

You are a new recruit- but your aptitudes and skills have set you apart from the rest. Regardless where you hailed from, you are now a member of the ISB- stationed currently on the shining jewel of the Empire; Coruscant.

Your time in the Academy was brief- or even nonexistent. Your passage to Coruscant was aboard a troop transport- you were the sole member of the ISB aboard and the Stormtroopers you were traveling with did not go out of their way to associate with you. So far your only welcome has been a brief holo call with Captain Tinor Izel's assistant, Orth Aywa, welcoming you to Coruscant and telling you to rest well- you will need your energy tomorrow.

You have been assigned quarters to be shared with your squad, and will assemble at 0500, but you have one free night in Coruscant. While you are not certain of what your current rank or role will be, you do know that your uniform causes the general... rabble... to make way, regardless of your species.

It is 16 BBY, 3 years after the birth of the Empire. Throughout the Galaxy the Empire is making its might known, consolidating power and expanding its reach. As ISB agents, your characters will be part of this growth. This adventure will see you travel from Coruscant to the Outer Rim as part of Project Brazier. Dissidents are beginning to target Imperial forces on Sil'Lume, and you are tasked with uncovering and dismantling the operation.

Species are restricted to Human and near-human with no Force Sensitive characters allowed. You will start with, in addition to the normal equipment options, a load out of equipment left in your room:

- 1 Code Cylinder
- 1 Breath Mask
- 1 Condenser Unit
- 1 Imperial Army Canteen
- 1 Imperial Army Field Rations Set (1 week of rations)
- 1 Mk. III Modular Backpack (Contains the granted gear)
- 1 Thermal Cloak
- 1 Earbud Comlink
- 1 Holo-Messenger
- 3 Uniforms- 2 standard, 1 dress
- 1 Model 22T4 ISB Special (Use HL-27 Light Blaster Pistol Stats- cannot have actuating module replaced)

Additional bonuses for start:

- 1 additional rank in a career skill, cannot exceed standard max of 2
- 10 additional experience points above your species starting amount
- A +1 bonus to one stat, not to increase the stat above 4, added after experience has been spent
- A one-time stipend of 100 credits

The characters are limited to careers from the Age of Rebellion source materials with the addition of the Academy Cadet, Republic Representative, and Recruit Universal Careers. Force Sensitive careers are **outright banned** and not appropriate for this story.