

Note to Gamemasters

The statistics presented here differ from those presented in the *Star Wars Roleplaying Game*. While these statistics provide a much more holistic interpretation of Darth Sidious's abilities, either version of Darth Sidious works perfectly well for most roleplaying purposes.

Darth Maul

Where Darth Sidious was a strategist, his fearsome apprentice Darth Maul was a blazing lightsaber aimed directly at the heart of the Jedi Order. A Zabrak born on the world of Iridonia, the child who would one day be known as Darth Maul was taken offworld and indoctrinated into the ways of the dark side, trained by Darth Sidious in not only Sith lore, but in the Jedi arts. Any display of fear on his part was punished with vicious retribution. Any hint of mercy in his character was rewarded with severe cruelty. One those rare occasions when he relaxed his guard, his master nearly killed him to remind him that a Sith can never afford a moment of rest. After years of this kind of treatment, Darth Maul was absolutely ruthless—a perfect Sith weapon. By the time he reached adolescence, Darth Maul was already a hardened, remorseless killer.

Maul's final test as a Sith apprentice occurred on an isolated Outer Rim world. Abandoned there by Darth Sidious, he was told that he had to survive on his own until Sidious returned a month later, all the while being hunted by hordes of deadly assassin droids. Maul fought as best as he could, but exhaustion and hunger finally took their toll, and one of the tireless droids finally wounded him badly enough that he felt he could not go on. At that point, Darth Sidious returned and challenged his apprentice to a lightsaber duel, telling Maul that he had secretly been training a second apprentice in case Maul failed his final test—which, by failing to kill Sidious in the duel, he just had.

Anger and hatred welled up in Maul, and he drew renewed strength from the dark side. Hurling himself at Darth Sidious, he nearly bested his master with a flurry of deadly lightsaber blows. Sidious barely deflected them all. Eventually Maul spent his fury, and Darth Sidious still stood. Maul prepared himself for death—but Sidious only laughed. By giving in to his rage and hatred to kill his own master—by *wanting* to kill his own master—Maul had in fact passed the final test. Now he was a Sith Lord—Darth Maul, Dark Lord of the Sith.

Taking Darth Maul to a secret facility on Coruscant, Sidious gave his protégé funds and materiel, along with detailed schematics with which to construct the weapons of a Sith. Maul built vehicles, droids, and weapons, including his



preferred weapon, a double-bladed lightsaber modeled on the ancient weapon of the Sith Lord Exar Kun. He began to pursue missions of terror and assassination for Darth Sidious, following some terrible plan known only to his master. He fought—and slaughtered—countless foes, including politicians, warlords, merchants, and even all but destroying the fledgling Black Sun criminal cartel. The foes he longed to face were the Jedi, the ancient enemy of the Sith. When Darth Sidious sent him to Tatooine to capture the missing queen of Naboo, Darth Maul got his first chance. Queen Amidala was guarded by two Jedi Knights—Qui-Gon Jinn and his apprentice, Obi-Wan Kenobi.

Though he failed on Tatooine, Darth Maul enjoyed partial success later, on Naboo, when the two Jedi returned with Amidala to retake Naboo from Sidious's pawns, the Trade Federation. Though he managed to slay the older Jedi, Qui-Gon Jinn, the death of his master seemed to give Obi-Wan Kenobi renewed strength, and Darth Maul perished, sliced in two by the younger Jedi's lightsaber.

Darth Maul: Male Zabrak, Soldier 1/Dark Side Marauder 3/Sith Warrior 6/Sith Lord 2; Init +4; Defense 26 (+12 class, +4 Dex); Spd 10m; VP/WP 120/16; Atk +15/+10/+5 melee (1d6+3, martial arts)