Tap to Join the Twitter Discussion
The Jedi Path is one of the most amazing discoveries made since the opening of the new Jedi Academy. It was found among the artifacts recently acquired from a Squib salvage scow near the ruins of Byss. While the Holocrons we've recovered contain more specific detail, this heavily worn manual is a tangible echo of a time long lost.

Our historians estimate the text was set down a decade or more after the end of the New Sith Wars in 1000 BBY. Its authors, Jedi Masters of the age, used the changed political structure and newfound peace as an impetus to codify the role of the Jedi Order, and to establish traditions that endured for centuries.

This particular copy of the book appears to date from around 115 BBY, and was passed from Master to Padawan in succession—some of whom I knew and some of whom exist as legends only. It is therefore of considerable historical (and personal) significance. The thoughts and observations of each owner are recorded in their handwritten comments scrawled on the pages—which makes for interesting reading. To the best of our historians’ knowledge, the following diagram is when each annotator possessed the volume.

I continued the practice of annotating the book's text, for I sensed it should remain a living document. Through its teachings, I have gained a greater understanding of what it means to be a Jedi and am honored to preserve its wisdom for generations to come.

Luke Skywalker
OK7↓ 1
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TRANSLATE AUREBESK TEXT BY TAPPING THE JEDI EMBLEM -LUKE
For forty years, the Jedi Code has been my focus, as it will become yours. It is the philosophy upon which stands the Jedi Order. It is a pledge of protection to the citizens and inhabitants of the Republic. It is an encapsulation of our relationship with the Force. As a Jedi, you must be faithful to the spirit of the Code. Every day you must ask yourself: Do I understand it?

In its classical form, as transcribed by Homonix Rectonia during the Early Manderon Period, the Code consists of five core precepts:

1. There is no emotion, there is peace. This principle guides all meditations and interactions with all others. It reaffirms the Jedi ideal to act without recklessness, and to view the actions of others through the pure lens of the Unifying Force.

2. There is no ignorance, there is knowledge. Those who don’t understand this basic precept are quick to fear—and fear is the path to the dark side. The Archives represent the greatest collection of knowledge in the galaxy.

Meditation brings peace, harmony, and serenity—three of the five precepts of the Jedi Code.
There is no passion, there is serenity. A subtle extrapolation of the first precept, this reminder to act dispassionately in every deliberation extends to personal obsessions and is a reminder not to elevate the self above the mission.

There is no chaos, there is harmony. Those who cannot see the threads uniting all life view existence as random and without purpose. The Jedi perceive the structure and will of the many galaxies.

There is no death, there is the Force. All things die, but the Force lives on. As beings who exist as shades of the Force, the end of our existence in this form is not to be overly mourned. We are part of an energy larger than ourselves, and we play roles in a cosmic fabric that outstrip our incarnate understanding.

The Upper Manderon and Draggulch transcriptions add more—and controversial—tenets, but the Jedi need only to remember the core teachings to live their lives as gifted, yet humble, defenders of justice.
The Force is timeless, but we Jedi have not always been present to interpret its teachings. Centuries before the founding of the Republic, our predecessors first heard the Force’s call on the Deep Core world of Tython. The seers of Tython knew the energy field as the Ashla, but understood it in much the same way we do today—as a source of wisdom, a regenerative pool from which to draw strength, and a way to move objects without touching them. Yet those seers who used their abilities in the service of hatred and greed fell into darkness. The Force Wars of Tython are the earliest recorded conflicts between the light and the dark, battles that would be mirrored over the centuries as the Jedi and Sith crossed blades.

The Force Wars were fought with swords, their metal blades Force-enhanced for strength and sharpness. For even at this stage, the Jedi forebears had discovered it is difficult to wield a weapon that does not act as if it is an extension of one’s own body. With technology from off-

1.3 Qui-Ko is one of the few seers of Tython whose writings on the nature of Ashla have survived to the present.
worlders, the earliest lightsabers came into existence—and became the symbols of the Order.

From Tython, the first Jedi Knights spread into the galaxy as proactive defenders of the light, settling on Ossus near Hutt Space. When the Galactic Republic announced its peaceful formation in the Core Worlds, the Jedi Knights vowed to defend its ideals of exploration, knowledge, and justice.

1.4 *The Force Wars of Tython*, fought with Force-forged swords, were the first clashes between the light and the dark side.

1.5 *The Eye of Ashlanæ* was the center of Jedi culture on Ossus for over 12,000 years.
Ossus remained the center of the Order, but, during the Great Sith War, the explosion of the Cron supernova scoured the surface of that proud planet. Those few treasures that could be saved found a new home in Coruscant’s Jedi Temple. On many occasions, war darkened our doors, including the infamous sacking of Coruscant by the Sith, which left the Temple a smoking battleground. Our resilience saw us through. The Order has at last defeated the Sith, following a war that lasted a thousand years. We now look to guide the Republic into its Golden Age.

1.6 **More than 2,600 years ago, the Treaty of Coruscant led to a Sith betrayal and a weakened Jedi Order.**
STRUCTURE OF THE JEDI ORDER

Like armies and governments, the Jedi Order follows a hierarchy to aid in the flow of command. Though we are all equals in the Force, the more senior members offer an expertise that deserves respect by those who have not yet achieved such a station.

**Jedi Ranks**

**Jedi Initiate** The youngest members of the Jedi Order. They achieve their rank when they are old enough for individual instruction, which for humanoids can be as young as age two. Training occurs in the Jedi Temple under the guidance of the staff and using the resources in the Archives.

**Jedi Padawan** Initiates who, at the age of adolescence—twelve to fourteen standard years or so—are chosen by a Knight or Master for an apprenticeship. Their training largely occurs offworld.

**Jedi Knight** Padawans who have passed the Trials and are no longer bound to a Master. They are free to travel the galaxy in the service of the Order, and to take on their own apprentices.

**Jedi Master** Those who have trained a Padawan to Knighthood or have demonstrated the deepest understanding of the Force and the Jedi Order and joined the ranks of the Jedi Council. Grand Master is an honorific bestowed on only a few members.

If I skipped Initiate, can I skip Padawan too? I’m already ready for the Trials.

— Anakin

Typical Jedi inefficiencies!
The Jedi are more than 10,000 strong. Governance of the Order falls to the four Councils, one for each spire crowning our Temple’s corners. The Council of First Knowledge guards our Archives and generously distributes its insights to our youngest Initiates. The Council of Reconciliation engages in peaceful diplomacy to end conflicts. The Council of Reassignment oversees the Jedi Service Corps, managing the careers of those who do not pass their Trials to become Padawans or Knights.

The High Council is the final authority on all matters of the Order. It is made up of our bravest champions and wisest minds. Under the guidance of the High Council, the traditions of the Jedi Order will endure for thousands of generations.

1.7 The High Council tower does not set itself higher than the towers of First Knowledge, Reconciliation, or Reassignment. All four lie in the shadow of the Tranquility Spire.
These pages were already corrupted when the book came into my possession. I don't know who tried to suppress the prophecy, but it was most likely the Emperor.

—LUKE
OK7↓ E
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TRANSLATE AUREBESH
TEXT BY TAPPING THE
JEDI EMBLEM
-LUKE
JOINING A CLAN
BY GRAND MASTER FAE COVEN

This volume is an instructional guide to your life in the Jedi Temple and the service that awaits you when you leave. Heed the wisdom in these pages, but most importantly, pay attention to your teachers! Force instruction is held during morning sessions; history and politics at midday; and physical training in the afternoon. In addition, students must engage in five mandatory meditation sessions each day.

2.1 Younglings find support among their clan during their studies at the Temple.
You are the future of the Order, so do not take offense when we point out your age. Take pride in your rank, for you are Jedi Initiates.

You do not face your challenges alone. All Jedi Initiates are assigned a family that will surround you from the moment the sunstone wakes you to the moment you drift to sleep on your mat. For most of you, your clan was selected before you reached the age of three or reached your species' equivalent in maturity. The Jedi fosterers who watched over you in infancy foresaw where you would belong.

These and the Temple’s other clans are the roots of the tree that sustains us as an Order. Those of you brought to the Temple later in your childhood were assigned to a clan upon your arrival. You must never feel an outsider, and any reassignment requests to alternate clans should be taken only after the most serious meditation. These are your colleagues in the Force, closer than any brother or sister.

Until you are chosen as a Padawan Learner, you will sleep, eat, train, and grow with your clan. Jedi Initiates, never forget the bonds you make here. If you are of the Bear Clan, you are brave. No enemy is too fearsome for you to defeat.

If you are of the Dragon Clan, you are tenacious. Nothing can make you back away if you do not will it.

If you are of the Katarn Clan, you are stealthy. You draw the Force around yourself as a cloak, taking footsteps in silence.

If you are of the Bergruufta Clan, you are loyal. Your heart will lead you forward when the way is dark.

If you are of the Squall Clan, you are swift. Your tread keeps you many steps ahead of your foes.

If you are of the Heliost Clan, you hold great insight. Learn well the lessons of the Temple’s lore keepers and no secret will remain locked to you.
ATTIRE AND COMPORTMENT
BY MORRIT CH’GALLY, JEDI RECRUITER

Younglings who have grown up within the Temple hardly need guidance on what to wear. You’ve been wearing a uniform since you could stand.

The dress of a Jedi Initiate is essentially that of a Jedi Padawan, Knight, or Master. Tan or gray tunic, boots, belt—everything but the robe. The attire is not exactly the same as that worn by your elders, but it will identify you as a Jedi. When you finally step outside these walls to walk the galaxy, the same clothes you consider ordinary will be a symbol. People will approach you looking for wisdom. Others will beg you to fight their enemies. And others will attack you.

Your uniform defines you. Wear it well and wear it with pride. When you sleep, fold it and place it at the foot of your mat. When you sweat through it after lightsaber training, wash it. When your boots are scuffed, polish them. Don’t ask the droid to do it; polish them yourself. A dirty or wrinkled uniform will get you a reprimand from your instructors, but if that’s your only reason for taking care of one of your sole possessions, you don’t appreciate what you have here in the Temple.

ALL RANKS OF JEDI WEAR SPECIAL ATTIRE THAT MARKS THEM AS MEMBERS OF THE ORDER.
For those of you who are crystalline, or gas-based—or have a body structure that discourages standard clothing—you wear a sash, at the very least. Take care of it.

I’m a recruiter. I’ve brought hundreds of Force-sensitives to the Temple. Some of these younglings had already begun their first lives and were accustomed to soft fabrics, riotous colors, and endless choices—all the indulgences of the outsiders who value self over service. For these younglings, it can be hard to make the transition.

Always remember that being a Jedi also means looking the part. Your attire is an outward sign of your commitment, and a constant reminder of your lifelong calling.

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2.3 Youngling quarters should be kept organized and tidy.

2.4 For those Jedi that do not require typical attire, a sash may be worn.
**The Three Pillars of the Jedi**

The Three Pillars of the Jedi—Force, Knowledge, and Self-Discipline—encompass all we do as Jedi and reinforce the precepts of the Jedi Code. Because the Force is in all things, it is rightfully set as the first pillar.

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2.5 The statuary on the front steps of the Jedi Temple is illustrative of the Three Pillars, a fact not known to outsiders.
The First Pillar: The Force
By Sabla-Mandibu, Jedi Seer

If you young students know anything, you know this: The Force is an energy field created by all living things. Even the pallie vendor on the megablock corner can recite that. It’s a droid’s definition!

2.6 The Living Force allows Jedi to connect with the plants and animals that inhabit the world around them.
We Jedi are blessed with the gift of swimming in the Force in our every moment—breathing it, tasting it, riding its currents to our unique destinies. For the Jedi, the universe is never cold and directionless. The Force gives us purpose, and compels us to share our gifts with others.

Master Bowspritz will teach you of the midi-chlorians in our cells that channel the Force's energy. I urge you not to think too much on this necessary biological symbiosis, but to instead cast your focus wider. After all, we do not drink the bowl but the soup contained within it.

The Force is bigger than all of us, but expresses itself in two aspects. The Living Force is raw and close at hand. It is the life energy tingling around you when you pass among plants and animals in a walk through a jungle. When beings die, you sense it through the Living Force. When many die at once, the loss of their energy may shock you, even knock you out. All of your tangible Force abilities—such as running, jumping, heightened senses, moving objects, or soothing the emotions of others—are techniques by which we become agents of the Living Force.

The Unifying Force is the stars and galaxies, the rippling surface of space and time. It is this voice that whispers of your destiny, and make no mistake—the Force does have a will. To commune with the Unifying Force is to temporarily leave your body behind, allowing you to walk in the past or see the future. Some of the ancients believe it is possible to even transcend death.

To be certain, Master Mandiblu is. Clouded the Unifying Force can be and many mysteries does it hold.

The Unifying Force binds the stars and planets in space and time. Through this Force, a Jedi can sense the past and future.
The locations of Jedi sites and galactic points of interest are marked in relation to Coruscant. Jedi scouts are always expanding the borders of the Republic.

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The locations of Jedi sites and galactic points of interest are marked in relation to Coruscant. Jedi scouts are always expanding the borders of the Republic.

- Rim borders
- Trade Routes
Be thankful you can sense the Living Force, young Initiates. Outside the Jedi Temple you will discover an infinite variety of life-forms that contribute to the universal energy field. All of them are worthy of a Jedi’s protection. Xenobiology is a fascinating specialization!

Animals are what most call living creatures not outwardly capable of speech or mathematics. As a Jedi, you will sense that this distinction isn’t so simple. Most beasts do speak, if only among their own kind, and communicating in their tongue is a talent you can master. What follows is a sampling of the types of creatures you might encounter, but more information is always available in the Archives.

Creatures can be found to exist in nearly any environment—if there’s one thing I’m certain of, it’s that the Force always finds a way. Amid the towering ice crystals of Mygeeto, you’ll find *pertorqus candus*—Mygeetan whiteworms—coiled in caves where their skin absorbs geothermal heat from the planet’s core and converts it to food energy.

The jungle world of Troiken hosts the indictidile, a spiked insect that curls into a ball and impales its prey by rolling wildly through the undergrowth.
When you reach the end of your years as Jedi Initiates, you will no longer be younglings, and can no longer remain in the Temple. Without growth, there is death. All of you must pass from Initiate into a new level of service.

To reach this new level, you must complete the Initiate Trials. You should be well prepared for them at this stage.

• You must demonstrate your knowledge and understanding of the Jedi Code.

• You must also demonstrate self-discipline through meditation and lightsaber combat.

• You must prove that the Force flows through you and that you are not a rock stubbornly blocking its current.

All these things are to be expected of one who has completed the training of a Jedi Initiate, but not all of you will pass through to the same place.

Some of you will graduate from Initiate to Padawan. This will see you apprenticed to a Jedi Knight or Master, and is a necessary step in becoming a Knight or Master yourself. But competency at the Initiate Trials is not enough to earn a Padawan apprenticeship. You must forge a bond with a Knight or Master, and some of you

2.30 A JEDI INITIATE MUST DISPLAY SELF-DISCIPLINE THROUGH LIGHTSABER COMBAT.

Demonstrate an understanding of all three. You are not a youngling, or ready to be a Padawan if they are not.
will discover that the Force does not wish you to follow such a path. Meditate on it now, so you will be prepared should such a moment come to pass.

You have all pledged to serve the Republic, and the members of the Jedi Service Corps are no less Jedi than those who roam the stars to defend the weak. If you are not taken on as an apprenticed Padawan, a position in the Agricultural Corps or the Educational Corps will allow you to continue to follow the principles you have sworn to uphold and serve the Republic as you have vowed.

Some of you may not follow either path. Regretfully, the Council may decide the path of the Jedi is not for you. If you arrive at this decision yourself, then it is the Force speaking to you, and you are not meant to follow the Jedi Path. Should this be your destiny, remember your training as you build a new life, and seek out opportunities to be of benefit to yourself and others.

Wrong—the Service Corps are some of our greatest members.
—Kenobi

Tend to agree with the original sentiment. Power should be concentrated in a few.
—Yoda

So many Force users still loose in the Empire—all the failed initiates who possess just enough knowledge to be dangerous.

2.31 Paths of a Jedi Initiate: 1. Initiates may become Padawans; 2. Initiates can enter into the Jedi Service Corps; 3. Initiates should be prepared for the possibility of leaving the Order entirely.
The Exploration Corps

The final branch of the Jedi Service Corps is the most far-flung. The Exploration Corps considers the whole galaxy its territory, and its members are rarely found in the Jedi Temple (save for the ranking Masters, who report to the Reassignment Council). Instead, small ExplorCorps outposts can be found in practically every Republic Ordinance or Regional Depots (ORD), some of them dating back 10,000 years.

These refueling and resupply outposts are used for staging expeditions into nearby space. The mission of the ExplorCorps is to uncover new planets, artifacts, species, creatures, and hyperroutes, and to assist any innocents they may find in the course of their adventures.

At each ORD base, the ExplorCorps team operates a few long-range scout ships, each light on armament but heavy on sensors and consumables. Members of the ExplorCorps are responsible for making first contact with any species that might join the Republic. It is a huge honor to represent the face of the galactic coalition.

A good idea: I’ve flown far too many long-range missions in a single-seater X-Wing.

-Luke
Not every species is friendly at first, so the ExplorCorps sees the most combat of any of the Jedi Service Corps. It also has the highest proportion of Knights and Masters serving in its ranks. Some Masters specialize in the art of Force navigation, a technique that uses outward-directed meditation to smooth the tangles of hyperspace and penetrate territories believed to be off-limits. The ExplorCorps is slowly chipping away at the expanse of the Unknown Regions, one system at a time.

In addition to managing the ORD bases, the ExplorCorps operates a number of praxeum ships. Initiates who move on to a career in the ExplorCorps will sooner or later find themselves aboard one of these mobile training academies, where they can continue their education while helping out with long-term space missions.

The ExplorCorps is affiliated with both the Republic Survey Corps and the Intergalactic Zoological Society. The Academy of Jedi Archaeology is also affiliated with the ExplorCorps, whose members uncover relics and inscriptions that are then turned over to the Educational Corps for translation.

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*By projecting Force meditation, an ExplorCorps member can maneuver a ship through dense hyperspace.*
Form II duels are a respected tradition among those Masters who have earned the honorific of blademaster. Every year during Mid-Year Fete, blademasters exhibit their skills for their fellow Jedi in the exterior courtyard of the Jedi Temple. Marked by an opening salute and a blade flourish, duels are run until all challengers have been disarmed or have conceded.

The use of Form II experienced a resurgence during the last war, when Jedi Knights found themselves facing armies of saber-wielding Sith. Makashi’s fluid attacks and feints provided a critical edge during these duels to the death. Fewer Padawans have elected to study Form II in the years following the defeat of the Sith at Ruusan, because the odds of encountering a lightsaber-wielding enemy are now close to zero. However, I consider Form II the most disciplined of all forms, and I still encourage its study.

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The Mark of Contact sun djem brings an end to a duel by dislodging an opponent’s weapon.

In a lightsaber duel, the participants raise their blades in a salute, then flourish them before the fighting commences.
Form III Lightsaber Combat: Soresu

The third form, Soresu, also known as the Resilience Form, or the Way of the Mynock, is the ultimate expression of defense—and its masters are said to be impervious to all forms of attack.

Those who wish to study Form III are advised to practice their meditation, for Soresu is the most inward directed of all forms. You are to be the calm eye of the storm as your enemies rage about you.

Form III is the ideal lightsaber style for intercepting blaster fire and is common among ExplorCorps members and other Jedi who spend time on the Rim. A lone Jedi can withstand an ambush of twenty blaster-wielding thugs by dropping into Moving Meditation. By using this enlightened state, a Jedi can perceive the positions of each enemy and the moves necessary to intercept every bolt. Because this technique—the Circle of Shelter—is a precognitive state, prolonged use of it may open a Jedi’s mind to long-term visions.

Therefore, when a Jedi is faced with a single blaster-carrying brute, a deflecting slash is advised. This technique catches a single bolt and swats it aside, giving the Jedi an opportunity to advance before the attacker can get off a second shot. Bolts can be turned back on the same vector from which they came, but this precision move is more commonly used under Form V.
When using Form III to fight another saber-wielding enemy, a Jedi should pull all moves close to the body and seldom make sweeps or lunges. This creates a strong defensive cocoon that makes it difficult for an enemy to land more than a glancing blow. But it means that a Form III master is unable to mount a counterattack. Yet the minimalist defense preserves the Jedi’s energy reserves while simultaneously tiring an opponent, and an exhausted enemy will eventually slip up, allowing a Form III master to score a victory.

Form IV Lightsaber Combat: Ataru

Ataru is the fourth form taught at the Temple. It is also known as the Aggression Form, or the Way of the Hawk-Bat. Fittingly, its kinetic moves require its practitioner to stay almost constantly on the offense. I discourage its study among Padawans, whose youthful energy too often translates into sloppy executions of the Form IV cadences.

To an outsider, Form IV appears to be a blur of lunges and leaps. Its acrobatic style is best practiced by Jedi who possess talents for enhancing their speed and stamina through the Force. Even so, Form IV is exhausting and is best employed in short but devastating bursts. Thus, if you cannot find a way to penetrate your opponent’s defenses after repeated efforts, it is best to withdraw from a fight you are not likely to win.
The moves of Ataru are numerous, and the style is more disciplined than its wild rush would indicate. Many moves are related to the Falling Leaf technique, which came into favor during the most recent war against the Sith. These include the Hawk-Bat Swoop—a surprise strike and quick withdrawal before the enemy has a chance to react. The Saber Swarm aims multiple short stabs at enemies to force them into a defensive posture.

To accomplish any of these moves, a Form IV practitioner must have mastered the footwork of su ma. Unlike other, more rooted forms, Ataru requires Jedi to use all axes of motion within three-dimensional space—jung su ma, a rapid spin; ton su ma, a somersault; and en su ma, a cartwheel. A skilled Jedi uses all three moves in conjunction with the Force to leap higher and jab faster than opponents can react, as well as to keep tired muscles energized until the end of battle.

Form IV is best used against a single opponent. Against multiple foes, a Jedi will need to adopt at least the pretense of defense, at which point a shift to Form VI is advisable unless you are a true Ataru master.
FIELD EQUIPMENT AND MISSION RESPONSIBILITY
BY MORRIT CH’GALLY, JEDI RECRUITER

As a Padawan, one of the hardest things to get used to is the amount of travel you’ll need to tackle. Coruscant isn’t your home anymore. You can find yourself on any planet in the galaxy, dealing with snow, sand, methane, or magma. The only advice I can give you is to be prepared.

Better to carry a full belt than risk being ill-prepared.
—Kenobi

3.43 A STANDARD FIELD UTILITY BELT HOLDS: 1. COMLINK; 2. GRAPPLING HOOK; 3. AQUATA BREATHER; 4. IMAGECASTER; 5. BEACON TRANSCEIVER.
Before you and your Master leave on any missions, you’ll probably need to visit the quartermaster. In the quartermaster’s office you can receive a supply of mission-specific gear to outfit you for whatever task has been assigned to you by the Council.

The most important thing to do on a mission is to follow the lead of your Master. You are a Padawan and you are still learning, but that doesn’t mean you should not be ready. It’s important to know your surroundings and your equipment. You should learn the strengths and weaknesses of your standard field equipment package.

The **A88 Aquata Breather** is rated for up to two hours of oxygen intake, but is easily calibrated for mixtures of different gases if you belong to a species with specific respiratory needs. These breathers are most commonly used for underwater travel, but they can easily save your life in toxic or thin atmospheres.

The **Jedi beacon transceiver** should be kept with you at all times. It is a hyperwave device keyed to the Temple on a proprietary, signal-locked frequency. That means you can instantly communicate with the Temple from a range of up to 48,000 light-years, or with another Jedi’s transceiver as long as the signal is bounced through the Temple first. In an emergency, this device will allow you to receive news from the Order.

The **compressed-air grappling hook** comes equipped with a liquid reservoir. When the hook is fired, the liquid hardens, turning into a high-tensile cable with a maximum length of 21 meters and a tested breaking point of 550 kilograms.

*Hardly! It broke when we evacuated the Princess of Quanducial down the palace wall!*
The **comlink** is a Kultech KP-009. This is a durable model with a factory-guaranteed range of 100 kilometers to permit surface-to-orbit communications, and can also emit a shroud of white noise to block eavesdroppers. Use this to stay in touch with your Master if you are separated.

Other items, including nutrient capsules, a glow rod, and lightsaber repair tools, are standard issue equipment in any field kit. These items can be found in your utility belt.

**Using the Temple’s Analysis Chamber**

I’ve at times worked as a Jedi investigator and have gained experience among regular people, which led me to confront a disagreeable truth—the Force is limited in its applications. A talented Jedi can detect the emotional residue from an object and even perceive flashes of past events, but sometimes the Force fails you. In those instances you should feel no shame in turning over your investigation to one of our JN-66 analysis droids.

The Temple’s Analysis Chamber is on level Alek-5 in the First Knowledge Quarter. This facility is equipped for full spectral and molecular analysis of artifacts and data recordings. Don’t let an overreliance on Jedi training prevent you from using this resource once in a while.

The chamber has several Cybot Galactica JN-66 units along with a handful of SP-4 models to tackle the more...
menial duties. The facility is, by necessity, entirely sterile. The laboratory is scoured of all microorganisms that might taint the proceedings and in many cases is kept at full vacuum. Anything you wish to drop off for scanning by the droids should be left in the receiving slot, along with a summary of what you hope to uncover, an overview of the object, and an explanation of how it came into your possession.

From experience, I recommend that you simply state the desired outcome of the analysis, not the specific scans needed to determine that outcome. The equipment in this facility can create a holo-image of a single atomic bond, so very little can escape its attention. Any given sample may be subject to—at least—thermal, microoptic, electromagnetic, chemical, sonic, and radiation testing.

The chamber’s computers are linked to both the Jedi Archives and the Galactic City Police central database, so any criminal evidence is likely to find a match as soon as the analysis has run its course. It’s up to us Jedi to gather the data, but the droids are programmed to take it from there.
Once you leave the Temple on a mission, the variety and complexity of life outside Coruscant becomes inescapable. For reasons both biological and cultural, many species play specialized roles in interstellar relations. What follows is a partial list of those influential cultural players, but it’s a good idea to dive in and interact with them firsthand.

**Duros** are among the galaxy’s oldest space travelers. Originating on the Core World of Duro, they are in fact rarely found there. Instead they dominate the ranks of for-hire pilots and the staffs of busy space stations. In my experience a Duros always has a story to tell, but it helps if you buy a round of Gizer ales first.

The **Biths** of Clak’dor VII are mathematicians. They’re also outstanding musicians, which to them is really just another way of saying the same thing. Biths perceive musical tones as easily as other species see colors, so don’t miss a chance to take in a live performance.
Herglics have been in the business of interstellar trade for over 27,000 years. The Jedi Temple is one of many Coruscant entities that employs Herglics for the import and export of contracts.

Humans dominate much of the politics here on Coruscant, but Corellians are a unique and memorable human breed. Brave, cocky, and charismatic, they consider themselves better pilots than any Duros could ever hope to be. Yes, this sounds like Han.

Wedge too. -Luke

Hire a Sullustan when you need a navigator or a guide. Because the species evolved inside the volcanic warrens of Sullust, it is nearly impossible for a Sullustan to get lost.

Hutts, of course, rule Hutt Space—the galaxy’s largest political power other than the Republic now that the war with the Sith is over. Hutts are brilliant strategists who often think five moves ahead, so don’t underestimate them.

Bothans are in charge of Bothan Space, a small enclave centered on Bothawui in the Mid Rim. Because the territory is politically neutral, it is a haven for spies from a thousand different factions.

Squibs are among the galaxy’s greatest scavengers. Though they have a reputation as thieves, Squibs are shrewd judges of value and can fix machines that appear hopelessly damaged. Squibs have got me out of more than a few jams, though the experiences did some damage to my credit line with the Temple.

They are thieves! Why, Master Qui-Gon thinks it’s okay to let them pocket my focusing crystal! I can’t imagine.

They’re battlefield scavengers too—good source of data on SEP movements.

-Asoka
**Aliens Resistant to Force Abilities**

My specialty is alien biology, and as a Jedi I recognize that the fundamental unifier of all life is the Force. It is fascinating how the Force inspires such a variety of change and adaptation, even allowing species to develop barriers that redirect the Force’s natural flow. Because such evolutions can be found among recognized sentient beings, you should be able to identify these species on sight if you wish to use your Jedi abilities to their fullest.

**Hutt** You and your Master will probably run across a Hutt’s thugs long before you meet an actual Hutt, but don’t use mind tricks if you’re brought before their boss! Hutts are notoriously difficult to influence or read through the Force. Their elusiveness has been a struggle for the Jedi since our forebears left Tython.

**Toydarians** These fascinating beings have lighter-than-air gases in their bellies that enable flight in standard or less-than-standard gravities. But remember that Toydarians are resistant to mind tricks, illusions, and telepathic suggestions. They are well aware of this fact and boast that they can easily outsmart a Jedi. Do not haggle with a Toydarian vendor!
Dashade  This species nearly vanished after the supernova destruction of their homeworld, but a few survivors remain, including Snar Excerpt, who works with Master Vaunk as her sparring partner. Dashade are resistant to all direct applications of the Force, including telekinetic shoves and pulls, and they cannot be sensed by a Jedi even when standing at arm’s length. It is a tragedy that the Sith recruited so many Dashade as assassins during the last war and reduced their numbers even further.

Yinchorri  These reptilians are immune to mental manipulation and cannot have their internal balance disrupted by advanced Force techniques. Their warriors also wear cortosis armor, so don’t pick a fight.

B’rknaa  Like most rock-based creatures, this species from the moon Indobok can be particularly inscrutable since their microscopic structures are so different from midichlorian-infused organic cells. All B’rknaa share a communal mind and are resistant to every direct Force application.

**Shi’ido and Polydroxol** Both species are shapeshifters. Don’t underestimate them. Due to their fluid structures, getting a fix on a shapeshifter in the Force can feel like grabbing a fleek eel. The Shi’ido and the liquid-metal Polydroxol are among the most enigmatic species I have ever encountered in my research.

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*They’re still making trouble. And they killed Master Gützt.*

- *Kenobi*

*They’ve joined some pirate crews too – we can take them!*  

- *Ahsoka*
FORCE-WIELDING ANIMALS

Why shouldn’t animals use the Force? That was my thought when I first heard of the phenomenon as an Initiate, before I started down the path that ultimately gave me the honorific of beastmaster. Since that time I’ve seen plenty of evidence that the Force can be an evolutionary advantage, just like spines or antlers.

Central to any such discussions are the vornskrs and ysalamiri of a classified world. Their abilities caused the Council to quarantine the entire system. Vornskrs are quadrupedal predators that can sense the Force and can use that sense to home in on their prey. So because Jedi are strong in the Force, they appear as the biggest and tastiest meal a vornskr has ever encountered. Beware the enemy that utilizes this ability to hunt Jedi.
Though vornskrs are organic “Jedi detectors,” their Force abilities are negligible compared to those of the ysalamiri—arboreal lizards that create bubbles or voids in the Force that hide their energy from predators like vornskrs. Enough ysalamiri clustered together can generate a void large enough to disable an army of Jedi from using the Force.

Equally dangerous are the taozin, annelids the size of hovertrains found on the moon of Va’art. The nodules on a taozin carapace interfere with a Jedi’s Sense abilities, making the taozin appear invisible in the Force. This also applies to those who carry taozin nodules.

Also among dangerous predators that use the Force are nighthunters, which have more in common with taozin than vornskrs. They can manipulate the Force to create a cloak of shadows around themselves. Because nighthunters are sometimes used as guard beasts, it would be beneficial for you to learn to recognize their silhouettes.
Other Force-sensitive animals are more benign. **Beck-tori** are aquatic parasites from Nam Priax, but they can be found on many temperate ocean worlds. These creatures use the Force to enhance their senses to locate prey. They have also been known to use the Force to help heal their injuries.

**Akk dogs** are commonly seen as Jedi pets or companions. I first encountered these animals on Ord Canfre's Explor-Corps outpost, but didn't think there was anything unusual about the bond they shared with their trainers. I soon discovered, however, that akk dogs will form a Force bond with any handler—Jedi or not—through an empathic link heightened by a degree of rudimentary telepathy.

**Jakobeasts** are my favorite example of a Force adaptation. These arctic herd animals can use their horns to generate a telekinetic push. A herd of them can create a wave strong enough to flatten forests.

These animals are but a few of the known creatures with the ability to use the Force. As you travel outside the Temple, keep your mind and your eyes open and never underestimate your fellow creatures in the Force.
The Exploration Corps is the branch of the Jedi Service Corps I most respect because it never stops pushing boundaries. The ExplorCorps seeks my advice whenever possible, and one practice I continue to champion is the use of praxeum ships.

These interstellar vessels are operated and crewed by members of the ExplorCorps, but they play host to Initiates, Padawans, Knights, and even honored Jedi Masters such as myself. They range in size from converted cargo freighters up to custom-built Corellian Colonizers that are more than three hundred meters long.

These Corellian ships are the pride of the ExplorCorps. There are three in service—the Beneficia, the Luminosity, and the Silikan Stillness. At one point the Order operated as many as thirteen, but most didn’t survive the recent war with the Sith. These three vessels regularly patrol the Core, the Rim, and fringes of Wild Space.

If you’re called aboard a praxeum ship, consider yourself lucky! As a Padawan I would have given anything to share my knowledge with the Jedi working in galactic trouble spots. Most of your time aboard these vessels will be spent training, including lightsaber sparring and studying languages and cultures. The ships can accommodate more than a thousand Jedi each, and have facilities including meditation chambers, libraries, gymnasiums, starfield holomaps, and medical wings.

At any moment a Jedi praxeum ship can be called upon to assist after a planetary disaster or to intervene in a civil war. Consequently the ships carry laser and ion cannons (installed during the war) and have hangars for lightweight starfighters.

STUDYING ABOARD PRAXEUM SHIPS

BY CRIX SUNBURRIS, JEDI ACE
3.66 **Corellian Colonizer Ship**