVE

On Cabarria, the Ninth Sister and Darth Vader investigated a claim of supposed Jedi activity. Ambushed by bounty hunters upon his arrival, Vader accused the Ninth Sister of orchestrating the attempt on his life, which she denied. The Sith gave chase to and interrogated his attackers, the couple Bhada and Ramat Cha, but the Chas had received the job anonymously and had no idea as to their employer's identity. Ramat sliced into the hunter net, determining that the kill order had originated from the Republic Executive Building in the Senate District.

Upon returning to Coruscant, Vader and the Ninth Sister were attacked in orbit, an event the pair survived. Vader questioned Palpatine's involvement with the assassins, a suspicion the Emperor laid to rest. Palpatine then introduced Vader to the Imperial officer corps, to whom he taught the rule of five: the Sith Lord would always survive; for every attempt on his life, five officers would not.

In their attempt to assassinate Darth Vader, the Chas utilized a personal-grade tactical tractor beam projector known as a tractor rifle. A tractor rifle has the following profile: Tractor rifle (Gunnery, Damage -, Crit -, Range [Medium], Ensnare 3; the user may make an **Average** (◆◆) Gunnery check to secure an object or individual with a tractor rifle. Increase the difficulty of all attempts to escape from a tractor rifle once. Each round the object or individual remains ensnared, it is drawn one range band closer to the tractor rifle.)

# THE BURNING SEAS

When the Emperor began to suspect that a Jedi-in-hiding was advising the king of Mon Cala on his negotiations with the Galactic Empire, he sent his Sith apprentice to rectify the situation. Darth Vader arrived backed by the might of the Inquisitorius and, when the planet's Imperial ambassador was assassinated, joined the fight against the rebellious Mon Calamari.

Vader led an assault on the palace in Dac City where the Ninth Sister probed King Lee-Char's mind, allowing the team to locate their Jedi: Master Ferren Barr. Vader departed to capture the king at the request of Moff Tarkin while the Inquisitors pursued Barr, killing his disciples and confronting the Jedi himself. Barr performed a mind trick on the Inquisitor's purge troopers, prompting the clones to execute Order 66.

Barr fled to the palace, where he duelled Vader. Vader observed that Barr had fallen from the light side, though the Iktotchi did not care; his plan to send Mon Cala's fleet out into the galaxy to serve a greater revolution had been a success. The Sith killed Barr and captured Lee-Char, who surrendered upon hearing Barr's plot, effectively ending resistance to Imperial rule on Mon Cala.

## USING THIS CHARACTER

Ferren Barr isolated himself on Mon Cala after the Clone Wars, studying Palpatine's deception and the fall of the Jedi. The Iktotchi also traveled the galaxy to recruit Force-sensitive disciples, often persuading them with Jedi mind tricks if necessary. Barr's methods make him a deceptive but powerful ally to Force-sensitive PCs.

## ADVENTURE AND ENCOUNTER IDEAS

- ❖ While loitering at a spaceport, any Force-sensitive PCs are approached by Ferren Barr. With a wave of his hand, he suggests that they must come with him to be trained.
- ❖ On Mon Cala, the party catches sight of a shadowy figure jumping across rooftops in the market district. Further investigation causes the paranoid Barr to mistake them for Imperial spies who must be silenced.



## FERREN BARR [NEMESIS]



**Skills:** Athletics 2 (●●●◆), Coercion 2 (●●●◆◆), Cool 3 (●●●●●), Deception 4 (●●●●●●◆), Discipline 3 (●●●●●◆), Leadership 2 (●●●◆◆), Lightsaber 4 (●●●●●●), Warfare 3 (●●●●●◆)

**Talents:** Adversary 3, Force Rating 4, Parry (Improved) 4, Plausible Deniability 2, Reflect (Improved) 4, Niman Technique

**Abilities:** Dark Side Force User, Force Powers (Enhance, Foresee, Influence, Move)

**Enhance:** *Force Power.* May use Enhance when making Brawl, Coordination, or Resilience checks.

**Foresee:** *Force Power.* Spend 1 to gain vague hints of events to come, up to a day into own future. Spend 1 to increase the number of days seen into future by 2. Spend 1 to gain more specific details.

**Equipment:** Ferren Barr's lightsaber (Lightsaber ●●●●●●); Damage 9; Crit 2; Range [Engaged]; Breach 1, Vicious 2, Sunder), Jedi robes (+1 soak)

# SIXTH BROTHER

The Sixth Brother, formerly known as Bil Valen, was a male Inquisitor who operated during the early days of the Galactic Empire. Once a Jedi, the Sixth Brother was tasked with hunting Force-sensitive children and survivors of Order 66. The Inquisitor carried out operations on Mon Cala and Thabeska before confronting Ahsoka Tano, a Togruta Jedi-in-hiding, on the farming moon of Raada roughly a year into Imperial reign.

Ruthless and arrogant, the Sixth Brother sought challenging prey and considered himself to have a sense for power. The Inquisitor did not show compassion or attachment towards his fellow Jedi hunters, going so far as to cut off the Ninth Sister's leg to ensure his own survival.

## USING THIS CHARACTER

- A fearsome predator and always in search of a Jedi to kill, the Sixth Brother's investigations make him a likely enemy should he discover the existence of any dissident or Force-sensitive PCs. His brutal fighting style renders him a formidable adversary, but the agent's reliance on strength over skill might prove to be his downfall.

## ADVENTURE AND ENCOUNTER IDEAS

- ❖ The Sixth Brother hears rumors of the PCs and their most recent heroics. Finding them to be worthy prey, the Inquisitor actively endangers their allies or loved ones in an attempt to draw out his next big score.
- ❖ The PCs encounter a youngling who is obviously strong with the Force, only to discover that the Empire has dispatched the Sixth Brother to abduct the child for something called Project Harvester.

## SIXTH BROTHER [NEMESIS]

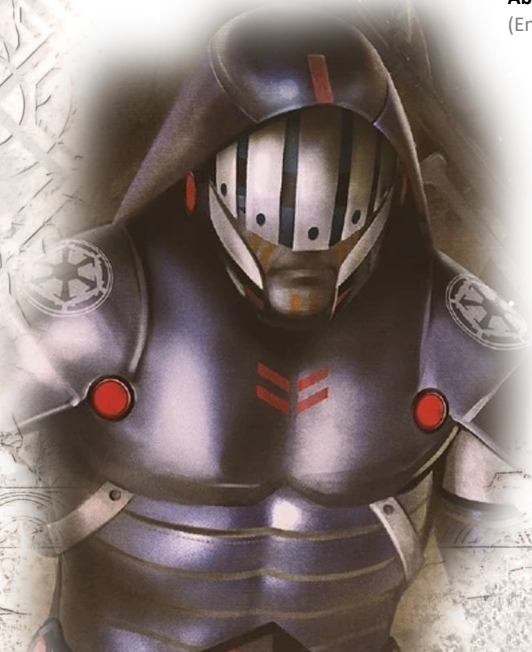


**Skills:** Brawl 3 (🟡🟡🟡🟡🟢), Coercion 2 (🟡🟡🟡🟢), Cool 2 (🟡🟡🟡🟢), Discipline 2 (🟡🟡🟡🟢), Lightsaber 2 (🟡🟡🟡🟢), Perception 2 (🟡🟡🟡🟢), Stealth 3 (🟡🟡🟡🟡), Vigilance 2 (🟡🟡🟡🟢)

**Talents:** Adversary 2, Force Rating 3, Reflect 3, Saber Throw, Scathing Tirade (Improved)

**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)



# NINTH SISTER

Originally a Jedi, the female Dowutin Masana Tide was isolated, mutilated, and tortured into becoming an asset of the Inquisitorius. Coerced to the dark side, Tide rejected her former life, hunting down the remnants of her Force-sensitive brethren as the Ninth Sister.

The Ninth Sister investigated a potential Jedi sighting on Cabarria, a false report that was in actuality a trap for Darth Vader. The Inquisitor also pacified a group of rebels on the Wookiee homeworld of Kashyyyk, where she fought the Jedi survivor Cal Kestis. Years later, Kestis and the Ninth Sister would confront each other one last time on the Imperial capital of Coruscant.

## USING THIS CHARACTER

The Ninth Sister is a durable, powerful foe, acting as a substantial threat to any PC that opposes the Empire. The Dowutin's empathic abilities allow her to sense a target's emotions or even anticipate their next move in combat. While training with Darth Vader, the Sith Lord removed the Inquisitor's eye as a lesson of loss that has allowed her to fight through extreme circumstances, including dismemberment.

## ADVENTURE AND ENCOUNTER IDEAS

- ❖ A Wookiee resistance fighter working on behalf of Saw Gerrera contacts the PCs, pleading for their aid against the hulking Inquisitor that slaughtered his comrades.
- ❖ The PCs are approached by a Republic-issue clone who claims to be an Imperial defector from the Inquisitors' purge trooper corps. Afraid for his life, the soldier asks for assistance getting his designation wiped from Imperial databanks, conveniently omitting the fact that he's being hunted by the Ninth Sister herself.

## NINTH SISTER [NEMESIS]



**Skills:** Brawl 2 (🟡🟢🟣🟤), Coercion 2 (🟡🟢🟣), Discipline 2 (🟡🟢🟣), Gunnery 2 (🟡🟢), Lightsaber 2 (🟡🟢🟣🟤), Perception 2 (🟡🟢), Piloting (Space) 1 (🟡🟢), Resilience 3 (🟡🟢🟣🟤), Vigilance 2 (🟡🟢)

**Talents:** Adversary 2, Force Rating 3, Parry 3, Reflect 3, Saber Throw

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

**Sense:** Force Power. May spend ⓪ to sense the current thoughts of one engaged living target. Commit ⓪. Once per round, upgrade the difficulty of an incoming attack against the Ninth Sister twice.

**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)



# TENTH BROTHER

Miraluka Jedi Master Prossett Dibs once fought alongside the likes of Mace Windu, Kit Fisto, and Rissa Mano. However, it was on a fateful mission to Hissrich that Dibs denounced the Order and Jedi Council as blind, arrogant fools. Dibs was defeated and arrested by Windu. By the time of the Empire's emergence, Dibs had become an Imperial Inquisitor, the Tenth Brother.

Initially insightful despite his lack of vision, a trait inherent to the Miraluka, Dibs later became brash and judgmental. The former Jedi found like-minded company in the Sixth Brother and the Ninth Sister, both of whom he accompanied on mission to Mon Cala led by Darth Vader.

## USING THIS CHARACTER

Dibs' incarceration did little to ease the fallen Jedi's concerns about the Order, nor his belief that the Council had lost its way. As the Tenth Brother, the Inquisitor remains jaded, viewing the destruction of any PCs that claim to be Jedi as not only just but necessary.



## ADVENTURE AND ENCOUNTER IDEAS

- ❖ Hearing claims that Mace Windu's apparent attempt on Chancellor Palpatine's life was nothing but an elaborate fiction, the PCs are compelled to discover the truth, only to find themselves hunted by Windu's former rival.
- ❖ The news that a Separatist holdout is using materials from the old Hissrich facility to augment their battle droids is a startling revelation. Even more troubling are the reports that a dark-robed warrior skilled in the art of Jar'Kai (dual-wielding lightsabers) has been spotted at the scene.

## TENTH BROTHER [NEMESIS]



**Skills:** Athletics 1 (●●◆◆), Brawl 2 (●●●◆◆), Coercion 1 (●◆◆◆◆), Cool 1 (●◆◆◆◆), Discipline 2 (●●◆◆◆), Lightsaber 4 (●●●◆◆), Perception 4 (●●●◆◆), Vigilance 3 (●●●◆◆)

**Talents:** Adversary 2, Force Rating 4, Intimidating 1, Parry (Improved) 4, Twisted Words

**Abilities:** Dark Side Force User, Force Powers (Enhance, Move, Prossett's Farsight)

**Enhance:** *Force Power.* May spend 1 to jump horizontally to any location in Short range.

**Prossett's Farsight:** *Force Power.* Though blind, the Tenth Brother can use his connection to the Force to function as if sighted. He does not need to spend 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), Inquisitor uniform (+2 soak, +1 defense)



## CLONE PURGE TROOPER [MINION]



**Skills (group only):** Athletics (◆◆◆), Brawl (◆◆◆), Discipline (◆◆◆), Melee (◆◆◆), Ranged (Heavy) (◆◆◆), Vigilance (◆◆◆)

**Talents:** None

**Abilities:** Clone Inhibitor Chip (Rise of the Separatists)

**Equipment:** DC-15 blaster rifle (Ranged (Heavy) (◆◆◆); Damage 10; Crit 3; Range [Long]; Pierce 1, Stun Setting), 2 frag grenades (Ranged (Light) (◆◆◆); Damage 8; Crit 4; Range [Short]; Blast 6, Limited Ammo 1), clone armor (+2 soak)

## COMMANDER GIAL ACKBAR [NEMESIS]



**Skills:** Astrogation 2 (●●◆◆), Computers 1 (●◆◆◆), Cool 4 (●●●●), Discipline 3 (●●●), Education 3 (●●●◆), Gunnery 1 (●), Leadership 4 (●●●●), Perception 3 (●●●), Piloting (Space) 2 (●●), Vigilance 3 (●●●), Warfare 4 (●●●●)

**Talents:** Adversary 1, Field Commander

**Abilities:** Amphibious, Confident Command (Allies and Adversaries)

**Equipment:** Mon Calamari battle baton (Ranged (Light) (◆◆); Damage 5; Crit 4; Range [Medium]; Stun Setting), commander's uniform (+1 soak), comlink

## MON CALA LEVIATHAN [NEMESIS]



**Skills:** Athletics 4 (●●●◆), Brawl 4 (●●●◆), Perception 2 (●●◆), Survival 2 (●●◆)

**Talents:** Adversary 2

**Abilities:** Aquatic Creature, Crush (while engaged with a vehicle, this creature may make a Hard (◆◆◆) Athletics check as an action; if the check is successful, the vehicle suffers a Critical Hit and may not move during the following round), Multitentacled (after making a successful combat check, this creature may spend 3 strain to inflict one additional hit with its thrashing tentacles against one other target within short range that is no more difficult to hit than original target, dealing base damage +1 per ★; it may do so up to three times), Silhouette 4

**Equipment:** Multiple thrashing tentacles (Brawl (●●●◆); Damage 8; Crit 5; Range [Short]; Ensnare 3, Knockdown), piercing beak (Brawl (●●●◆); Damage 12; Crit 2; Range [Engaged]; Breach 1, Vicious 2)

## SEATROOPER [MINION]



**Skills (group only):** Athletics (◆◆◆), Discipline (◆◆◆), Melee (◆◆◆), Ranged (Heavy) (◆◆◆), Resilience (◆◆◆), Survival (◆◆)

**Talents:** None

**Abilities:** None

**Equipment:** DC-12U beam rifle (Ranged (Heavy) (◆◆◆); Damage 7; Crit 3; Range [Medium]; Linked 1, Stun Setting, gains Inaccurate 2 if used outside of an aquatic environment, remove ■ from Perception checks underwater), 2 frag grenades (Ranged (Light) (◆◆◆); Damage 8; Crit 4; Range [Short]; Blast 6, Limited Ammo 1), seatrooper armor (+2 soak, do not suffer movement penalties from moving through water), utility belt, extra reload

## IMPERIAL SUBMARINE



**Vehicle Type/Model:** Submarine/Imperial  
**Manufacturer:** Hydrospeare Corporation  
**Sensor Range:** Short  
**Crew:** One pilot, one co-pilot  
**Encumbrance Capacity:** 20  
**Passenger Capacity:** 6  
**Consumables:** Three days  
**Price/Rarity:** 65,000 (R)/5  
**Customization Hard Points:** 2  
**Weapons:** Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Crit 3; Range [Close]; Linked 1)  
 Forward-mounted surface-to-air concussion missile launchers (Fire Arc Up; Damage 6; Crit 3; Range [Short]; Blast 4; Breach 4; Guided 3; Limited Ammo 6; Slow-Firing 1)

## MON CALA MILITARY AQUASPEEDER



**Vehicle Type/Model:** Attack Submersible/Mon Calamari Defense Forces  
**Manufacturer:** Mon Calamari Subworks  
**Sensor Range:** Close  
**Crew:** One pilot  
**Encumbrance Capacity:** 10  
**Passenger Capacity:** 0  
**Price/Rarity:** 20,000 (R)/6  
**Customization Hard Points:** 3  
**Weapons:** Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Crit 3; Range [Close]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Linked 1, Slow-Firing 1)

## ZETA-CLASS SHUTTLE



**Hull Type/Class:** Shuttle/Zeta-class  
**Manufacturer:** Sienar Fleet Systems and Cygnus Spaceworks  
**Hyperdrive:** Primary: Class 1, Backup: Class 10  
**Navicomputer:** Yes  
**Sensor Range:** Short  
**Ship's Complement:** One pilot, one co-pilot, one navigator, three gunners, and one engineer  
**Encumbrance Capacity:** 500  
**Passenger Capacity:** 54  
**Consumables:** One month  
**Price/Rarity:** 270,000 (R)/8  
**Customization Hard Points:** 0  
**Weapons:** Forward-mounted retractable medium laser cannon battery (Fire Arc Forward; Damage 6; Crit 3; Range [Close]; Linked 3)  
 Wingtip-mounted light blaster cannons (Fire Arc Forward; Damage 4; Crit 4; Range [Close])  
 Wingtip-mounted heavy blaster cannons (Fire Arc Forward; Damage 5; Crit 4; Range [Close], Linked 1)  
 Dorsal turret-mounted twin light ion cannon (Fire Arc All; Damage 5; Crit 4; Range [Close]; Ion, Linked 1)  
 Ventral turret-mounted retractable heavy repeating blaster (personal scale) (Fire Arc All; Damage 15; Crit 2; Range [Long]; Auto-fire, Pierce 2, Vicious 1)  
 Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Crit 3; Range [Short]; Blast 4; Breach 4; Guided 3; Limited Ammo 8; Linked 1; Slow-Firing 1)

## BAD GROUND

As a repayment for Vader's assistance during the Mon Cala campaign, Grand Moff Tarkin indulged the Sith Lord's request: "Kill me...if you can." Tarkin opted to pursue Vader on the world of Chandara's Folly, joined by a team of twenty hunters. As the hunters died, Tarkin learned and adapted, staying ahead of his quarry. Vader defeated Tarkin, but Tarkin had lured Vader out on to the stormlands, where he was struck by lightning and immobilized.

The GM should consider adding Survival 3 to Tarkin's stat block found in **Dawn of Rebellion** and **Allies and Adversaries** to reflect his upbringing on Eriadu's Carrion Plateau.

Below is a character profile that represents two of Tarkin's hunters from the Chandara's Folly expedition.

### SISSIAN AND HARDHEAR, CHADRA-FAN TRACKERS (RIVALS)

1	2	3	3	2	1
WISDOM	ABILITY	INTELLECT	CANNING	WILLPOWER	PRESERVE
1	4	—	—	—	—

**Skills:** Perception 4 (●●●●◆■□), Survival 3 (●●●●), Vigilance 2 (●●●)

**Talents:** Expert Tracker 2

**Abilities:** Acute Senses

**Equipment:** Backpack

The profile above reflects Hardhear. Sissian possesses the same skills and talents with one fewer rank in each.



# TUALON YALUNA

Tualon Yaluna was a Twi'lek male Inquisitor. Once a Knight of the Jedi Order, Yaluna studied under the tutelage of Bavoc Ansho, and was the friend and frequent companion of Iskat Akaris. After an early war promotion led to the pair serving in the field prematurely, Yaluna often accompanied Akaris on her missions, frequently tempering her reckless decisions in the field.

Akaris betrayed Yaluna upon the activation of Order 66, leaving him to die as she felt that he did not appreciate her true self. Nevertheless, Yaluna fought his attackers and, after prolonged periods of torture, became an Inquisitor, the same as Akaris. Under the Inquisitorius, Yaluna was broken and unstable but motivated by the promise of revenge against his former friend. The pair ultimately fell in love and began a relationship in secret.

## USING THIS CHARACTER

Not much is known about Yaluna outside of his interactions with Akaris. The Twi'lek Inquisitor participated in Project Harvester, an effort to kidnap children strong in the Force, and was often standoffish about cooperating with other Inquisitors, namely Akaris, early in his years as a Jedi hunter. Yaluna also held a low opinion of Darth Vader, something PCs might exploit.

## ADVENTURE AND ENCOUNTER IDEAS

- ❖ The PCs find Yaluna and the Thirteenth Sister threatening the bartender of a nearby cantina to provide the Inquisitors a local ale to drink to their successful hunt of a Jedi. However, the beverage is unavailable and its components are incredibly rare. Will the PCs attempt to acquire the libation themselves?
- ❖ Ambushed by an angrily raving Yaluna, the PCs must try to decipher the Inquisitor's nonsensical ramblings. Is the Twi'lek truly their foe or simply misdirecting his rage?

## TUALON YALUNA [NEMESIS]

4	3	3	3	3	2
BRAIN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	HP THRESHOLD	ST THRESHOLD	NEW DEFENSE		
6	18	15	11		

**Skills:** Athletics 2 (🟡🟢🟣🟤), Brawl 3 (🟡🟢🟣🟤🟥),

Coercion 2 (🟡🟢🟣), Computers 3 (🟡🟢🟣),

Deception 1 (🟡🟢🟣), Discipline 1 (🟡🟢🟣),

Lightsaber 3 (🟡🟢🟣🟤), Vigilance 2 (🟡🟢🟣)

**Talents:** Adversary 2, Force Rating 3, Juyo Savagery, 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, Deflection 1, Linked 1, Unwieldy 2, Sunder), Inquisitor's uniform (+2 soak, +1 defense)

# THIRTEENTH SISTER

Born Iskat Akaris, the Inquisitor who would become known as the Thirteenth Sister was inducted into the Jedi Order under unusual circumstances. The death of Akaris' Master, Sember Vey, at the Battle of Geonosis left the Padawan in turmoil, igniting a desperate search for answers about a mysterious name: Feyra.

Akaris ultimately joined the Inquisitors willingly upon the implementation of Order 66, hoping to learn more about her homeworld and her past. The Pkorian discovered that Feyra, her mother, had once attempted the Jedi Trials herself but failed; when Iskat's own connection to the Force was discovered, Feyra entrusted her to Vey.

Akaris, overwhelmed by emotions unbecoming of a Jedi since her youth, often earned uneasy caution from her peers, as well as Jedi Masters including Adi Gallia and Mace Windu. During her time in the Inquisitorius, the Thirteenth Sister perpetuated a violent rivalry with the Seventh Sister and a deadly flirtation with her closest friend among the Jedi, Tualon Yaluna, who eventually became her lover.

## USING THIS CHARACTER

The Thirteenth Sister is a highly independent operative among the Inquisitors, often going out of her way to obtain Force relics through her one-time Master's old contacts. PCs interested in artifacts or archaeology may find themselves on the wrong end of Akaris' blade, particularly if the Inquisitor realizes her competition is Force-sensitive, or better yet, former Jedi.

## ADVENTURE AND ENCOUNTER IDEAS

- ❖ In a bid to impress the Grand Inquisitor, the Thirteenth Sister races to recover a Sith relic from an abandoned freighter adrift in space. Will the PCs manage to stop her in time?
- ❖ The Thirteenth Sister approaches the PCs with a plan to undercut the Seventh Sister's current assignment and steal the glory for herself. Whether the Inquisitor can be trusted remains to be seen, but she makes it clear the party will do her bidding—or else.



## THIRTEENTH SISTER [NEMESIS]



**Skills:** Brawl 3 (●●●●), Coercion 3 (●●●●), Coordination 2 (●●●●), Deception 3 (●●●●●), Discipline 2 (●●●●), Lightsaber 4 (●●●●●), Lore 2 (●●●●), Outer Rim 1 (●●●●), Perception 1 (●●●●), Vigilance 2 (●●●●)

**Talents:** Adversary 2, Force Rating 3, Parry 3, Ravage, Saber Throw

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

**Harm:** *Force Power.* May make a Harm Force power check against one engaged living target. Spend ● to inflict 3 wounds on the target, ignoring Soak.

**Influence:** *Force Power.* May make an Influence power roll as part of a social skill check. Spend ● to add ✨ or ☹ per ● spent.

**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)

# FORTRESS VADER

After successfully killing former Jedi Master Eeth Koth, Darth Vader turned on the Thirteenth Sister and Tualon Yaluna for their affair, hunting and ending the rogue Inquisitors. Vader's pursuit unintentionally caused the death of a senator important to Palpatine's plans, leading the Emperor to relocate the Inquisitors off-world.

Vader agreed to continue performing his Master's bidding, but asked that he be given a planet of his own: Mustafar. Palpatine agreed. With the aid of the ancient Sith Lord Momin via his helmet, an artifact that possessed its wearer, Vader designed and constructed himself a stronghold, Fortress Vader.

With Momin's guidance, Vader built a portal underneath the fortress, a gateway to a dark side plane from which Momin brought forth his physical form. After annihilating an army of invading Mustafarians, Vader confronted the treacherous Sith Lord himself and attempted to resurrect his beloved wife, Padmé Amidala.

## USING THIS CHARACTER

Momin is unusual for a Sith Lord in that he brought about destruction through creation. Momin's teachings were deemed heretical and not recorded in any holocron, so the PCs are unlikely to realize the helmet's true dark nature should they discover it. The relic does not grant Momin's host Force-sensitivity, which makes finding a suitable vessel Momin's top priority.

## ADVENTURE AND ENCOUNTER IDEAS

- ❖ Every masterpiece has its cheap copy. Inspired, a street criminal touched by darkness starts committing murders in Momin's name, thereby coming to the attention of the PCs. But what happens when the helmeted Lord Momin arrives intending to snuff out the imposter?
- ❖ At the site of an ancient battlefield, Momin greets the PCs, lamenting the stories of an Imperial battle station that can destroy entire planets. Feeling outdone, the Sith architect enlists the party to sabotage it.

## LORD MOMIN [NEMESIS]



**Skills:** Coercion 5 (●●●●●), Computers 4 (●●●●), Cool 4 (●●●●), Deception 5 (●●●●), Discipline 5 (●●●●), Education 5 (●●●●), Leadership 4 (●●●●), Lightsaber 5 (●●●●), Lore 4 (●●●●), Mechanics 5 (●●●●), Perception 4 (●●●●), Vigilance 4 (●●●●)

**Talents:** Adversary 4, Creative Design 3, Eye for Detail 2, Force Rating 6, Master Artisan, Mental Tools, Parry (Improved) 5, Reflect (Improved) 4, Soresu Technique

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

**Manipulate:** *Force Power.* May make a Manipulate power roll as part of a Mechanics check. Spend ● to add ★ or ○ per ● spent. Commit ○ to upgrade the ability of Computers and Mechanics checks once. May spend ●● to gain ⊕ on a Mechanics check.

**Equipment:** Momin's lightsabers (Lightsaber (●●●●)); Damage 9; Crit 1; Breach 1, Superior, Sunder), mask of Lord Momin, reinforced Sith robes (+2 soak, +1 defense)



## MAGMATROOPER [MINION]



**Skills (group only):** Athletics (◆◆◆), Discipline (◆◆◆), Melee (◆◆◆), Ranged (Heavy) (◆◆◆), Resilience (◆◆◆), Survival (◆◆)

**Talents:** None

**Abilities:** None

**Equipment:** Blaster rifle (Ranged (Heavy) (◆◆◆); Damage 9; Crit 3; Range [Long]; Stun Setting) or heavy blaster rifle (Ranged (Heavy) (◆◆◆); Damage 10; Crit 3; Range [Long]; Auto-fire, Cumbersome 3), 2 frag grenades (Ranged (Light) (◆◆◆); Damage 8; Crit 4; Range [Short]; Blast 6, Limited Ammo 1), high-temp stormtrooper armor (+2 soak, remove ■■ imposed due to arid or hot environmental conditions)

## MUSTAFARIAN CLAN LEADER [RIVAL]



**Skills:** Athletics 2 (●●◆◆), Brawl 3 (●●◆◆), Discipline 2 (●●◆◆), Melee 2 (●●◆◆), Leadership 3 (●●●), Perception 3 (●●●), Resilience 2 (●●◆◆), Survival 3 (●●●), Vigilance 2 (●●◆◆)

**Talents:** Adversary 1, Force Rating 2

**Abilities:** Force Powers (Move), Heat Resistance (Force and Destiny Core Rulebook)

**Equipment:** Mustafarian war-staff (Melee (●●◆◆); Damage 6; Crit 3; Defensive 1, Disorient 2, Pierce 1)

## MUSTAFARIAN WARRIOR [MINION]



**Skills (group only):** Athletics (◆◆◆), Brawl (◆◆◆), Melee (◆◆◆), Resilience (◆◆◆), Vigilance (◆◆)

**Talents:** None

**Abilities:** Heat Resistance (Force and Destiny Core Rulebook)

**Equipment:** Mustafarian war-staff (Melee (◆◆◆); Damage 5; Crit 3; Defensive 1, Disorient 2, Pierce 1)



# NEW SPECIES

## PKORIAN

Pkorian live in isolation on a continent on the planet Pkori. Uninterested in technology and largely unknown to the greater galaxy, Pkorian remained a simple people, often hand-crafting tools, wearing colorful, unrestricted clothing, and keeping extensive family records through the matrilineal line. Families live together in compounds led by the senior most matriarch. The species has long fingers and two hearts.

### SPECIES ABILITIES



**Wound Threshold:** 10 + Brawn

**Strain Threshold:** 11 + Willpower

**Starting XP:** 110 XP

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

**Low-Tech Users:** Pkorian upgrade the difficulty of checks to use advanced technology that is not available on their homeworld. May remove this disadvantage at character creation for 10 XP.



### 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 replicated 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

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This supplemental rulebook includes:

- Prominent characters of the era, such as the **Sixth Brother** and **Ninth Sister** Inquisitors and Jedi librarian **Jocasta Nu**.
- New weaponry and vehicles used by veteran bounty hunters, the Galactic Empire, and the Mon Calamari.
- The first chapter of **The Dark Times** era sourcebook.