

CERES OF DATHOMIR

Character: Ceres
Race: Human
Force Sensitive: Yes
Force Skill: object memory, touch telepath
Planet of Origin: Dathomir
Sex: Female
Height: 5'
Weight: 90lb
Hair: Blonde
Eyes: green
Age: 19



With just a touch of my fingers, I was sent careening through the abyss of twisted tunnels of the man's memories. Images darted past me, crashing into my own mind until I couldn't tell where his memories ended, and mine began. I'd been doing it for so long that I had long ago lost any idea of who I was if I'd ever known.

He tried to fight me, but with the strength of the Others besides me each with their own unique power and gift it was futile. All that he was, had been and was fated to be was now part of us. I could hear Sterla's voice as she translated my visions into words that she told our protectors. The men in black uniforms, who kept us safe, warm and fed in our sanctuary. I found myself hoping that Danton would feel a potential betrayer of the Empire, so that we could use our gifts to ferret out their secrets.

The quiet times were the worst. We would amuse ourselves as we could, testing our skills and powers on each other, careful not to harm each other. In the past, there had been an accident, and one of the Five had been lost to us because we'd tried to learn each other's gifts. Her death still echoes in my soul, reminding me that I needed to keep to myself, and not try to learn. Crossing the gifts lead to madness and death. We'd been warned, and then we'd seen it.

Late at night, if I centered myself, I could remember fields of purple grain blowing in the wind while women dressed in skins and feathers rode past on great beasts whose skins looked like they were made of rocks. I would pretend to lie back on the tall soft grasses and count the stars wondering if this was a memory of my home world. During those times, I would hear the voice of a woman in my dreams calling my name, but I couldn't remember what her face looked like if I ever knew.

One day, while we were hunting for rebels, there was an explosion. The storm troopers and our guardians tried to protect us, but it was too late. I heard the cries of the Others in my mind as I scurried away through a shattered wall. I ran blindly through the warrens of the city, hoping that someone would know me and help me. I was too terrified to talk, and near blinded by the pain of being separated from the Others. I don't know where I ended up. I couldn't find my way home. I couldn't hear the thoughts of any of my family. I was lost to them and myself.

Now I wander, stowing away on ship after ship trying to find the woman who knows my name. Someday maybe I'll find the planet where she is waiting for me. To dull the pain and to keep too

many thoughts that aren't my own out of my head, I have started taking a drug. I can't pay for it, and sometimes it's very hard for me to steal. When I don't have it, I lose all reason. I hope the woman can help me.

Dathomir

The planet of Dathomir lies in the Drackmar System of the Quelli Sector of the Outer Rim. This Imperial prison-world that lies just off the Hydian Way is home to beautiful grasslands and savannahs, breathtaking mountain views, and, overall, unending beauty, Dathomir would appear to many as just another planet in the galaxy. This, however, would be a misconception. For on Dathomir, there lives a population of Amazon-like tribes of women, highly skilled in combat and use of the Force. Those seeking to explore this dangerous planet would easily find trees up to several hundred feet tall, purple savannas, mountains, and deserts. In these deserts, one may find the race of semi-intelligent blue desert people.

Humans came to Dathomir hundreds of years ago when a group of illegal arms manufacturers were exiled to the planet by the Jedi Knights. Several generations later, a rogue Jedi named Allya was also exiled to Dathomir. Allya began to teach the Force to the planet's inhabitants and to her descendants, who also learned to tame the wild rancors that thrived on the planet. Some time later, nearly four hundred years ago, the two-kilometer Jedi space borne academy Chu'unthor crashed in a Dathomir tar pit.

Yoda and other Jedi were sent to recover the craft, but were repulsed by the witches. Different clans of these witches were formed, including a group following the Dark Side calling itself the Nightsisters. Life among the clans followed a pattern of female dominance, where males were largely treated as property and not allowed to act in important decisions.

Chu'unthor

Nearly four hundred years before the rise of the Empire, the Jedi space borne academy Chu'unthor crashed in a Dathomir tar pit. The Jedi sent to recover the wrecked ship, including the great Master Yoda, were driven off by the witches, and left the craft stranded on the planet. It remains there...

Imperial Prison

Built without knowledge of the presence of Force-wielding witches, this Imperial prison was designed to hold political dissidents and opponents of the Imperial way. While it is unknown who may be held within its walls, it is known that it is well-guarded.

The Nine Clans

Throughout the history of Dathomir's population, nine clans of the witches have formed. The ninth, the Nightsisters, learned to master and wield the powers of the Dark Side of the Force. The villages of these clans comprise most of the population centers on the planet. Ceres is a child of one of the Nightsisters. She hears her mother calling to her through the Force, but has no idea how to find her or her home. She was 3 when she was taken from Dathomir.

The Others

Five Force sensitive children who were taken from their home by the Sith to create a pool of scanners to look for Jedi and Rebels in the Empire. The children were indoctrinated in the use of their special Force sensitivities, but told never to teach each other their powers. This kept them controllable by their masters. When they chanced learning each other's gifts, one of them was killed by the Masters who blamed her death on the children. They never tried to learn from each other again. Many years into the experiment, the Other's lab was destroyed. Ceres is the only survivor as far as she knows.

Force Powers - Control

Hibernation Trance

Control Difficulty: Difficult - *This power may be kept "up."*

Effect: This power allows a Jedi to place himself into a deep trance, remarkably showing all body functions. The Jedi's heartbeat slows, his breathing drops to barely perceivable levels, and he falls unconscious.

When a Jedi enters a *hibernation trance*, the character must declare under what circumstances the character will awaken: after a specific amount of time, or what stimuli needs to be present (noise, someone touching them). A Jedi can heal while in a *hibernation trance*, but the character may not use skills or Jedi powers while in a trance.

Hibernation trance serves two purposes. It allows a Jedi to "play dead". It can be used to survive when food or air supplies are low. A character in hibernation uses only about a tenth as much air as someone who is sleeping - he can hibernate for a week in a dry climate or for up to a month in a wet climate before dying from lack of water.

Anyone who comes across a Jedi in *hibernation trance* assumes that the Jedi is dead unless he makes a point of testing him. Another Jedi with the *sense* skill or the *life detection* power will be able to detect the Force within the hibernating character and realize that he is alive.

Concentrate

Control Difficulty: Easy if the Jedi is relaxed and at peace; Difficult if the Jedi is filled with aggression, fear or other negative emotions; Very Difficult if the Jedi is acting on those negative emotions.

Effect: When using this power, Jedi clear all negative thoughts from their minds, feeling the Force flowing through the universe and their own being.

The individual Jedi concentrates on one specific task at hand. If the skill roll is successful, the Jedi may add +4D to any *one* action in that round. The Jedi may do nothing other than using the *concentration* power and using that one skill for one action. The Jedi receives no bonus if anything else is done in that round, including duplicate uses of the same skill or dodges or parries.

This power *may* be used in conjunction with Force Points and Character Points. This power is only in effect for one round and may not be kept "up".

Force Powers – Sense

Life Detection

Sense Difficulty: Very Easy if the subject has Force skills or is Force-sensitive; Moderate if not. Modified by relationship.

This power may be kept "up".

Effect: This power allows Jedi to detect live sentient beings who might otherwise remain hidden from their normal senses. When the power is activated, the Jedi knows the location of all sentients within 10 meters - if the power is kept up, the Jedi may know whenever a sentient approaches within 10 meters of them or vice versa.

When a Jedi approaches or is approached by sentient creatures, make a *sense* roll for the Jedi and each creature makes an opposed *control* or *Perception* roll to avoid detection. Both rolls are "free" actions and don't count as a power use. If the Jedi ties or rolls higher, he senses the creatures in question.

If the Jedi beats the target's roll by 10 or more points, the Jedi is aware if this person has Force skills (yes or no), is Force-sensitive (yes or no) or if they met the person before (yes or no), and if yes, what their identity is.

Life Sense

Sense Difficulty: Very Easy. Modified by proximity and relationship.

Required Ability: [Life Detection](#)

This power may be kept "up" to track a target.

Effect: The user can sense the presence and identity of a specific person for whom he searches. The user can sense how badly wounded, diseased or otherwise physically disturbed the target is.

A target may use the *control* skill to hide his identity from the Jedi using *life sense*. The character's *control* skill is added to the senser's difficulty.

Postcognition

Sense Difficulty: Easy if seeing less than two hours into the past; Moderate for seeing more than two hours but less than a week into the past; Difficult for seeing more than a week but less than six months into the past; Very Difficult for seeing more than six months but less than a year into the past; Heroic for seeing more than a year but less than two years into the past; +10 for each additional year.

Required Powers: Hibernation trance, life detection, sense Force

Time To Use: Five minutes; the time to use may not be reduced by adding +10 for each minute cut. Minimum time to use of one minute.

Effect: Postcognition allows a Jedi to investigate the tenuous imprints of the Force left on objects when they are handled by living beings. The character must be able to handle the target object.

Receptive Telepathy

Sense Difficulty: Very Easy for friendly, non-resisting targets. If target resists, he makes a *Perception* or *control* roll to determine the difficulty. Modified by proximity and relationship.

Required Power: [Life Sense](#)

This power may be kept "up" if the target is willing and the proximity modifier doesn't increase.

Effect: If the Jedi makes the power roll, he can read the surface thoughts and emotions of his target. The Jedi "hears" what the target is thinking, but cannot probe for deeper information. When the Jedi uses the power on another player character, the gamemaster asks the player if he minds the power being used on his character; if the target is a gamemaster character, the gamemaster must determine for himself if the target is friendly or resistant.

If the skill roll is double the difficulty, the Jedi can sift through any memories up to 24 hours old. A Jedi cannot sift through memories in the same round that contact is made - this process takes a full round.

A Jedi can read the minds of more than one person at a time, but each additional person counts as an additional action, with separate rolls and multiple skill use penalties.

This power may be used on creatures and other sentient species, although it cannot be used on Droids.

Force Power – Control, Sense & Alter

Affect Mind

Control Difficulty: Very Easy for perceptions; Easy for memories; Moderate for conclusions. Modified by proximity.

Sense Difficulty: The target's *control* or *Perception* roll.

Alter Difficulty: Very Easy for slight, momentary misperceptions, minor changes to distant memories, or if the character doesn't care one way or another. Easy for brief, visible phenomena, for memories less than a year old, or if the character feels only minor emotion regarding the conclusion he is reaching. Moderate for short hallucinations, for memories less than a day old, or if the target has strict orders about the conclusion. Difficult for slight disguises to facial features, hallucinations which can be sensed with two senses (sight and sound, for example), for memories less than a minute old, or if the matter involving the conclusion is very important to the target. Very Difficult for hallucinations which can be sensed by all five senses, if the memory change is a major one, or if the logic is absolutely clear and coming to the wrong conclusion is virtually impossible.

Effect: This power is used to alter a character's perception so that he senses an illusion or fails to see what the user of the power doesn't want him to see. This power is used to permanently alter a character's memories so that he remembers things incorrectly or fails to remember something.

This power can also be used to alter a character's conclusions so that he comes to an incorrect conclusion.

Before making skill rolls, the character must describe *exactly* the effect he is looking for. The power is normally used on only one target; two or more targets can only be affected if the power is used two or more times.

A character believes he is affected by any successful illusions - a character who thinks he is struck by an illusory object would feel the blow. If he thought he was injured, he would feel pain, or if he thought he had been killed, he would go unconscious. However, the character suffers no true injury.

This power cannot affect Droids or recording devices.