

There is Good in Him

The Jedi Redeemer

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The pull of the dark side is strong, and even some of the most well-trained Jedi have been drawn into its inky depths over the course of the Order's history. When a Jedi turns to the dark side, the Order feels the pain of such a loss and must set out to ensure that their fallen comrade does not become a threat. When these situations occur, they must be dealt with delicately and sometimes ruthlessly, and it is for these occasions that the Jedi Redeemer trains.

The earliest recorded exploits of a Jedi Redeemer date back to the days before the Great Hyperspace Wars against the Sith Empire. Ancient Jedi records show that shortly after the Sith broke away from the Order, several Jedi Knights made it their personal crusade to bring their former companions back to the light side of the Force. Some were successful, and some died trying to convince their one-time allies that the dark side would destroy them, and from these roots grew the tradition of the Jedi Redeemers.

Much like many of the other more focused styles of training, the path of a Jedi Redeemer was only handed down directly from Master to Padawan. During the times of heavy conflict, such as the outbreak of wars with the Sith, the number of Redeemers grew as each Master trained several willing Padawan learners. Other times, the number of Redeemers dwindled down to just a few pairs of teachers and students, for when the presence of the dark side was weak, there was less of a need for Jedi to bring others back from the path of evil. During the Great Hyperspace War, the number of Redeemers actively working across the galaxy reached almost a hundred, then slowly waned following the end of the conflict. When the Sith rose again 2,000 years before the rise of the Empire, the few Masters who had kept the path of the Redeemer found themselves overwhelmed with requests from Padawans with hopes of helping restore ex-Jedi to the light. After the Battle of Ruusan, where

many of the most talented Redeemers were killed, the Redeemers again began to shrink in size. By the time of the Clone Wars and the fall of the Galactic Republic, only a handful of Redeemers remained, and those were almost assuredly destroyed alongside their fellow Jedi when Darth Vader betrayed the Order.

The Training of a Redeemer

Jedi Masters who follow the path of the Redeemer often are rather picky about the students they train. Despite this fact, the Redeemers are as varied and different as any like-minded organization can get. When selecting a Padawan, Jedi Redeemers sometimes go with the most serious-minded apprentices who have never shown any signs of being affected by the dark side. Others are chosen for their passion, and sometimes the best students are those drawn from the ranks of Jedi who have been brought back from the dark side by another Redeemer. Some are bright and ambitious, while others are dour and brooding. It is each master's individual tastes which determines which students will be taken and which rejected, and each one has different preferences.

Once an apprentice is selected, the Redeemers are first taught the various ways in which the dark side manifests itself. They pore over ancient historical texts which give accounts of brushes with the dark side; some of the most valuable tales are those which are autobiographical accounts of the ways in which the dark side affected a person. This extensive study of the history of the dark side and its manifestation is the first step towards gaining the innate sense most Redeemers have for the dark side. In truth, all Force-sensitive beings have the ability to sense the draw of the dark side, but the Redeemers focus and refine this sense until it becomes as natural to them as any of their other physical senses. By recognizing the ways in which the dark side affects the ebb and flow of the Force, the Redeemers use



their knowledge of history and their training to detect and identify the presence and power of evil forces. While in the early stages of their training this ability to sense the dark side is still rudimentary, later it becomes second nature to the Jedi and allows them to anticipate the actions of one infused with the dark side.

After the master decides the apprentice has sufficiently mastered the early ability to detect the presence of the dark side, she is then taught the application of such a skill in practical encounters. The dark side is a deadly opponent, and as such all Redeemers hone their combat skills to a level suitable for someone constantly placed in grave danger. This combat training often employs tactics specially tailored for use against those think with a dark side mentality. During the times when the Sith cult was a formidable opponent, lightsaber technique and dueling was a major focus of a Redeemer's combat training; when in the field, most of the Sith warriors they faced

employed lightsabers as their primary weapon, and as a result duels between Jedi and Sith were not uncommon. Even in later times, lightsaber combat skills are a strong focus of Redeemer training, and such emphasis has saved the life of many Jedi sent against a fallen member of the Order. Jedi Redeemers learn to anticipate their opponents' next moves based on their knowledge of the dark side, and then apply these tactics when making an attack.

Following their basic training, Redeemers often gain their most valuable lessons in the field. The fine art of diplomacy is an indispensable skill for the Jedi, and doubly so for Redeemers who must use every ounce of their communication and negotiating skills in order to draw being back from the grip of the dark side. Practical experience is a far more effective teacher than the master's lessons alone, and as such the Redeemers begin going with their instructors on assignments from an early point in their training. Though the path of

the Redeemer is a dangerous one, and many apprentices find themselves overwhelmed at first, their masters rarely coddle them, preferring that they experience the darkness they are trying to combat early, and become hardened against its effects.

Roles of the Jedi Redeemer

The mission of the Jedi Redeemer is a simple one: to fight the forces of evil, and save as many beings as possible from the clutches of the dark side. Despite such a straightforward creed, the cases and assignments taken on the by Jedi Redeemer are as wide and varied as those taken on by the other Knights of the Jedi Order. Of course, Redeemers are still Jedi Knights, and still answer to the Jedi Council. When not on a mission that specifically requires their talents and abilities as Redeemers, they often find themselves participating in other assignments with non-Redeemer Jedi.

The primary function of the Redeemer, that which was the reason for their founding in the first place, is the redemption of those who had fallen to the dark side. During wars in which many of their own number were lost to the side of evil, it became necessary to focus on returning those beings to the light. Traditionally, this is the first goal when encountering a being absorbed by the dark side: determine whether or not the being can be brought back to the light. If so, the Redeemer makes every effort to help that being atone for past acts of evil and renounce the dark side as their master. This is a dangerous task, however; many times the evildoer's intentions to return to the light are merely a facade to get closer to the Redeemer in order to harm her, something all Redeemers must be wary of. It is a dangerous and difficult task, as most darksiders do not want to leave the power they have desperately latched onto, however the reward when successfully redeeming a being is immeasurable.

While rarely is a being ever seen as irredeemable, there are certain cases in which a Jedi knows that the subject has sunk too far into the dark path to ever be brought back. It is in these situations where the Redeemer must take on the role of an eliminator, preventing that darksider from becoming a threat to the general population

around him. The Jedi Council has long had a policy of not tolerating the continued existence and taint of evil beings in the galaxy, and it is the Redeemers who are often called upon to the Council's dirty work. Whenever a Dark Jedi terrorizes a local village, the Redeemer must step in and protect them. Whenever the Sith organized a strike against a Republic outpost, it was the Redeemer's job to hunt down and eliminate the leaders of the operation. In these and many other cases, the Jedi Redeemer must throw herself in the path of evil, to become the first line of defense against the dark side and the harbinger of death for those who embrace evil.

In addition, one of the most often overlooked functions of the Redeemer is the destruction of physical objects tainted by the dark side. Everything from dark side amulets to Sith temples retain a resonance of evil, and it is the job of the Redeemer to draw the evil energy out of those objects and destroy them. Since these objects help encourage the growth and sustained power of the dark side, the Jedi Redeemer must remove their influence from the galaxy lest they taint otherwise innocent beings. While larger objects and locations of dark side power, like the Sith Temple on Dromuund Kaas or the cave on Dagobah, require whole teams of Redeemers to completely destroy (and are, thus, more rarely dealt with), talismans, weapons, and even objects as large as sarcophagi all fall within the jurisdiction of the Jedi Redeemer.

Aleria Sur-Pelin

One of the most famous Jedi Redeemers in the history of their tradition was a woman named Aleria Sur-Pelin. Aleria underwent training during the height of the wars with the Sith, and from the beginning was involved in many battles against dark side opponents. In a surprising turn of events, Aleria's master betrayed the Jedi Order and turned to the dark side under the influence of a powerful Sith warrior following a particularly harrowing battle. Saddened to see her master succumb to the very forces they were trying to defeat, Aleria set about learning as much as she could about the circumstances of her master's fall and made it her goal to redeem him. After a lengthy campaign against the Sith, she was soon

brought face to face with her former master, now powerful in the ways of the dark side. After a fierce duel and a lengthy battle of wills, Aleria somehow managed to redeem him and bring back a weakened but thankful Jedi Master.

Following her success in redeeming her former instructor, Aleria went on to become one of the most influential Jedi Knights in the Order. In addition to continuing her own studies, she codified a training regiment, which she used when instructing Padawans over the course of the next few decades. She trained over a dozen other future Jedi Redeemers, increasing the size of their tradition drastically and permanently solidifying their place in history. Though never a member of the Jedi Council (for she preferred to work in the field), her expertise was called upon frequently by the leaders of the Order when a situation was encountered involving the powerful influence of the dark side. She was one of the chief generals in the violent conflict against the Sith, and was present at many of the most famous battles, including the Battle of Ruusan where she died along with many of her fellow Jedi.

Aleria Sur-Pelin: Female Human, Jedi Consular 7/Jedi Redeemer 10; Init +1 (+1 Dex); Def 22 (+1 Dex, +11 Class) or 23 (when using Deflect: Defense); Spd 10m; VP/WP 96/10; Atk +15/+10/+5 melee (1d3, punch), +16/+11/+6 melee* (6d8, crit 19-20, lightsaber), +16/+11/+6 ranged (by weapon); SQ Assisted Atonement, Dark Side Sense, Deflect (Attack -4, Defense +1, extend defense and attack), Attack Bonus vs. Darksiders +3, Initiative Bonus vs. Darksiders +6, Jedi Knight; SV Fort +12, Ref +10, Will +16; SZ M; FP: 7; Rep: 8; Str 10, Dex 12, Con 10, Int 14, Wis 15, Cha 15.

Equipment: Comlink, personal datapad, lightsaber*, medpack x2, field kit.

* Aleria Sur-Pelin has constructed her own lightsaber.

Skills: Bluff +10, Computer Use +5, Craft (Lightsaber) +7, Diplomacy +21, Gather Information +13, Intimidate +11, Knowledge (Dark Side Lore) +13, Knowledge (Jedi Lore) +15, Listen +6, Read/Write Basic, Read/Write Huttese, Read/Write Ryl, Read/Write Sith, Sense Motive +10, Speak

Basic, Speak Huttese, Speak Ithorese, Speak Kel Dor, Speak Ryl, Spot +7

Force Skills: Affect Mind +9, Battlemind +9, Empathy +8, Enhance Ability +5, Enhance Senses +8, Farseeing +8, Force Defense +7, Force Strike +2, Force Stealth +4, Friendship +12, Heal Another +6, Heal Self +4, Move Object +9, See Force +11, Telepathy +9

Feats: Exotic Weapon Proficiency (lightsaber), Expertise, Force-Sensitive, Heroic Surge, Iron Will, Persuasive, Trustworthy, Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Burst of Speed, Control, Destroy Artifact, Dissipate Energy, Force Mind, Knight Mind, Sense

The Jedi Redeemer Holocron

While the techniques and history of the Jedi Redeemers is primarily an oral tradition, passed down from master to apprentice, one of Aleria Sur-Pelin's most significant contributions to the Jedi was a holocron intended to help with the instruction of future apprentices. Knowing that the tradition waxed and waned with the strength of the dark side, she feared her teachings could be lost and enlisted the aid of fellow Redeemers in compiling as much knowledge as they could for posterity. With the destruction of the Jedi at the hands of Emperor Palpatine and Darth Vader, this holocron is the only knowledge of the Jedi Redeemers left in the galaxy.

The holocron itself is a palm-sized cube with triangular-cut edges and a second, smaller cube encased within the outer shell, crystalline in composition and light gold-tinted, with rays of purple and blue shot through its interior. Aleria Sur-Pelin herself acts as the primary gatekeeper of the holocron, and provides most of the basic instruction with a somber and no-nonsense method of teaching. A Kel Dor Jedi Master named Eri Faar is the teacher involved in the instruction of the lightsaber, and his personality is patient and methodical, seeming almost fatherly at times. A Kiffar Jedi Master named Milan Spartis appears to be the keeper of some heavily-guarded dark side lore which is only revealed to the owner of the holocron after the gatekeepers are confident the student is ready. Her knowledge is mostly used to prepare the Redeemer student for any dark side weapons that could potentially be used against her.

The holocron can act as a master for purposes of instruction for a student up through 6th level in the Jedi Redeemer prestige class. Additionally, the holocron acts as though it has the following skill ranks: Knowledge (Jedi Lore) +14, Knowledge (Dark Side Lore) +12, and Sense Motive +13.

The Jedi Redeemer Prestige Class

Requirements

Base Attack Bonus: +5

Feats: Alter, Control, Exotic Weapon Proficiency (lightsaber), Force-sensitive, Sense

Skill Ranks: Knowledge (Dark Side Lore) 8+, Battlemind 6+, See Force 6+

Special: Jedi Level 6+; the Jedi Redeemer may have no more than one Dark Side Point.

Class Skills

The Jedi Redeemer's class skills (and the key ability for each skill) are Battlemind (Con), Bluff (Cha), Computer Use (Int), Craft (Int), Diplomacy (Cha), Empathy (Wis), Enhance Ability (Con), Enhance Senses (Wis), Farseeing (Wis), Force Defense (Con), Force Push (Dex), Force Stealth (Con), Friendship (Cha), Gather Information (Cha), Heal Another (Wis), Heal Self (Con), Intimidate (Cha), Knowledge (Int), Move Object (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (None), Search (Wis), See Force (Wis), Sense Motive (Wis), Speak Language (None), Spot (Wis), Telepathy (Wis), and Treat Injury (Wis).

Skill Points at Each Additional Level:
6+ Int Modifier

Class Features

Vitality: 1d8 per level

Weapon Proficiency: The Jedi Redeemer has the feats Weapon Group Proficiency (simple weapons) and Weapon Group Proficiency (blaster pistols).

Dark Side Sense: The Jedi Redeemer comes to recognize the impressions that something rich in the dark side leaves on the Force. When using any Force Skill with the Sense feat as a prerequisite, the Jedi Redeemer gains circumstance bonus to the skill check equal to one-half times the number of Dark Side Points the target has earned, rounded down. For example, when a Jedi Redeemer uses See Force against a character with 10 Dark Side Points, she gains a +5 bonus to her skill check.

Attack Bonus vs. Darksiders: Jedi Redeemers train extensively in the art of combat, for often dealing with the minions of the dark side requires martial prowess as well as diplomacy. Against beings that have

been touched by the taint of the dark side, the Redeemers understand the weaknesses and vulnerabilities of their opponents. At 2nd level, the Jedi Redeemer gains a +1 bonus to attack against such targets, and this bonus increases to +2 at level 6, and again to +3 at level 9. This bonus applies against characters that have earned "Tainted" status, or those who have been twisted by the dark side, as in the case of Sith mutants or dark side creatures.

Initiative Bonus vs. Darksiders: When a Jedi Redeemer studies the ways of the dark side for long enough, she begins to understand the thought processes of those who have sunk into the grasp of evil. As a result, she gains a bonus to her Initiative rolls when in combat against characters who have earned "Tainted" status, or those who



have been twisted by the dark side. At 3rd level, she gains a +2 bonus to Initiative in those cases, and the bonus increases to +4 at 7th level, and +6 at 10th level. This bonus applies only when the Jedi is in single combat with a Darksider.

Increase Lightsaber Damage: As a Jedi Redeemer gains levels, the amount of damage he can deal with his lightsaber increases.

Each time the Jedi gains increase lightsaber damage, the weapon's damage increases by 1d8. So, at 6th level his lightsaber deals 3d8, plus any increased lightsaber damage from other Jedi classes.

Resist Dark Side: A Jedi who spends much of her career studying the ways of evil learns to purge her body of negative energies before they can do significant damage. Because of this, at 4th level Jedi Redeemers gain a +3 bonus to all Fortitude saves against dark side energies and Force powers.

Bonus Feat: Over the course of her training, the Jedi Redeemer begins to develop new abilities which allow her to more easily deal with the more tangible energies that the dark side creates. At 5th level, the Jedi Redeemer gains a bonus feat to be chosen from either Dissipate Energy, or Destroy Artifact. The Jedi Redeemer must meet the prerequisites for the feat to select it.

Assisted Atonement: When encountering characters that have succumbed to the dark side, the Jedi Redeemer's first responsibility is to try and draw them back to the light side. As such, she learns to use her knowledge of the dark side and the ways in which it grips its minions to help free a being from its deadly grasp. At 8th level, the Jedi Redeemer gains the ability to make a Diplomacy check (DC

20) in order to aid a character in atoning for dark side Points. If the roll is successful and the atoning character succeeds in eliminating a Dark Side Point, a second DSP is also eliminated thanks to the Redeemer's assistance.

Destroy Artifact [Force Feat]
 You can destroy an artifact imbued with the power of the dark side and dissipate its negative energies.
Prerequisites: Force-Sensitive, Control, Dissipate Energy, Force Level 9+.
Benefit: A being strong with the power of the Force and free of the taint of the dark side can use this feat to rid the galaxy of physical manifestations of evil. The character may use the Dissipate Energy feat as though absorbing 10 points of damage to destroy any dark side artifact or any item tainted by the touch of evil; the time taken to fully destroy such an artifact is one hour per cubic meter in size. If the character successfully destroys the artifact, it loses all power and the dark side energies released during its destruction do not harm the character. The successful use of this feat results in the character gaining one Force Point.

Level	BAB	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Rep Score
1	+1	+2	+1	+2	Weapon Proficiencies, Dark Side Sense	+1	+0
2	+2	+3	+2	+3	Attack Bonus vs. Darksiders +1	+2	+1
3	+3	+3	+2	+3	Initiative Bonus vs. Darksiders +2, Increase Lightsaber Damage	+2	+0
4	+4	+4	+2	+4	Resist Dark Side	+2	+0
5	+5	+4	+3	+4	Bonus Feat	+3	+1
6	+6	+5	+3	+5	Attack Bonus vs. Darksiders +2, Increase Lightsaber Damage	+3	+0
7	+7	+5	+4	+5	Initiative Bonus vs. Darksiders +4	+4	+0
8	+8	+6	+4	+6	Assisted Atonement	+4	+1
9	+9	+6	+4	+6	Attack Bonus vs. Darksiders +3	+4	+0
10	+10	+7	+5	+7	Initiative Bonus vs. Darksiders +6, Increase Lightsaber Damage	+5	+0