Dead Glory

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Summary: The characters should visit the old Jedi Praxeum at Ossus in order to find the coordinates of a secret Jedi Training Facility, lead by a misterious and beautiful woman.
Time Frame: Some time between Star Wars: Empire Strikes Back and Star Wars: Return of the Jedi.
Required Characters: At least one medium level Jedi character. A decent pilot fully authorized by the Empire.
Recommended Characters: Warriors, diplomats, technicians, scouts.

Background
The characters must have been already together. The Jedi characters must be anxious to find a Master and the rest of the group must be willing to help their companions to achieve their goal. And of course, they must have their own legally acquired ship.

Episode One: Encounter
The characters must be travelling to Tatooine or some other Outer Rim world. Suddenly, the computer shuts down the hyperdrive, because a large object was in the ship's course. The characters will find in front of them a really big starship. It looks really old, and it has Old Republic marks in the outside. The characters must enter the ship, using vacuum suits or space suits.

If the characters search the ship, they will find that the entire crew is dead, a long time ago. And if some of the characters enters the Captain's log, he will find that the ship was ferrying a very important person from JRDC to Coruscant. Captain erased the origin coordinates, so no unauthorized person could be able to locate JRDC. And he ordered the VIP to freeze himself inside an experimental stasis tube, so the VIP would not be infected by the hive virus that was killing his crew.

And, they will find that there is a chamber, equiped with an small fusion reactor. Inside the chamber they will find a stasis tube. Under the tube, they will find several boxes and suitcases. The characters must take it inside their ship and open it. Inside they will find a young, extremely beautiful human female. Maybe she is the VIP mentioned in Captain's log.

She awakens and begins asking questions. Where she is? Who they are? And most important, How much time has passed? Her last memories will be from the crew, dying due the effects of a hive virus.

She will be really shocked when she knows that five hundred years have passed since she left JRDC. But she will be really stunned when she nows that there's no more Republic and no more Jedi Knighthood.

When she is told about the Empire and the Civil War, she will ask the characters for help. Her name is Kianna and she was a Republic Intelligence Agent, with deep contact with the Jedi Knighthood. JRDC standed for Jedi Research and Development Center and she was watching over the stasis tube, which was Force enhanced, so it could keep the user alive for thousands of years.

Of course, the Jedi characters will be dying to help her. (And if some of the characters are human, needless to say how... willing to help Kianna they will be.) She asks the group to take her to Ossus, one of the most important Praxeums in the Galaxy, so she can get the coordinates to JRDC from the Praxeum mainframe.

Episode Two: Visiting the ruins
It would take an Heroic Planetary Systems roll to know that Ossus was totally obliterated by nuclear bombardments and that the Empire left a garrison, to deal with any sentimental fool who could visit Ossus to remember the Old Republic days.

The garrison base was built over the ruins of the Praxeum, it is heavily shielded against radiation. It has a full army troopers company, besides a Rad-trooper platoon, some light repulsor tanks and a couple of AT-ST units. This garrison is supported by a TIE/ln squadron.

The character's ship will be attacked by a couple of TIE/ln. If the characters manage to destroy them, Kianna will ask them to land near the Praxeum. There they will decide how to enter the Praxeum, foot or vehicle (if they have one).

Episode Three: Inquisitor
At the garrison base, the group will be interrogated by an Imperial Inquisitor whose name is Khard Effel. Effel will sense the Force in the character(s) and will try to lead him(them) to the Dark Side. If they refuse, Effel will challenge one of them to a lightsaber combat. One of the Jedi characters will recieve a lightsaber (if he doesn't have one already) from Kianna's lugagge. After one round, the Jedi character will feel a couple of hands that grab his(hers) and will hear a smooth, peaceful voice that will order him(her) to follow his instructions.

The voice and the hands will be from a Jedi Master's spirit, who has made an effort to return from death and help the Jedi character. After slaying Effel and his bodyguards, the group manages to escape, after blasting away some rad-troopers and regular army troopers...

After the group is safe, Kianna will tell them that there is no way the Praxeum mainframe could have survived the bombing, and that there is still another computer with the JRDC coordinates, this computer is in a hidden, scanner proof vault, in the Republic Senate's building, at Coruscant.....

Diverse Statistics

Kianna Von der Thann
Type: Old Republic Intelligence Agent
DEXTERITY 5D
Blaster 7D, Brawling Parry 6D+2, Dodge 7D+2, Melee Combat 7D, Melee Parry 8D
KNOWLEDGE 3D
Alien Species: Old Republic 7D, Bureaucracy: Old Republic 7D, Languages: Old Republic 7D, Planetary systems: Old Republic 8D, Scholar: Jedi Lore 5D, Intimitation 4D, Streetwise: Old Republic 8D, Willpower 5D
MECHANICAL 2D
Archaic Starships 5D+1, Ground Vehicle Operation 5D+2, Starship Gunnery 5D
PERCEPTION 4D
Bargain 9D, Con 7D, Forgery: Old Republic Documents 7D+1, Gambling 6D, Hide 6D+2, Persuasion 10D, Search 7D+1, Sneak 8D+2
STRENGTH 3D
Brawling 5D+2, Brawling: Martial Arts 7D+1 (Techniques: Instant Stun, Instant wound, Silent strike, Nerve punch, Flying kick, Flip, Multiple strikes), Climbing /Jumping 4D, Stamina 5D, Swimming 4D
TECHNICAL 2D
Computer programming/repair: Old Republic Computers 6D, Droid programming: Old Republic Droids 4D, First aid 6D, Security: Old Republic Systems 5D
Dark Side Points: 0
Force Points: 3
Character Points: 15
Move: 10
Equipment: Several old-fashion dresses, personal belongings and a highly modified lightsaber (6D).
Capsule: Kianna was the best of the best in the Republic Intelligence Agency. A Chandrillian Senator's Daughter, Kianna acted as a strong bound between the Jedi Knighthood and the Senate. Waking up after all this time, and finding that the galaxy she defended is gone has been a tremendous shock for her.

Khard Effel
Type: Imperial Inquisitor
DEXTERITY 3D+2
Blaster 4D, Dodge 6D+2, Lightsaber 4D+1, Melee combat 6D+2
KNOWLEDGE 4D
Bureucracy 6D+2, Cultures 6D, Intimidation: Interrogation 6D+1, Intimidation: Torture 6D+2, Planteray Systems 5D+2,
MECHANICAL 2D+1
PERCEPTION 3D+1
Command 5D+2, Con 5D+2, Investigation 7D+1, Search 5D
STRENGTH 2D+2
Brawling 4D, Stamina 6D+2

TECHNICAL 2D

Force Skills: Control 3D, Sense 3D, Alter 4D

Control: Absorb/dissipate energy, accelerate healing, control pain, hibernation trance, reduce injury, resist stun

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

Alter: Injure/kill

Control and Alter: Inflict pain

Control and Sense: Farseeing, lightsaber combat, projective telepathy

Control, Sense, Alter: Affect mind

Force Points: 4

Dark Side Points: 8

Character points: 15

Move: 10

Equipment: lightsaber (5D), black robes, datapad, blaster pistol, comlink.

Capsule: Effel is one of the newest Imperial Inquisitors, he has been working very hard to achieve his goal, to be the Grand Inquisitor. He is currently assigned to the Osuss garrison base, so he can interrogate characters visiting the old Praxeum, and eventually, turn Force Sensitive characters to the Dark Side.