

# THE TREASURE OF HOTH

A Star Wars Episode primed by Cortex

*It has been twenty years since the GREAT SITH WAR ended and the galaxy returned to something resembling peace.*

*Deep under the surface of the ice planet Hoth, the daughter of a ruthless warlord possesses dangerous and untrained power. Profoundly powerful in the force, DEELA TARKIN has been her father Ivar's not-so-secret weapon since she was eight.*

*With Ivar's petition for admission to the Galactic Republic, scrutiny has focused on his colony, and his daughter, in the form of ambassador FALLA VAO.*

*The ambassador notified the JEDI COUNCIL, who quickly dispatched two of their own to recruit the girl. . .*

by Josh Roby

This is an adventure for a Game Moderator and up to six additional players using the superlative *Cortex Roleplaying Game*.

The adventure will play in a single session of three to five hours, although if you get really excited there's nothing saying you can't continue from there.

You can find more information about Cortex at:

<http://cortexrpg.com>.

If you want to see more Cortex content like this, check out my website:

<http://joshroby.com>

You can also support my patreon:

<http://patreon.com/joshroby>

Needless to say, I do not own Star Wars, and this is a fan creation that implies no claim on the intellectual property of the Mouse.

## BEHIND THE SCENES

The scroll on the previous page should do fine to introduce the players to the game's situation. For the GM, here's what's happening:

Jedi Master Garrosh brought to Hoth his green padawan and his extremist methods. Expecting resistance from the father, Garrosh activated the assassin droid EX-47 to cause a scandal, planning to abduct the girl in the ensuing chaos. Before the droid could execute the orders, however, the Sith, themselves already grooming Deela for their own purposes, struck the Jedi Master down.

With his dying breath, Garrosh orders his padawan, Abel Cresh, to complete the mission and retrieve the girl, directing Cresh to his bastard son, Balar Kenobi, to ask for help. The assassin droid still has his orders, however, and two Sith are loose in the colony. Which is not to mention the angry Wookiee gangster who has her own plans. Things are about to heat up on Hoth...

## PLAYING WITH 4-6

If you have five players, ditch EX-47 and make him a Major GMC.

If you have four players, ditch Crodarra and EX-47. Make EX-47 a Major GMC and Crodarra an Resource added to Balar and Deela's sheets.

With three players, use Abel, Balar, and Deela. EX-47 a Major GMC, Falla an Resource on Abel and Balar's sheets, Crodarra a Resource on Balar and Deela's sheets.

Extras added to sheets have the same die rating as the prior relationship, with two dice.

## MONTAGES

A montage is a player-triggered sequence in which some time passes in the story. Each player gets a tag scene as they describe what they are doing. Playing some Star Wars music in the background can't hurt.

Reveal the conditions for Montages to the players at the start of the game, and explain that there will only be two montages in the game. A montage can be triggered by:

- › Most or all of the Leads get to a safe place where they can rest and recover.
- › Most or all of the Leads leave Hoth.
- › Most or all of the Leads prepare to confront the Big Bad.

## FLASHBACKS

Both Abel and EX-47 have Location resources that they might "visit" in a flashback. If they prepare for their trip to Hoth in that flashback, they can use the resource while on the colony.

## CONVINCING GMCS

When a player character tries to convince a GMC that one of their trait statements is wrong, they must win a test or contest against the GMC. On a success, they may rewrite the statement for the GMC.

If player's effect die is larger than the trait in question, the trait is stepped up and the GM steps down another trait in that set.

If the player's effect die is equal or smaller to the trait in question, the trait is stepped down and the GM steps up another trait in that set.

## OPENING SCENES

Abel sits before his slain Master in the Ice-house. Crodarra looks on. With his last words, Garrosh charges his padawan to find his own son, Balar Kenobi, and complete the mission. Then his empty robe falls to the ground. The masked sith lord (Korrel) comes after Abel, who presumably flees.

Hama Drem, leader of the colony's opposition, has been invited to the Sunken Palace to make amends. Ivar wants to smooth over their tumultuous relationship to improve appearances. Deela and Ivar are entertaining Hama when EX-47 attacks. If Hama survives for any length of time, he accuses Ivar of setting him up.

Falla and Jeema meet Balar on the street just as the news of the assassination (attempt) breaks. The colony goes into lockdown.

## REVEALS

- Jeema asks Falla to get her close to Abel Cresh, who's hanging out with Falla's old flame Balar. Jeema "wants to help that poor child get home."
- The populace of the colony gets rowdy after word of the assassination attempt spreads. A mob assaults the Sunken Palace looking for Ivar.
- Jeema suggests that Deela do whatever is necessary to protect herself, gives her comm codes to contact Jeema whenever she needs.
- Ivar swears to Falla that "this little matter" (the uprising) will be cleared up quickly and cleanly.

- Korrel contacts Balar to call in his debt: help him save Abel – by capturing him, if necessary.
- Ivar comes to Crodarra looking for a place to hide from the mob. He doesn't have Deela with him.
- Jeema offers to help Abel get in contact with Deela, then attempts to capture him when he's alone. (If successful, reveals him to Deela as a spy, has her torture him.)
- "Business magnate" Korrel is a Sith Lord!
- Jeema is a Sith, apprentice to Darth Korrel!
- EX-47's Master was Garrosh! Who's his new Master? He left two vid-messages telling the assassin droid to serve his son or his padawan. The videos are heavily corrupted and the date stamps are gone.
- Korrel suggests EX-47 become a 'free agent.'
- If/when the Leads leave Hoth, they find a Sith-aligned battle cruiser hiding in the system... and now pursuing them!

## CLIMAX

Your guess is as good as mine! Numerous Leads have reasons to go after Darth Korrel, but the particulars may vary wildly. A showdown in the Sunken Palace is a possibility, or the Leads may try to escape, only to have Korrel catch up with them in EX-47's lair. The big question, though, is if any of the Leads will be fighting alongside the Sith Lord...


# ABEL CRESH

## Vulnerable Jedi Padawan


### DISTINCTIONS


#### Quick 8 / 4 + PP

Reroll when you choose to drop everything you're carrying


Spend a  PP to step up your opponent's Injured or Exhausted.


#### Reasonable 8 / 4 + PP

Earn a  PP when you buy a reasonable lie.

Earn a  PP and give your opponent a d6 when confronted with a problem that defies common sense or logic.


#### Jedi Padawan 8 / 4 + PP

When you pull rank as a Jedi; spend a  PP and reroll.


Add a  6 to Doom to roll your own Afraid or Angry.

### FORCE POWERS


#### Cloud Minds 6


Spend a  PP to make a target forget you for the rest of the scene.

#### Telekinesis 6

Spend a  PP to shield a character or group of characters from harm; step down the effect die and take it as Exhausted.

#### Lightsaber 8

Spend a  PP to cut through any material.

Gain a  PP and shutdown this power when you lose control of your lightsaber.

### RESOURCES

#### Jedi Academy on Dantooine 6 6

(Information, Recovery)


### VALUES


I work for **Peace**  8

It is my **Duty** to make Garrosh proud.  10

**Power** must stay in responsible hands.  8

I'm not supposed to **Love**  6


**Opportunity**: I believe in discipline and destiny, not blind chance.  6

**Self**: I am unimportant.  4


### RELATIONSHIPS


My Master **Garrosh** left me alone  8


**Balar** is my Master's spoiled bastard  6

**EX-47** is trouble, and everywhere we go!  6

I must get **Deela** to Dantooine.  4

**Crodarra** is just some wookiee.  4

**Jeema** makes me question why I'm not supposed to love.  6

I don't know whose side **Falla Vao** is on.  4

### STRESS

**Afraid**  4  6  8  10  12

**Angry**  4  6  8  10  12

**Exhausted**  4  6  8  10  12

**Injured**  4  6  8  10  12

**Insecure**  4  6  8  10  12

### GROWTH

# BALAR KENOBI

## Scoundrel and Smuggler

### DISTINCTIONS

#### Scoundrel / +

Earn a and add a to Doom when you act for purely selfish reasons.

Add a to Doom to reveal that you have a shady contact ( Extra) in the area.

#### Pilot / +

Earn a when you board a spaceship.

Spend a to double Pilot when you use expert maneuvering.

#### In Over My Head / +

Earn a and add a to Doom when you get into trouble.

Add a to Doom and double this distinction when your risky position might gain you important information.

### SIGNATURE ASSETS

#### Blaster Pistol

Spend a to step up your effect die when inflicting Afraid or Injured.

Gain a and shutdown this asset when you lose control of your blaster.

### RESOURCES

#### Twilight Osprey, a smuggling ship

(Movement, Recovery)

### VALUES

Peace is boring.

Duty just ties you down.

One day, I'll have Power

I Love 'em and Leave 'em.

You just have to seize the Opportunity

Self: Always look out for #1.

### RELATIONSHIPS

Korrel pulled me from the rubble of my home planet; I owe him my life.

Crodarra can be counted on for a helping... erm, paw.

My father Garrosh failed to save my family.

The breakup with Falla Vao was not my fault!

This Abel kid is going to get himself killed.

I can feel for Deela; I used to be cooped up like that.

EX-47 is dangerous!

### STRESS

Afraid

Angry

Exhausted

Injured

Insecure

### GROWTH

# CRODARRA

## Wookiee Gangster

### DISTINCTIONS

#### Connected / +

Spend a to gain a d8 relationship with a character for the rest of the scene.

Spend a to reveal you “know a guy” who can provide you with information or material goods ( Extra).

#### Mastermind / +

Add a to Doom to reroll when dealing with characters you know well.

Spend a to reveal that you’ve planned for this eventuality and have the resources necessary for your contingency plan.

#### Wookiee / +

Earn a and add a to Doom when your temper gets the best of you.

Spend a to double Wookiee when you use your fantastic strength.

### RESOURCES

#### The Icehouse, a dive bar

(Information, Recovery)

#### My Boys

(Combat, Intimidation)

### SIGNATURE ASSETS

#### Bowcaster

Spend a to knock a target to the ground.

Gain a and shutdown this asset when you lose control of your bowcaster.

### VALUES

There is no **Peace**.

I don’t know what my **Duty** is anymore.

**Power** is the only thing that keeps me safe.

My **Love** is dead; I cannot **Love** again.

**Opportunity** is the lifeblood and the pulse of the universe.

**Self**: I am a Wookiee without a tribe.

### RELATIONSHIPS

**Deela Tarkin** is the only thing keeping me on Hoth.

**Ivar Tarkin** has forgotten my life debt and cast me aside.

**Jeema T’fashj** is Ivar’s new favorite.

Ivar has hoodwinked **Falla Vao** as to his true nature.

I string **Balar** along; he might be useful.

I supply information to **Korrell’s** corporation.

**Abel** is way over his head.

**EX-47** has no vices; I can’t use him.

### STRESS

**Afraid**

**Angry**

**Exhausted**

**Injured**

**Insecure**

### GROWTH

# DEELA TARKIN

## Terrible Tool of the Dictator

### DISTINCTIONS

#### The Force is Strong With Me / +

Add a to Doom to roll your own Afraid or Angry.

Spend a or add a to Doom to use a Force ability that is not on your sheet.

#### Impulsive / +

Earn a and add a to Doom when you act rashly.

Earn a when you interfere in a contest.

#### A Tarkin, Like My Father Before Me / +

Earn a and give your opposition a d6 when your family reputation precedes you.

Earn a when you follow orders.

### FORCE POWERS

#### Telepathy

Spend a to step up your target's Afraid or Exhausted.

Add a to the Doom pool to double Telepathy when terrifying a mob into scattering.

### RESOURCES

#### Sunken Palace

(Security, Recovery)

### VALUES

I long for **Peace**

I have a **Duty** to my father.

I have more **Power** than I know how to handle.

**Love** is for other people.

**Opportunity** has never smiled on me.

**Self:** I'm worthless.

### RELATIONSHIPS

My father **Ivar** is a cruel man.

**Crodarra** all but raised me, and then we weren't allowed to see each other.

**Jeema** knows how the world works.

**Falla Vao** wants something from me.

This **Abel** person does not appreciate how things work on Hoth.

**EX-47** scares me.

**Balar** is dirty scum.

### STRESS

**Afraid**

**Angry**

**Exhausted**

**Injured**

**Insecure**


### GROWTH


# EX-47

## Assassin Droid on a Mission


### DISTINCTIONS


#### Vicious d8 / +

Add a  to Doom to step up your effect die when inflicting stress.


Spend a  to eliminate your Afraid or Insecure; step up Angry.


#### Gearhead d8 / +

Earn a  when you stop and admire fine technology.

Spend a  to reveal information about a ship, droid, or other non-unique technology.


#### Assassin Droid d8 / +

When you are hit by ion blast or other technological interference, earn a  and shut-down your droid powers for the remainder of a scene.

Spend one  to double this distinction when posing as an overlookable service droid.

### DROID POWERS

#### Technopathy

Spend a  to crash a computer you are connected to.

#### Plasma Cannon

Spend a  to destroy an inanimate object.

### RESOURCES

#### Hidden Base in the Smuggler's Belt


(Recovery, Security)


#### Sunken Palace


(Infiltration, Information)


### VALUES

**Peace** is outside my programming. 

My **Duty** to my Master is unshakeable even if I don't know their name or face. 

**Power** changes hands swiftly. 

**Love** is outside my programming. 

**Opportunity** can be planned for. 

I am a Droid; I should not have a sense of **Self**. 


### RELATIONSHIPS

My target is **Hama Drem**. 

**Balar** has Protected status. 

**Deela Tarkin** has Protected status. 

There will be untoward political consequences if **Falla Vao** is harmed. 

**Abel Cresh** is expendible. 


**Crodarra** is expendible. 

### STRESS

**Afraid**     

**Angry**     

**Exhausted**     

**Injured**     

**Insecure**     

### GROWTH



# FALLA VAO

## Twī'lek Ambassador of the Republic

### DISTINCTIONS

#### Clever / +

Earn a when you show off your smarts; gain or step up the complication Clever Fool.

Spend a to step up your effect die when creating an asset representing useful knowledge.

#### Cosmopolitan / +

Double this distinction when dealing with other cultures; give your opposition a d6.

Spend a to reveal useful information about a culture or planet other than your own.

#### Twī'lek / +

Spend a to secretly communicate with another Twī'lek with your brain-tails.

Earn a when your looks draw you unwanted attention.

### RESOURCES

#### The Spirit of Alderaan, a Republic Consular Ship

(Celebrity, Recovery)

### SIGNATURE ASSETS

#### Diplomatic Credentials

Double this asset to gain access to a location or resource not available to the general public.

When someone ignores or tries to revoke your credentials, you may give them the Uncivilized complication at .

### VALUES

My goal is **Peace**.

**Duty**: I report to the Republic.

**Power** corrupts.

I have found **Love**.

**Opportunity** comes rarely.

I might get **myself** promoted if I resolve the Hoth situation well.

### RELATIONSHIPS

**Jeema** and I have been too busy; I haven't got a change to tell her I love her.

**Deela** is being used by her father.

**Hama Drem** is the best hope for Hoth.

I regret ever sleeping with **Balar**.

**Someone** is working behind the scenes on Hoth... but to what purpose?

**Abel** is wet behind the ears.

**Crodarra**: What is a wookiee even doing on Hoth?

### STRESS

**Afraid**

**Angry**

**Exhausted**

**Injured**

**Insecure**

### GROWTH

# KORREL

“Interstellar Business Magnate”

## DISTINCTIONS

### Vicious d8 / +

Add a 6 to Doom to step up your effect die when inflicting stress.

Spend a PP to eliminate your Afraid or Insecure; step up Angry.

### Sith Lord / +

Spend Doom to roll Anger or Afraid.

Spend a PP to reroll when you go with your instincts rather than technology.

### Mastermind / +

Spend a die from doom to reveal that you've planned for this eventuality and have the resources necessary for your contingency plan. Gain an asset equal to the doom die.

## FORCE POWERS

### Mind Control d10

Spend a PP or a 8 from Doom to incite a mob ( 8 extra).

### Telekinesis d8

Spend a PP or a 8 from Doom to disarm an opponent.

### Force Lightning d8

Spend a PP or a 8 from Doom to short out electronics.

### Lightsaber d4

Spend a PP or a 8 from Doom to cut through anything.

Gain a PP and shutdown this power when you lose control of your lightsaber.

## RESOURCES

### Gladius, a stealthed battlecruiser 2d10

(Attack, Pursuit)

## VALUES

**Peace** is useless to me. 6

**Duty** is a tool to bind others to me. 8

**Power** is my only goal. 8

**Love** is a lie. 4

**Opportunity** will make me powerful. 8

Serving the **Self** is the highest good. 10

## RELATIONSHIPS

**Balar** is my ace in the hole. 6

**Abel Cresh** is useless without Garrosh. 4

**Crodarra**, like all wookiees, is just a savage to be cut down. 4

**Deela's** power will make me the Dark Lord of the Sith. 8

## STRESS

**Afraid** 4 6 8 10 12

**Angry** 4 6 8 10 12

**Exhausted** 4 6 8 10 12

**Injured** 4 6 8 10 12

**Insecure** 4 6 8 10 12

# JEEMA T'FASHJ


Lieutenant to Ivar Tarkin

## DISTINCTIONS

### Cosmopolitan / +

Double this distinction when dealing with other cultures; give your opposition a d6.


### Manipulative Sith Apprentice / +


Earn a  and give your opposition a d6 when you ask them to trust you, even if you don't mean it.

Spend a Doom die to gain a relationship with a character equal to that die.

Spend Doom to roll Anger or Afraid.


### Twilek / +

Spend a  to secretly communicate with another Twilek with your brain-tails.


Earn a  when your looks draw you unwanted attention.


## POWERS

### Telepathy d8

Spend a  to step up your effect die to inflict Afraid or Angry.

### Lightsaber d10

Spend a  to cut through anything.


Gain a  and shutdown this power when you lose control of your lightsaber.

## RESOURCES


### Restricted Areas of Hoth 2d8

(Surveillance, Access)

## VALUES

**Peace** is an opportunity to move undetected. 

My only **Duty** is to myself. 


**Power** is my drug. 


**Love** and desire is a tool. 


Now is my greatest **Opportunity**. 

I will make **myself** the Dark Lady, mistress of the universe. 

## RELATIONSHIPS

**Falla Vao** is a tool like any other. 

**Deela's** power will make me the Dark Lady of the Sith. 

**Abel Cresh** is a boy, and therefore putty in my hands. 

## STRESS

**Afraid**     

**Angry**     

**Exhausted**     

**Injured**     

**Insecure**     

# IVAR TARKIN

## Dictator of Hoth

### DISTINCTIONS

#### Iron Willed / +

Gain a when you roll in a contest instead of giving in.

When you put your foot down, spend a Doom die, double it, and add it to your roll.

Gain a when you stick to protocol or maintain strict discipline when it would benefit you more to do otherwise.

#### Big Brother / +

Spend Doom to reveal that you have video or audio surveillance of another character's time on Hoth.

Whenever secrets you know come into play, spend a doom die, step it up, and gain it as an asset.

#### Dictator of Hoth / +

Spend a Doom die to reroll any intimidation attempt.

Spend a Doom die and double it to create a useful minion as a Mob.

### RESOURCES

#### Hoth Colony

(Surveillance, Access)

#### Sunken Palace

(Recovery, Security)

### VALUES

I have forged **Peace** on Hoth.

All of Hoth has a **Duty** to me.

I have the **Power**, here.

I **Love** my daughter.

I limit others' **Opportunity**.

**Self:** Je suis l'état.

### RELATIONSHIPS

**Deela** will be the Princess of Hoth.

I can trust **Jeema**.

**Crodarra** isn't useful anymore; in fact, she's an embarrassment!

**Falla** is my ticket to respectability.

### STRESS

**Afraid**

**Angry**

**Exhausted**

**Injured**

**Insecure**

# HAMA DREM

## Opposition Party Leader

### DISTINCTIONS

#### Not Born Yesterday / +

Gain a when you buy a reasonable lie.

Gain a and give your opposition a when confronted with a problem that defies normal common sense or logic.

#### Likeable / +

Give your opposition a to double this distinction.

Gain a when you step down your effect die when inflicting stress—you don't really mean to upset anyone!

#### In Over My Head / +

Gain a and spend a die from Doom when you get into trouble over your head.

Spend Doom to step up your effect die when inflicting Insecure or Angry Stress.

Spend Doom to gain important information when you're in over your head.

### RESOURCES

#### Hoth Underground

(Recovery, Hiding)

#### Federated Ice Miners Union

(Mob, Engineering)

### VALUES

**Peace** is my goal.

I have a **Duty** to my fellow miners.

**Power** must be in the hands of the people.

I work in the memory of my **Love**, who died in Ivar's mines.

The People must seize every **Opportunity** for justice.

**Self**: I'm unimportant.

### RELATIONSHIPS

**Falla Vao** understands our plight.

**Ivar** is a despot.

**EX-47** is Ivar's minion.

**Crodarra** is just as bad as Ivar.

### STRESS

**Afraid**

**Angry**

**Exhausted**

**Injured**

**Insecure**

# PATHWAYS, WHEEEEE!

