

The Treasure of Hoth

A Jediville Episode: Star Wars powered by the Smallville RPG

Scroll for Players

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 force-sensitive, 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 one of their own to recruit the girl.

For Watchtower:

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...

Fewer than 6?

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

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

With three players, use Abel, Balar, and Deela. EX-47 a Feature, Falla an Extra on Abel and Balar's sheets.

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

Opening Scenes

Abel sits before his slain Master in the Ice-house. Crodarra looks on. Garrosh charges his padawan to complete the mission with his last words before 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 (2d8 Extra) 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 likes.

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.)

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...

New Rule: Montages

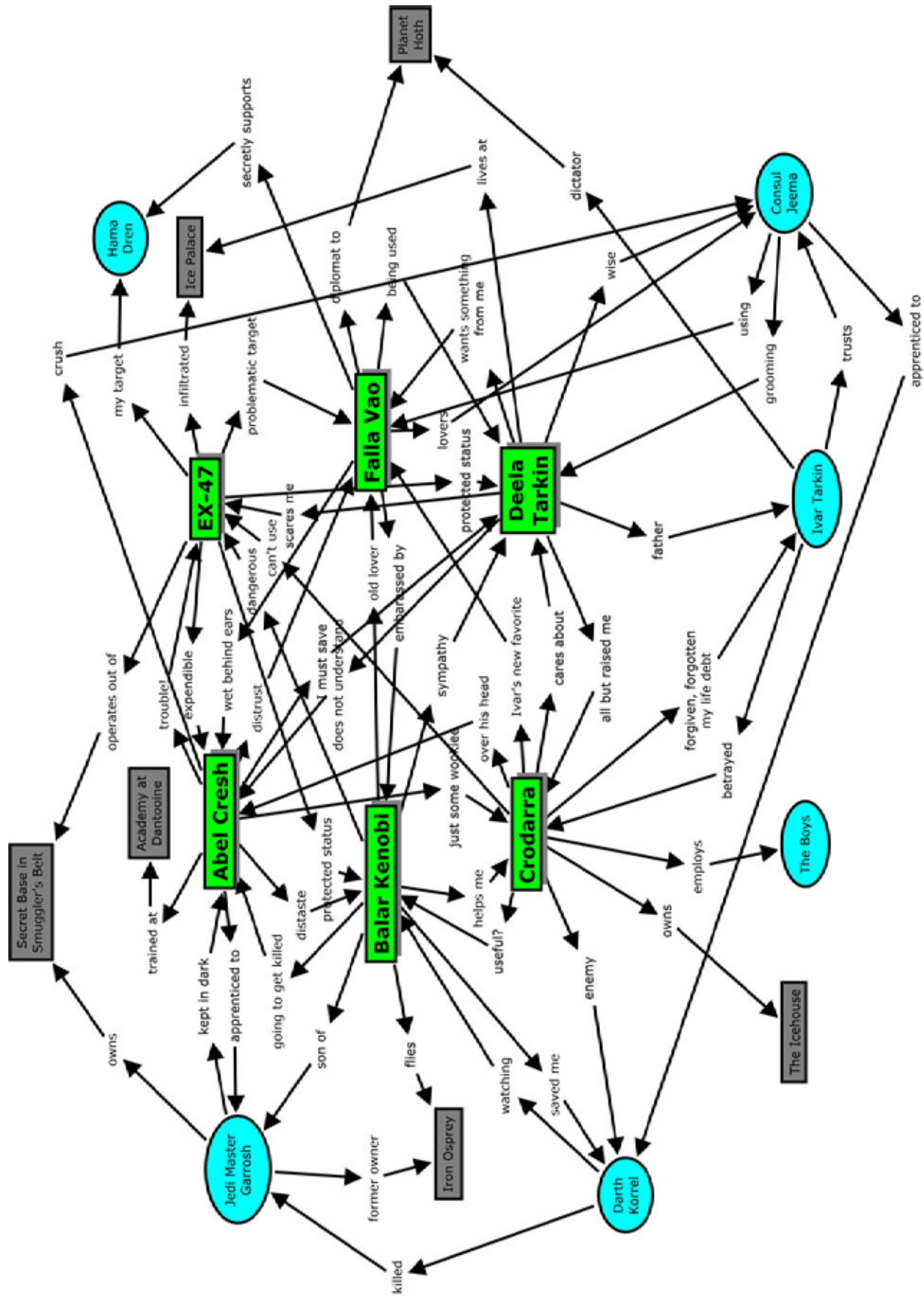
A montage is a player-triggered sequence in which some time passes in the story. Each player gets a tag scene as they describe what they are doing. Playing some Star Wars music in the background can't hurt.

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.

Tip: 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.



Abel Cresh

Jedi Padawan

Values

I work for Peace d8
It is my Duty to make Garrosh proud. d10
Power must stay in responsible hands. d6
I'm not supposed to Love d6
Opportunity: I believe in discipline and destiny, not blind chance. d4
Self: I am unimportant. d4

Relationships

My Master Garrosh left me alone d8
Balar is my Master's spoiled bastard d6
EX-47 is trouble, and everywhere we go! d6
I must get Deela to Dantooine. d4
Crodarra is just some wookiee. d4
Jeema: I'm not supposed to love. d6
I don't know whose side Falla Vao is on. d4

Stress

Afraid
Angry
Exhausted
Injured
Insecure

Growth

Assets

Agile d8

Reroll a die in an Agile roll when you Choose to drop everything you're carrying
Spend a Plot Point to Decrease your opponent's Injured or Exhausted stress pool.

Common Sense d6

Earn a Plot Point when you Choose to buy a reasonable lie.
Earn a Plot Point and Give your opponent a d6 when confronted with a problem that defies common sense or logic.

Jedi d6

Reroll a die when you pull rank as a Jedi; spend a plot point.

The Force d4

Earn a plot point and add a d6 to Trouble when you roll your own Afriad or Angry.

Cloud Minds d8

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

Descriptor: Force • **Limit:** Emotion

Telekinesis d6

Spend a PP to shield a character or group of characters from harm; Decrease the Injured or Afriad stress pool used against them.

Descriptor: Force • **Limit:** Emotion

Lightsaber d8

Spend a PP to cut through any material.
Descriptor: Plasma • **Limit:** Gear

Resources

Jedi Academy on Dantooine 2d6
(Information, Recovery)

Balar Kenobi

Scoundrel and Smuggler

Values

Peace is boring. d6
Duty just ties you down. d8
One day, I'll have Power d6
I Love 'em and Leave 'em. d6
You just have to seize the Opportunity d8
Self: Always look out for #1. d8

Relationships

Korrel pulled me from the rubble of my home planet; I owe him my life. d8
Crodarra can be counted on for a helping... erm, paw. d8
My father Garrosh failed to save my family. d4
The breakup with Falla Vao was not my fault! d8
This Abel kid is going to get himself killed. d6
I can feel for Deela; I used to be cooped up like that. d6
EX-47 is dangerous! d4

Stress

Afraid
Angry
Exhausted
Injured
Insecure

Growth

Assets

Scoundrel d10

Earn a PP and Add a d6 to Trouble when you act for purely selfish reasons.

Add a d6 to Trouble to Reveal that you have a shady contact (2d8 Extra) in the area.

Pilot d10

Earn a PP when you Choose to board a spaceship.

Reroll a die in a Pilot roll when you use expert maneuvering; spend a PP.

In Over My Head d4

Earn a PP and add a d6 to Trouble when you get into trouble.

Blaster Pistol d8

Spend a PP to Increase your Injured or Afraid stress pool.

Descriptor: Plasma • **Limit:** Gear

Resources

Osprey, a smuggling ship 2d12
(Movement, Recovery)

Crodarra

Wookiee Gangster

Values

There is no Peace. d6
I don't know what my Duty is anymore. d6
Power is the only thing that keeps me safe.
d8
My Love is dead; I cannot Love again. d6
Opportunity is the lifeblood and the pulse of
the universe. d10
Self: I am a Wookiee without a tribe. d6

Relationships

Falla Vao is Ivar's new favorite. d4
Ivar Tarkin has forgotten my life debt and
cast me aside. d8
I string Balar along; he might be useful. d6
Deela Tarkin is the only thing keeping me on
Hoth. d8
I supply information to Korrell's corporation.
d6
Abel is way over his head. d4
EX-47 has no vices; I can't use him. d4

Stress

Afraid
Angry
Exhausted
Injured
Insecure

Growth

Assets

Wookiee (Heritage) d8

Earn a plot point and Add a d6 to Trouble
when your temper gets the best of you.

Reroll a die when you use your fantastic
strength; Spend a PP.

Connected d8

Gain a d8 Relationship with a Feature for
the rest of the scene; Spend a PP

Reveal you "know a guy" who can pro-
vide you with information or material
goods (2d8 Extra); Spend a PP.

Savage d8

Earn a PP and Add a d6 to Trouble when-
ever you act on base instincts.

Add a d6 to Trouble to Increase your
Injured or Afraid stress pool.

Mastermind d8

Add a d6 to Trouble to Reroll a die when
dealing with characters you have a history
with.

Spend a PP to Reveal that you've planned
for this eventuality and have the resources
necessary for your contingency plan.

Bowcaster d8

Spend a PP to knock a target to the
ground.

Descriptor: Blah • **Limit:** Gear

Resources

The Icehouse, a dive bar 2d8

(**Information, Recovery**)

My Boys 2d6

(**Combat, Intimidation**)

Deela Tarkin

The Force is Strong With This One; Daughter of Ivar Tarkin

Values

I long for Peace d10
I have a Duty to my father. d8
I have more Power than I know how to handle. d8
Love is for other people. d6
Opportunity has never smiled on me. d6
Self: I'm worthless. d4

Relationships

My father Ivar is a cruel man. d8
Crodarra all but raised me, and then we weren't allowed to see each other. d8
Jeema knows how the world works. d8
Falla Vao wants something from me. d6
EX-47 scares me. d4
This Abel person does not appreciate how things work on Hoth. d6
Balar is dirty scum. d4

Stress

Afraid
Angry
Exhausted
Injured
Insecure

Growth

Assets

The Force (Heritage) d12
Add a d6 to the Trouble pool and Earn a plot point when you call on the Dark Side, rolling your own Angry or Afraid.
Spend a plot point to Reroll a die when you go with your instincts rather than Gear.
Spend a plot point (2 total) to use a Force ability's special effect not on your sheet.

Impulsive d8
Earn a PP and Add a d6 to Trouble when you act rashly.
Earn a PP when you Choose to Interfere in a Contest.

Family Reputation d6
Earn a PP and Give your opposition a d6 when your family reputation precedes you.

Soldier d4
Earn a PP when you Choose to follow orders.

Telepathy d8
Spend a PP to step up your target's Afraid or Exhausted stress die.
Descriptor: Force • **Limit:** Untrained

Master Computer Uplink d4
Spend a PP to gain access to anywhere on Hoth.
Descriptor: Networked • **Limit:** Gear

Resources

Sunken Palace 2d10
(Security, Recovery)

EX-47

Assassin Droid on a Mission

Values

Peace is outside my programming. d4
My Duty to my Master is unshakeable. d12
Power changes hands swiftly. d8
Love is outside my programming. d4
Opportunity can be planned for. d6
I am a Droid; I should not have a sense of Self. d6

Relationships

My target is Hama Drem. d6
Balar has Protected status. d8
Deela Tarkin has Protected status. d4
Abel Cresh is expendible. d8
There will be untoward political consequences if Falla Vao is harmed. d4
Crodarra is expendible. d4

Stress

Afraid
Angry
Exhausted
Injured
Insecure

Growth

Assets

Droid d8

Earn a PP when you are Shutdown for the remainder of a scene.

Reroll a die when posing as an overlookable service droid; spend one PP.

Vicious d8

Add a d10 to Trouble to Increase your Angry, Afraid, Exhausted, or Insecure stress pool.

Gearhead d8

Earn a PP when you Choose to stop and admire fine technology.

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

Technopathy d6

Spend a PP to crash a computer.

Descriptor: Droid • **Limit:** Networking

Plasma Cannon d10

Spend a PP to destroy an inanimate object.

Descriptor: Plasma • **Limit:** Gear

Resources

Hidden Base in the Smuggler's Belt 2d10
(Recovery, Security)

Sunken Palace 2d8

(Infiltration, Information)

Falla Vao

Twi'lek Ambassador of the Republic

Values

My goal is Peace. d10
Duty: I report to the Republic. d10
Power corrupts. d4
I have found Love. d8
Opportunity comes rarely. d4
I might get myself promoted if I resolve the Hoth situation well. d6

Relationships

Jeema and I have been too busy; I haven't got a change to tell her I love her. d10
Deela is being used by her father. d8
Abel is wet behind the ears. d6
Hama Drem is the best hope for Hoth. d8
I regret ever sleeping with Balar. d6
Someone is working behind the scenes on Hoth... but to what purpose? d6
Crodarra: What is a wookiee doing on Hoth? d4

Stress

Afraid
Angry
Exhausted
Injured
Insecure

Growth

Assets

Twi'lek Heritage d8

Spend a plot point to secretly communicate with another Twi'lek with your brain-tails.

d8 Earn a plot point when you use Attractive, Clever, Connected, or Cosmopolitan; limit once per scene.

Clever d10

Earn a PP when you Choose to show off your smarts.

Reveal that you know a piece of useful trivia by Spending a PP.

Cosmopolitan d8

Reroll a die when dealing with other cultures; Give your opposition a d6,

Reroll two dice when dealing with other cultures; Give your opposition a d10.

Attractive d6

Earn a PP when your looks draw you unwanted attention.

Resources

Hoth (Diplomatic Credentials) 2d12
(**Celebrity, Access**)

Korrel

Interstellar Businessman

Values

Peace is useless to me. d4
Duty is a tool to bind others to me. d8
Power is my only goal. d8
Love is a lie. d4
Opportunity will make me powerful. d8
Serving the Self is the highest good. d10

Relationships

Balar is my ace in the hole. d6
Abel Cresh is useless without Garrosh. d4
Crodarra, like all wookiees, is just a savage to be cut down. d4
Deela's power will make me the Dark Lord of the Sith. d6

Stress

Afraid
Angry
Exhausted
Injured
Insecure

Growth

Assets

Mastermind d12
The Force d8
Spend Trouble to roll Anger or Afraid
Spend a PP to reroll when not using Gear
Manipulative d12
Mind Control d10
Spend a PP to incite a mob (2d8 extra).
Descriptor: Force • **Limit:** Discipline
Telekinesis d8
Spend a PP to disarm an opponent.
Descriptor: Force • **Limit:** Discipline
Force Lightning d8
Spend a PP to short out electronics.
Descriptor: Force • **Limit:** Discipline
Lightsaber d4
Spend a PP to cut through anything.
Descriptor: Plasma • **Limit:** Gear

Resources

Sith Battlecruiser 2d12
(Attack, Pursuit)

Jeema Fashj

Lieutenant to Ivar Tarkin

Values

Peace is an opportunity to move undetected.
d8

My only Duty is to myself. d4

Power is my drug. d8

Love is a tool. d10

Now is my greatest Opportunity. d6

I will make myself the Dark Lady, mistress of
the universe. d8

Relationships

Falla Vao is a tool like any other. d12

Deela's power will make me the Dark Lady
of the Sith. d10

Abel Cresh is a boy, and therefore putty in
my hands. d10

Stress

Afraid

Angry

Exhausted

Injured

Insecure

Growth

Assets

Cosmopolitan d6

Give your opposition a d6 to Reroll a die
when dealing with other cultures.

Manipulative d10

Earn a Plot Point and Give your opposi-
tion a d6 when you ask them to trust you,
even if you don't mean it.

Spend a Plot Point to Gain a d8 Relation-
ship for one scene with a character with
whom you don't already have a Relation-
ship.

Attractive d10

Earn a PP when your looks draw you
unwanted attention.

Reroll a die in an Attractive roll; spend a
PP.

Twilek Heritage d4

Spend a plot point to secretly communi-
cate with another Twilek with your brain-
tails.

Telepathy d8

Spend a PP to increase your Afraid or
Angry stress pool.

Descriptor: Force • **Limit:** Love

Lightsaber d10

Spend a PP to cut through anything.

Descriptor: Plasma • **Limit:** Gear

Resources

Hoth (Official Access) 2d8

(**Surveillance, Access**)

Ivar Tarkin

Dictator of Hoth

Values

I have forged Peace on Hoth. d6
All of Hoth has a Duty to me. d8
I have the Power, here. d10
I Love my daughter. d8
I limit others' Opportunity. d4
Self: Je suit l'etat. d6

Relationships

Deela will be the Princess of Hoth. d10
I can trust Jeema. d8
Crodarra isn't useful anymore; in fact, she's
an embarrassment! d8
Falla is my ticket to respectability. d10

Stress

Afraid
Angry
Exhausted
Injured
Insecure

Growth

Assets

Big Brother d8

Spend Trouble to Reveal that you have video or audio surveillance of a Lead or Feature.

Spend Trouble to Reroll a die whenever secrets you know come into play.

Dictator of Hoth d8

Spend a PP to reroll a die in any intimidation attempt.

Spend a PP to Reveal you have a useful minion (a 2d8 Extra)

Soldier d8

Take Plot Point when you Choose to follow orders, stick to protocol, or maintain strict discipline when it would benefit you more to do otherwise.

Spend a Plot Point to Reroll any die in a Soldier roll because of your discipline and training.

Willfull d8

Take a PP to insist.

Spend a Trouble to put your foot down and Reroll a die in a Willful roll.

Resources

Hoth (Dictator) 2d10

(Surveillance, Access)

Sunken Palace 2d10

(Recovery, Security)

Hama Drem

Opposition Party Leader

Values

- Peace is my goal. d10
- I have a Duty to my fellow miners. d8
- Power must be in the hands of the people. d6
- I work in the memory of my Love, who died in Ivar's mines. d6
- The People must seize every Opportunity for justice. d8
- Self: I'm unimportant. d4

Relationships

- Falla Vao understands our plight. d8
- Ivar is a despot. d8
- EX-47 is Ivar's minion. d10
- Crodarra is just as bad as Ivar. d8

Stress

- Afraid
- Angry
- Exhausted
- Injured
- Insecure

Growth

Assets

Not Born Yesterday d8

Take a Plot Point when you Choose to buy a reasonable lie.

Take a Plot Point and Give your opposition a d6 when confronted with a problem that defies normal common sense or logic.

Likeable d8

Give your opposition a d6 to Reroll a die in a Likeable roll.

Take a Plot Point when you Decrease your own Afraid or Insecure Stress pool—you don't really mean to upset anyone!

In Over My Head d12

Take a Plot Point and Spend a die from Trouble when you get into trouble over your head.

Spend Trouble to Increase your Insecure or Angry Stress pool against opponents who outclass or capture **you**.

Spend Trouble to Reroll a die when trying to gain important information when you're in over your head

Observant d8

Spend Trouble to Reroll when you have been surprised, ambushed, or caught off guard.

Spend a Plot Point and Reroll a die in an Observant roll when you're sure there's more than meets the eye.

Resources

Hoth 2d8

(Recovery, Hiding)