



Illustration by: Ralph McQuarrie

THROUGH [LIGHT AND DARKNESS]

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• IMPORTANT NOTE •

About the purpose of this design document

Here you will find the quest/narrative documentation for a game based on an original story set in the “**Star Wars**” universe. The content is entirely my own work, except for the reference pictures and illustrations included.

Created in October 2025.

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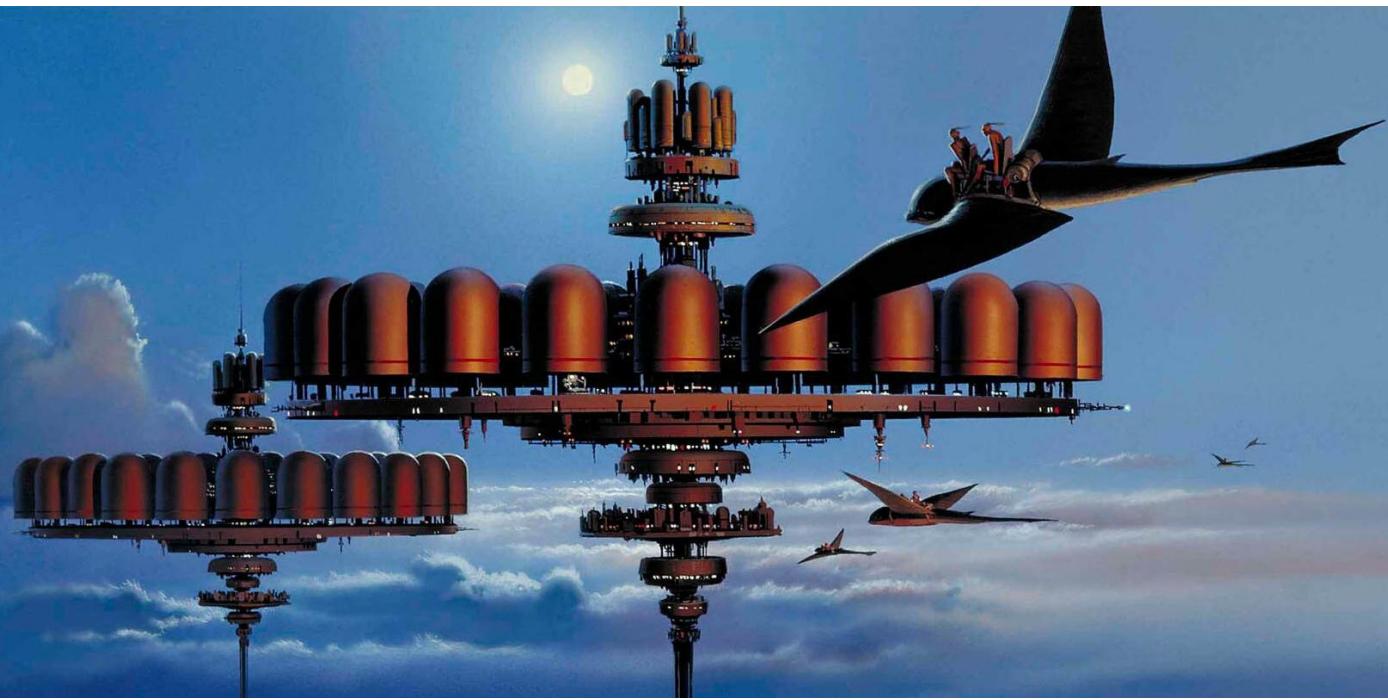


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SYNOPSIS



Illustration by: Doug Chiang

I Synopsis

On the first day of the Great Jedi Purge, **Akellis Takkan**, a cantina owner in the planet **Titalus** (in the galaxy's Mid Rim), receives an unexpected visit from an old friend, **Jedi Master Maka Dereleitias**, who reveals that the Jedi Order has fallen and that she is being hunted for execution. Maka, who is mortally wounded, is accompanied by two Force-sensitive children: **Kay Dyn** and **Aen-Sui Veldara**. Unable to survive her injuries, Maka makes Akellis promise to take the children to **Socorro**, where a friend named **Cassira Dalvan** can care for them.

Akellis isn't happy with the idea, but when a squad of clone troopers enter his cantina looking for Maka and the children, he has no choice but to **take up his friend's lightsaber** and defend himself, revealing that he **somehow knows how to use it skillfully despite not being a Jedi**.

Akellis leaves Maka behind and leads the children to a space shuttle taking off for Socorro. After interrogating Kay and Aen-Sui, Akellis discovers that **they both come from a planetary system devastated by the Clone Wars**. Kay is still very young, but Aen-Sui harbors a deep resentment toward those who destroyed her home.

Before reaching their destination, the group is attacked by an Imperial ship that has tracked them. Dozens of clone troopers begin to board the protagonists' shuttle, this time accompanied by a very dangerous bounty hunter. The situation is dire, so **Akellis orders the children to use the escape pods to flee** while he stays behind to keep the enemies at bay.

The children obey and end up landing on **Danelia**, a wild and inhospitable planet located in the Unknown Regions. Alone and helpless, **Kay and Aen-Sui try to stay safe from the aggressive hyperfauna** while they search for refuge. With only each other to rely on, they end up forging a brotherly bond over the course of several days without news of Akellis. Unfortunately, Kay ends up falling prey to a **large alien predator** and injuring him, and in response, **Aen-Sui uses the Force for the first time**, overwhelmed by **hatred and fear**.



Illustration by: Steve Messing

Akellis, who had managed to survive the Imperial ambush and had been circling the surface of Danelia for several days in search of the children, arrived just in time to witness the scene and realize that these children, without anyone to educate them, could end up being absorbed by the Dark Side. For this reason, he vowed to **teach them how to use the Force according to Jedi doctrine**.

Unfortunately, their journey to Socorro is cut short when **their shuttle runs out of fuel**. This means they'll be **stranded in Danelia** until a merchant ship passes by to bring them the supplies they need.

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Approximately **ten years later**, teenage Kay and Aen-Sui are hunting in the forests of Danelia when they see several ships descend from the sky and, believing them to be their ticket back to civilization, they rush to meet them only to stumble upon **Imperial troops** and the **masked Inquisitor Maales-Tul**, who intends to capture the two young people after having sensed their presence through the Force.

Akellis enters the scene to defend Kay and Aen-Sui and engages in a **deadly duel with Maales-Tul**. During the confrontation, Akellis finds his rival's fighting style familiar. But he stands no chance against someone who is not only skilled with a lightsaber but also has a strong connection to the Force. Thus, Maales-Tul manages to **wound Akellis and defeat him**. He then orders his troops to capture Akellis and the two teenagers and bring them aboard his ship to **Fortress Inquisitorius** on Nur, where they are imprisoned awaiting their fate.

Aen-Sui, thanks to her expertise with machines, **manages to free herself** from her handcuffs and helps Akellis and Kay escape from the prison by hacking into the systems. But **Kay ends up inadvertently alerting the entire fortress staff** of the escape attempt. **Maales-Tul** goes out to stop them, but **only manages to catch Kay**. Akellis, who realizes that turning back to rescue his protégé would be suicide, argues with Aen-Sui, who refuses to leave her brother behind. He finally manages to convince her by promising that they will come to his rescue once they reach safety.



At this point, the narrative bifurcates into two separate routes that often intertwine to offer two different points of view on the same events. The first route (A) is the one starring Akellis Takkan and Aen-Sui Veldara, while the second route (B) follows Maales-Tul and Kay Dyn. Only when the player experiences both routes will they be able to discover the true ending of the story.

First route (A): Akellis Takkan and Aen-Sui Veldara

Akellis and Aen-Sui escape from Nur by stealing an imperial ship and getting dangerously close to a **black hole**. Although they manage to escape from their pursuers with this risky maneuver, the ship is rendered useless and they are forced to make an emergency landing at an **orbital spaceport**. Akellis, now aware that he is a wanted man by the Empire, remembers the promise he made to his friend Maka Dereleitias before she died, and decides on his own to head to **Socorro** to find **Cassira Dalvan** and leave Aen-Sui in her care.

"Socorro, the planet from which Lando Calrissian's canonical character in the films hails, is located in the Outer Rim Territories of the galaxy, with a desert climate and whose government is divided between various criminal organizations that are averse to Imperial intrusion."

The problem is that they need a new ship. Luckily, after rescuing Corellian pilot **Astros Soler** from angry creditors, he agrees to take them to Socorro.

Already in the Socorran city of **Vakeyya**, after interrogating the locals, they discover that Cassira Dalvan is a powerful figure in the northern settlement of **Madra**, in the Rym Mountains. Akellis and Aen-Sui head there while fending off bandits lurking in the desert, but upon reaching Madra they fall into a trap and are **ambushed by Maales-Tul and his new**

apprentice: Kay Dyn himself who, after being abandoned by his friends, has decided to join the Inquisitorius as a way to avoid execution.

Akellis and Maales-Tul duel again. During the confrontation, the Inquisitor reveals Akellis' past with the intention of provoking him: he accuses him of having once been a Jedi youngling, but that because he was unable to keep his fears at bay, he was forced to leave the temple before finishing his training. Moreover, refusing to overcome that failure, instead of doing good with his gifts, he preferred to take refuge in self-indulgence and oblivion, thus demonstrating shameful cowardice.



Illustration by: John Schoenherr

Akellis becomes furious and manages to **destroy Maales-Tul's mask**, discovering his true identity, which is none other than that of **Maka Dereleitias herself**, whom she believed to be dead in Titalus. His perplexity allows the inquisitor to take advantage of it and ends up seriously wounding Akellis. Kay intervenes by asking her master to spare Aen-Sui's life, since she has nothing to do with Akellis' lies and could be of use to the Empire. However, hurt to see the one she considered her little brother being with the enemy, **Aen-Sui uses the Force in a desperate attempt to create an opportunity to escape with Akellis**. Astros Soler arrives just in time with his ship to pick them both up and get them out of harm's way.

The Corellian pilot takes Akellis and Aen-Sui to an **abandoned Jedi temple** hidden in the desert, as Socorro's airspace is being guarded by Imperial forces. There they can heal their wounds and reflect on what happened.



Illustration by: Young Kim

Aen-Sui, who does not understand how the Inquisitorius has been able to anticipate their movements, **confronts Astros Soler until he confesses being a spy** for Maales-Tul, but not of his own free will. The young woman tries to silence him, but Akellis intervenes, reminding her that this is not the right way to go. Thus, they decide to give the pilot a second chance if he swears not to betray them again.

Next, Aen-Sui **explores the temple** to restore power. It appears that the place has been ransacked because there is no trace of books or documents left inside, although using the Force she is able to **access a secret chamber** filled with books and materials with which she will build her first lightsaber. Akellis, on the other hand, reveals to Aen-Sui the entirety of his past and vows to make amends for his mistakes by bringing Kay back.

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Five years later, Akellis and Aen-Sui find themselves rescuing slaves on the snowy planet of Tynaris. All this time they have been **following the trail of the Inquisitorius** without much success, although taking advantage of their travels through the galaxy to disrupt imperial operations. They escape from the planet aboard Astros Soler's ship, which informs them that he has just **intercepted a transmission locating Kay and Maka on the planet Karnissia**. The trio heads there immediately.

However, when they arrive in Karnissia they discover that **they have arrived too late**: the Inquisitorius has **devastated a mining settlement** and there is **no trace of Kay**. However, they do **find Maka on the verge of death**. The ex-Jedi confesses that Kay has gone too far. She apologizes to Akellis for everything, and asks him for one **last favor**: to **stop Kay before he ends up being completely consumed by the Dark Side**. The young inquisitor will be going at that moment to the planet **Bentorr** to **destroy one of the most important safehouse of the Hidden Path** and everyone inside.

"The Hidden Path, known to some simply as "the Path," was a secret underground network that worked to shelter surviving Jedi and other Force-sensitives from the Galactic Empire after the Jedi Order was eradicated, operating on several hidden locations across the galaxy during the Great Jedi Purge, smuggling them to safety and giving them new identities."

Determined to stop Kay, **Akellis and Aen-Sui head for Bentorr**, which is a gaseous planet plagued by perpetual thunderstorms. The Hidden Path safehouse is floating in the “eye of the hurricane,” the only layer of the planetary atmosphere in which breathable air exists.

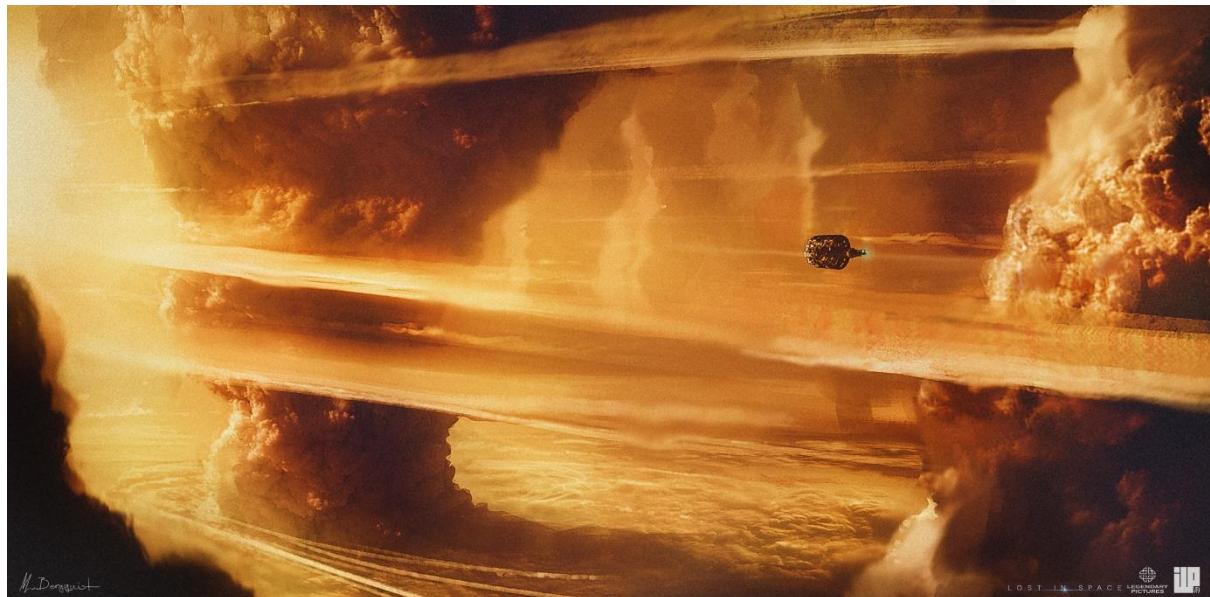


Illustration by: Martin Bergquist

The group, arriving before the Inquisitorius and Imperial troops, is greeted by **Cassira Dalvan**, who is primarily responsible for keeping the facility operational. Cassira reveals to them that this place not only serves as a refuge for those sensitive to the Force, but **is also a huge warehouse where ancient Jedi artifacts and holocrons are protected**. Much of it came from the temple of Socorro, but was moved to Bentorr to protect them from bandits and looters.

Knowing that the imperial attack is imminent, **Akellis and Aen-Sui help the Path prepare their defenses**. Conflict erupts when imperial ships find the floating facility and **Akellis sets out in search of Kay**. The two engage in a **dangerous duel** from which **Akellis**, having **regained his connection to the Force** by abandoning his fears, **emerges victorious**, although he makes the mistake of **letting his guard down**. **Kay takes advantage** of this weakness and **kills him in front of Aen-Sui**, who picks up her master's lightsaber.

The two **discuss their points of view** and **reflect on the dual and opposing nature of the Force**: of the liberating power promised by the Dark Side versus the inner peace granted by the Light Side; of the order brought by the Empire versus the chaos inherent in the old regime that rebels support.

Finding no consensus, Aen-Sui, wielding her lightsaber in one hand and that of his master in the other, prepares to fight a **duel against Kay**, determined to protect Bentorr's **refuge...**

Second route (B): Maales-Tul and Kay Dyn

Kay, who stays behind watching Akellis and Aen-Sui escape, is immediately **taken back to the secure sector** where he is interrogated and tortured. **Maales-Tul**, who **sees potential** in the young man's fears and insecurities, **tells him that his friends have abandoned him** and that he must now **learn to survive alone**. To gain his sympathy, **he removes his mask and reveals that his true identity is Maka Dereleitias**. After telling him how she survived the attack on Titalus ten years ago, she gives the boy **two choices: accept execution or submit and serve the empire**. Kay chooses the latter and the inquisitor frees him by **taking him in as an apprentice**.

Kay begins his training almost immediately. He also witnesses the consequences of Akellis and Aen-Sui's escape on the personnel of the Nur fortress. When a **spy reports** that the two fugitives are on their way to the **planet Socorro**, Maka boards her personal ship and **takes off for the planet**, not realizing that Kay is a stowaway inside.

Upon arriving at her destination, **Maka contacts her spy: the Corellian pilot Astros Soler**, who had taken Aen-Sui and Akellis to Socorro in his ship. Astros warns Maka that the fugitives are looking for the rebel **Cassira Dalvan**, one of the leaders of the Hidden Path who is

hiding in the Madra settlement. What the fugitives don't know is that **Cassira has been missing for several years.**

While the inquisitor and the pilot talk, **Kay takes the opportunity to escape**. But the people of Socorro can't stand the imperial intrusion, and the **young man's training clothes give him away**. For that reason, **Kay is attacked by a gang of ruffians** and is forced to use the **Dark Side of the Force to defend himself**. **Maka**, who was **only pretending** not to know that Kay was traveling on the same ship as her, comes out to meet him and **congratulates him**; using her emotions as a weapon, Kay has already set out on the path to **become the master of his own destiny**.



Illustration by: John Schoenherr

Maka and Kay travel to Madra and prepare an ambush for Akellis and Aen-Sui. **Maka duels Akellis and provokes him by exposing his cowardice in front of his protégés**. In the process, her **mask breaks** and her **identity** is also **exposed** to all present.

As **Kay** sees that the conflict will end in tragedy, **he asks Aen-Sui to surrender**, but she uses the **Force** and the fortuitous arrival of the pilot Astros Soler to **escape along with Akellis**.

The **rejection** of Aen-Sui and Akellis **disturbs Kay's thoughts**, who finds comfort and motivation in the teachings of the **Dark Side**.

Five years later, Kay has become a promising and powerful apprentice. His growth arouses the curiosity of Darth Vader himself, who during one of his visits to Nur tests his skills in a brief training duel under the watchful eye of Maka, who begins to wonder if Kay is perhaps moving too fast in his training.



Image by: Kyle Sarvas

Knowing that Kay wants to be named Inquisitor, Darth Vader promises him the title in exchange for him traveling to the planet **Karnissia** and proving his power by **destroying a rebel cell led by Cassira Dalvan**.

Karnissia is Kay's home planet, but he no longer recognizes it as such. His true home is in the Empire, so when he arrives, accompanied by Maka, he **survives an ambush and interrogates the locals to tell him where Cassira is hiding**. The brutality of his methods frightens Maka herself, who despite being an accomplished Inquisitor, has always preferred diplomacy to violence.

However, when Kay discovers that **Cassira is being protected by his own parents, Debra and Temo Dyn**, he hesitates and his facade falls apart. He tries to **talk some sense into them and get them to rat out all the members of the rebel cell** so that at least the two of them can be saved. Debra and Temo appear to cooperate, but in reality they were **buying time for Cassira and the others to prepare their ship and flee to another safehouse**. The painful betrayal of his parents, who don't seem to understand the important work of the Empire, **enrages Kay** and he **kills them** in a fit of unbridled fury, completing his transition to the Dark Side. He then orders his troops to **set fire to the settlement** and reduce it to ashes.

Maka tries to reason with Kay, who **accuses her of being unable to bury her weakness** as he just did. Declaring that the Inquisitorius doesn't need people incapable of doing what needs to be done, **he duels his master, leaving her seriously wounded**. Kay then boards his ship, intending to **pursue Cassira and the rest of the Hidden Path**.

Kay tracks the rebels to Bentorr, a gas planet plagued by perpetual thunderstorms. Finding the Hidden Path safehouse is difficult without the exact coordinates, but Kay's obsession is unwavering, and **he finds it within a few hours.**



Illustration by: Martin Bergquist

Kay launches an attack with his troops and discovers that the **rebels were using the safehouse not only as a shelter but also as a warehouse for numerous Jedi artifacts**. Before he can destroy them, he is approached by **Akellis**, who tries to stop him. The two engage in a **dangerous duel** from which **Akellis**, having **regained his connection to the Force** by abandoning his fears, **emerges victorious**, although he makes the mistake of letting his guard down. **Kay takes advantage** of this weakness and **kills him in front of Aen-Sui**, who picks up her master's lightsaber.

The two **discuss their points of view** and **reflect on the dual and opposing nature of the Force**: of the liberating power promised by the Dark Side versus the inner peace granted by the Light Side; of the order brought by the Empire versus the chaos inherent in the old regime that rebels support.

Finding no consensus, Kay prepares to **duel against Aen-Sui**, determined to **destroy Bentorr's refuge...**

Convergence of both routes and true endings



Illustration by: Ralph McQuarrie



Once the player experiences the two available routes, they must choose who is right: Aen-Sui and her commitment to a bygone era, or Kay and his crusade to consolidate Imperial control by destroying the last vestiges of the Jedi Order.

Ending A: Light Ending

If the player chooses to side with Aen-Sui, they will take control of her and their objective will be to **defeat Kay**. In doing so, Kay will incite Aen-Sui to finish him off, but she will not be able to deliver the final blow. **She refuses to abandon the one she considered her brother a third time** and reaches out to him.

Kay will break down and agree to return to the Light Side, but feeling the weight of his mistakes, he will decide to **sacrifice himself by facing the entire bulk of the Imperial army alone** to give Aen-Sui and the Hidden Path time to escape from Bentorr with all the Jedi artifacts.

Ending B: Dark Ending

If the player chooses to support Kay, they will take control of him and their objective will be to **destroy Aen-Sui**. During the confrontation, Kay will taunt Aen-Sui, telling her that he is too powerful and that she will be unable to defeat him without resorting to his hatred. **Aen-Sui will fall to the Dark Side**, but her emotions will betray her as she takes pity on her opponent, and **she will fall to Kay, who will deliver the final blow**.

With this death, **Kay finally severs all ties with her former life**, and can **fully embrace his new identity as Inquisitor Maales-Tul II**. The safehouse on Bentorr is razed by Imperial forces and all Jedi artifacts are destroyed.



STORY STRUCTURE

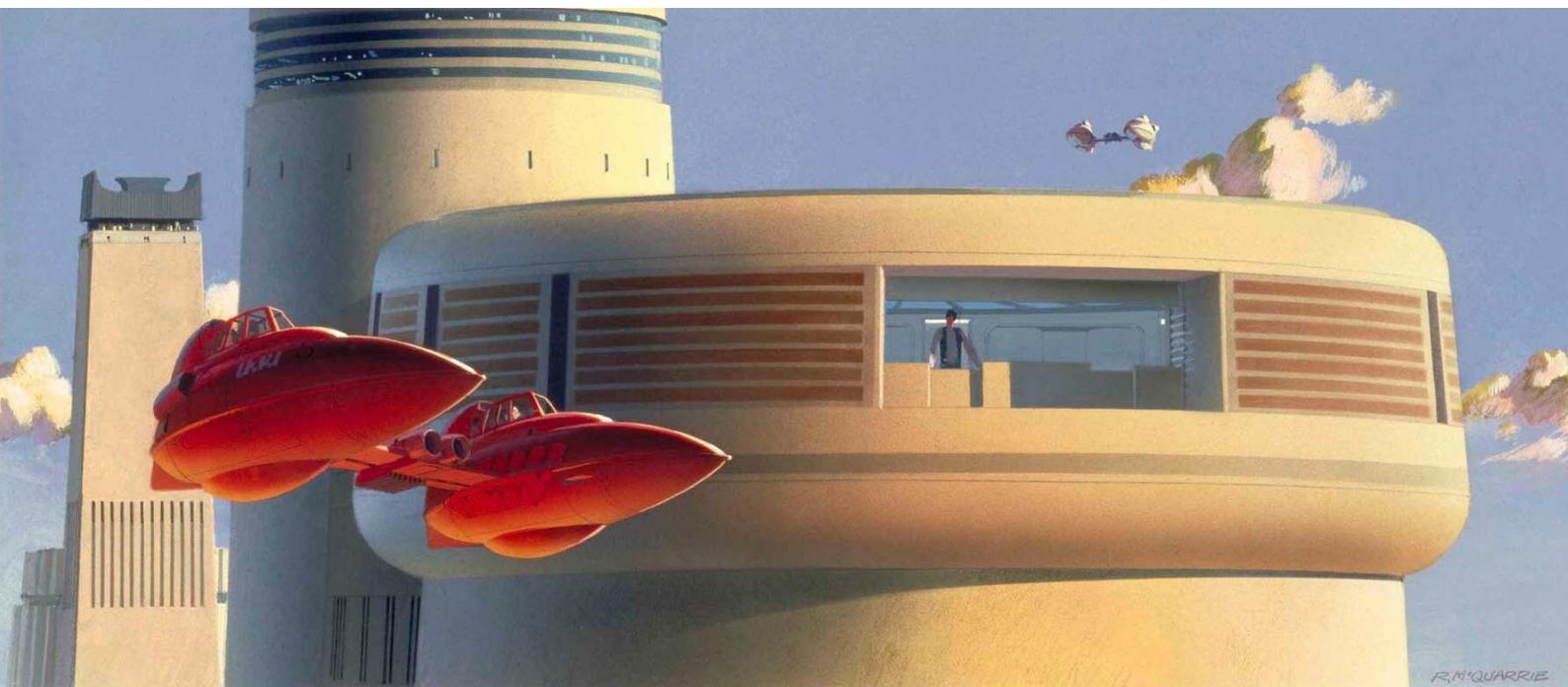


Illustration by: Ralph McQuarrie

I Story structure

The proposal is structured in three acts, with the second divided into two routes that offer two different perspectives on the same events.

Act I covers the narrative from the beginning of the game on Titalus to the escape from Fortress Inquisitorius. Act II covers the events from the escape from Fortress Inquisitorius to the duel between Akellis and Kay on the planet Bentorr. Finally, Act III covers the events that take place from the duel between Akellis and Kay to the end of the game.

Act III can only be accessed after completing both routes in Act II.

Alternatively, the narrative could be broken down systematically into the following chapters:

Act I

- **Chapter 1:** Akellis, Aen-Sui, and Kay escape from Titalus and end up facing Imperial forces in space. Aen-Sui and Kay use the escape pods and land on Danelia, while Akellis stays behind to give them time to escape (Arena combat and duel tutorial).
- **Chapter 2:** Aen-Sui and Kay survive in the forests of Danelia using a combination of stealth and a weak version of the Force (Stealth and Force Tutorial).

- **Chapter 3:** Inquisitor Maales-Tul senses Aen-Sui and Kay and lands on Danelia to capture them. Akellis comes to their defense but is defeated. Aen-Sui, Kay, and Akellis are captured and taken aboard Maales-Tul's ship to Fortress Inquisitorious.
- **Chapter 4:** Once on Nur, Aen-Sui, Kay, and Akellis manage to escape from their cells and begin a desperate escape. Maales-Tul captures Kay. Akellis and Aen-Sui flee by stealing a ship, but not before promising each other that they will return for Kay when they get help first.

Act II

- **Chapter 5 (A):** Akellis and Aen-Sui manage to lose their pursuers by flying close to a black hole, but their ship is so badly damaged that they must make an emergency stop at an orbital spaceport where they hire the services of pilot Astros Soler. The group decides to seek out the rebel Cassira Dalvan in Socorro for help.
- **Chapter 5 (B):** Kay is interrogated and agrees to become Maales-Tul's apprentice in exchange for remaining alive. Astros Soler, who turns out to be a spy, warns the Inquisitor that Akellis and Aen-Sui are on their way to Socorro. Maales-Tul travels to Socorro on his ship with Kay. Kay tries to escape but is attacked by bandits and forced to use the Force to defend himself. This pleases Maales-Tul.
- **Chapter 6 (A):** Akellis and Aen-Sui arrive in Socorro and travel to Madra to find Cassira, who supposedly could help them. But they fall into a trap, and Akellis once again confronts Maales-Tul. Just as he is about to win, the Inquisitor reveals himself as Maka Dereleitias and takes advantage of the situation to seriously wound Akellis. Aen-Sui and Akellis manage to escape thanks to the fortuitous arrival of Astros Soler in his ship.
- **Chapter 6 (B):** Maales-Tul and Kay prepare an ambush in Madra. When Akellis and Aen-Sui fall into the trap, Maales-Tul confronts them again and provokes Akellis, who becomes enraged and tears off his mask, revealing the Inquisitor's identity as Maka Dereleitias. Akellis and Aen-Sui manage to escape on Astros Soler's ship.
- **Chapter 7 (A):** Aen-Sui and Akellis travel to Tynaris following the Inquisitorious' trail. They manage to rescue slaves, but Kay is nowhere to be found. Back on the ship, Astros Soler informs them that he has intercepted Imperial transmissions placing Kay and Maka on the planet Karnissia.
- **Chapter 7 (B):** Darth Vader promises a radicalized Kay the title of Inquisitor if he destroys a rebel cell led by Cassira Dalvan on Karnissia. Karnissia is Kay's homeworld, but upon arrival they are ambushed by the locals, and the apprentice resorts to extreme violence, defying the wishes of Maka, who would have preferred a more diplomatic approach.
- **Chapter 8 (A):** Akellis and Aen-Sui arrive on Karnissia and discover Maka dying. Although Maka still believes in the Empire, she apologizes to Akellis and asks him to stop Kay, as he is being

consumed by the Dark Side. Akellis and Aen-Sui discover that Kay is heading to Bentorr to destroy Cassira Dalvan and her allies.

- **Chapter 8 (B):** Kay discovers that his own parents, Debra and Temo Dyn, are protecting Cassira Dalvan. He tries to convince them to betray her, and while they appear to be coming to their senses, they are actually buying time for Cassira to power up her ship and flee to a new safehouse. When Kay learns this, he flies into a rage and murders his parents. Maka goes out to confront her apprentice, and the two end up fighting a duel to the death, which Maka loses.
- **Chapter 9 (A):** Akellis and Aen-Sui manage to find Cassira's safehouse on Bentorr and her people before Kay does. They warn them of the impending Imperial attack and prepare for battle. Inside the safehouse is a warehouse where old Jedi artifacts are stored. When Kay arrives and attempts to destroy them, Akellis defeats him, but loses his life when he lets his guard down. Aen-Sui picks up her master's lightsaber and prepares to defeat Kay.
- **Chapter 9 (B):** Although it takes several hours, Kay finally manages to locate Cassira's safehouse. He and his Imperial troops begin a siege, during which he successfully assassinates Akellis, taking advantage of his weakness. He then prepares to confront Aen-Sui.

Act III

- **Chapter 10:** The player chooses whether to control Aen-Sui or Kay in the final duel. This decision determines the story's ending. If Aen-Sui wins, Cassira Dalvan will succeed in bringing her people and the Jedi artifacts to safety. If Kay wins, the Empire will destroy the safehouse and all the Jedi artifacts.

THEMES



Illustration by: Doug Chiang

I Themes

Among the themes this proposal seeks to explore is the **conflict between opposing ideals** embodied in the characters of Aen-Sui and Kay, and **how individual choices affect those who are emotionally connected**.

The Force is also a **mirror that reflects the soul of each character**, as each protagonist's connection to it evolves with each choice they make. This can be **easily seen** in the **case of the characters Akellis and Kay**:

Akellis, who **never knew how to control his fears and traumas**, loses his connection to the Force after being expelled from the Jedi Order. But he manages to recover it when he decides to **overcome his past and protect a legacy that is greater than himself**.

Kay, who, on the other hand, **was born weak and sick** and was used to living according to the wishes of others, finds in the Dark Side the strength he needs to empower himself and **take control of his own destiny**.

CHARACTERS

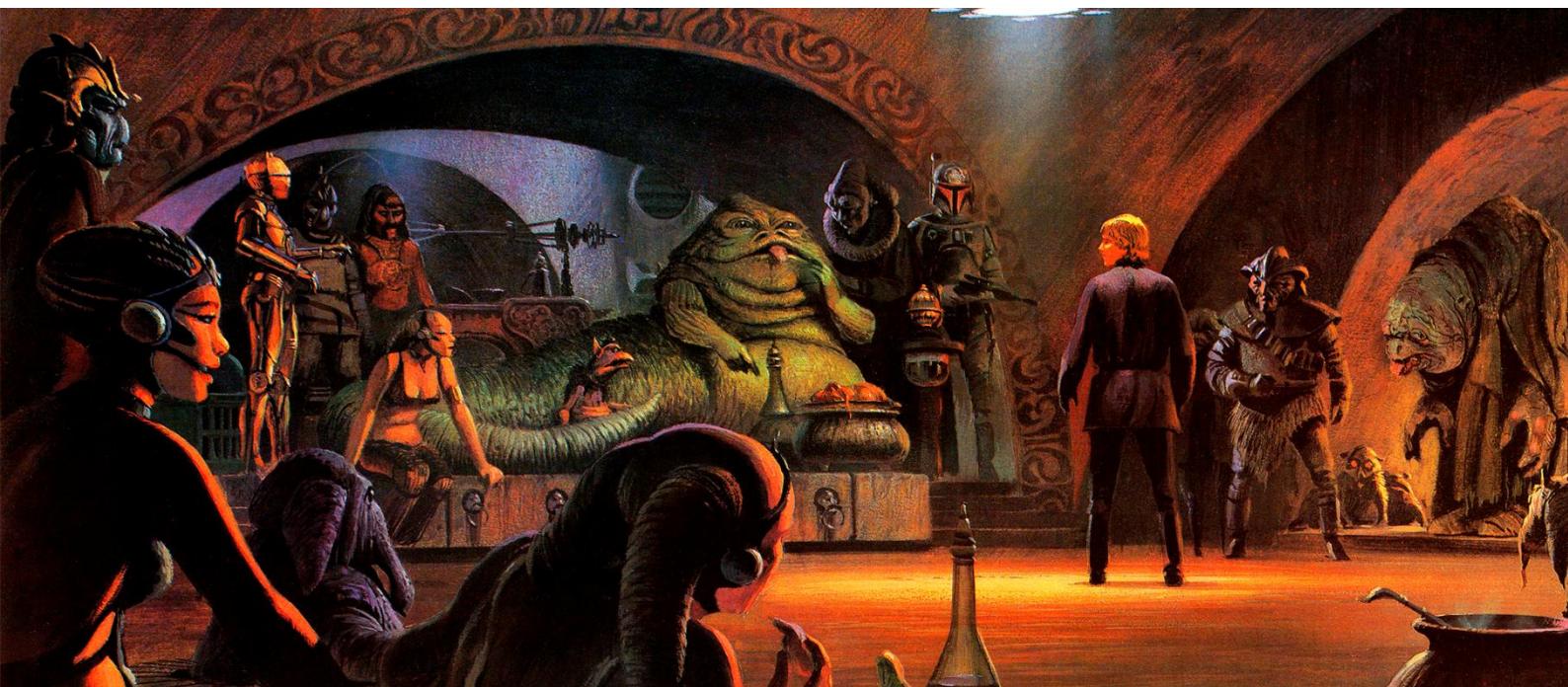


Illustration by: Ralph McQuarrie

I Characters

Akellis Takkan

(Human, 35 years old / 45 years old / 50 years old)

Akellis is a human who **feels frustrated and devoid of purpose in life**. As a child, he was recruited as a Jedi Initiate and taken to the temple on Coruscant to train and become what he believed would be his destiny. However, proving incapable of keeping his fears in check, no Master was willing to take him on as a Padawan, and he failed in his quest, **being forced to abandon his lifelong dream**.

With no memory of his family or home to return to, Akellis made his way to the planet Titalus (located in the Mid Rim of the galaxy and near the Unknown Regions) and **built a modest cantina**. Over the years, his connection to the Force weakened until it disappeared completely. Stripped of any purpose in life, Akellis harbors a certain resentment toward the Order, although deep down, he still believes in the heroic ideals with which he was raised.

Throughout the adventure, Akellis will not only **learn to finally leave the past behind**, but will also find in his protégés, Kaitan and Aen-Sui, a **second chance** that will allow him to **reconnect with the Force** and become the hero he always wanted to be.

Having only received basic training as a Jedi Initiate, Akellis's combat style is primitive and based on Form I: Shii-Cho, which emphasizes horizontal sweeps and vertical blocks similar to the techniques of the Japanese martial art of Kendo.

Makaria "Maka" Dereleitias

(Pantoran, 37 years old / 47 years old / 52 years old)

Maka is a Pantoran with a rigid, serious, and methodical personality. Since her time as a Jedi Initiate, she has always displayed **great talent with the Force**, earning the respect of her peers and masters alike. At first, she embraced the Jedi Code as an inflexible creed to guide all her actions, although during the Clone Wars, **her faith in the Order's dogma wavered**. She hated the dichotomy between the Jedi's traditional role as peacekeeper and that of military general, and for that reason, when Order 66 was executed and she was forced to choose between joining the Inquisition or dying like the rest of her companions, she considered the former the more reasonable option.

As an Inquisitor, she assumes the male persona of **Maales-Tul**, perhaps because a part of her feels ashamed of serving the Empire. Nevertheless, Maka professes to believe fervently in the Imperial cause for having been able to bring stability to the galaxy. The repression of dissidents and the regime's collateral authoritarianism are tolerable if, in return, everyone can finally experience an era of peace and prosperity. Maka disdains the radical methods of the other Inquisitors, preferring diplomacy over violence and the exercise of fear.

However, as the narrative develops, Maka begins to **question her new beliefs as she realizes that imperial peace is only apparent because it is sustained solely by fear**, and that any social order that emerges from this emotion is fragile and ephemeral. When she finally understands that the world will always be imperfect and that she has allowed a utopian ideal to control her life, she will have the **opportunity to put things right**.

Maka is an excellent duelist who bases her combat style on Form II: Makashi, which features elegant and extremely precise movements inspired by European fencing.

NOTE: “In the specific case of Makaria Dereleitias, I would like to give a nod to the Spanish culture by ensuring that when she duels, she maintains an upright posture and her armed arm extended, both characteristics of the ancient Spanish fencing school known as “Verdadera Destreza”.”

Aen-Sui "En" Veldara

(Human-alien hybrid, 6 years old / 16 years old / 21 years old)

Aen-Sui was very young when the conflict unleashed by the Clone Wars reached her planet, which was part of the Confederacy of Independent Systems. She remembers with a mixture of resentment and fear how fire rained from the sky and Republic soldiers laid waste to everything. In the conflict, she lost her family and survived by committing petty theft.

However, when she was discovered by the then-Master Makaria Dereleitias, she swallowed her pride and agreed to join her on Coruscant to train as a Jedi. Anything was better than continuing to wallow in the misery they had turned her home into.

Unfortunately, Order 66 will be executed shortly after, and she will never reach Coruscant. Throughout her adventure, she will become **Akellis Takkan's apprentice** and learn to **let go of all the resentment** she carries and overcome the traumas of her childhood. She will often be tempted by the Dark Side of the Force, but the values instilled by her master will guide her on her path.

Aen-Sui is a born **survivor**. Her cunning is the tool that has allowed her to stay alive to this day, so she doesn't hesitate to resort to deception and lies to get her way. She is also **good with machines and technology**, having tinkered with parts from droids destroyed in the war as a child.

As Akellis Takkan becomes her teacher, Aen-Sui will learn to fight using the same combat style (Form I: Shii-Cho). However, as the narrative progresses, she will begin to wield two lightsabers simultaneously following the Jar'Kai method, although incorporating techniques and movements of her own invention.

Kaytan "Kay" Dyn

(Alien, 4 years old / 14 years old / 19 years old)

Given that he was barely a year old when the Clone Wars broke out, it's safe to say that all Kay ever knew in his early childhood was the conflict and misery brought by the Republic regime. His planet, which was besieged by the Confederacy of Independent Systems, was one of the hardest hit by the armed conflict, which is why he eventually developed a deep phobia of droids.

When Master Makaria Dereleitias arrived at their home, his parents (Debra and Temo Dyn) begged her to take Kay with her so he could at least escape the war. The Jedi agreed, even though the **midi-chlorian count in the child's blood was almost below the minimum values required by the Jedi Order.**

At the beginning of the adventure, Kay is **weak and dependent** on others. He is accustomed to the fact that whenever he tries to help, his natural clumsiness causes more problems than it solves. However, upon becoming an **apprentice of Inquisitor Makaria Dereleitias, he will learn to use his frustrations as fuel to grow stronger** and access the unlimited power of the Dark Side. A power that will finally allow him to control his destiny instead of having others choose it for him.

As a future Inquisitor, Kay will become a skilled swordsman with a unique fighting style and no specific philosophy. Furthermore, he will not hesitate to resort to Trakata if necessary to ensure victory.

NOTE 1: "Trakata involves turning the lightsaber on and off during combat to confuse the opponent. It is a tactic considered dishonorable and cowardly by both Jedi and Sith."

NOTE 2: "The Confederacy of Independent Systems used dioxis gas as a weapon to subdue the population when Kay was still a baby. As a result, he has developed a chronic respiratory illness."

PLANETS & LOCATIONS



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Illustration by: Ralph McQuarrie

I Planets & locations

List of planets and locations mentioned or hinted in this proposal:

- Planet Titalus
 - Akellis' cantina
- Planet Danelia: wild forest planet.
 - Deep Forest
 - Akellis' Refuge
- Moon Nur(canon location)
 - Fortress Inquisitorius (canon location)
 - Secure sector (canon location)
 - Training room
- Orbital spaceport
- Planet Socorro (canon location)
 - Vakeyya City (canon location)
 - Madra settlement (canon location)
 - Abandoned Jedi Temple
- Planet Tynaris: snowy planet.
- Planet Karnissia
- Planet Bentorr: gas giant with toxic atmosphere and perpetual electric storms.
 - Hidden Path safehouse

