

# Duel of the Fates

Indicates game information

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*THE MOST DRAMATIC AND EXCITING scene of The Phantom Menace is undoubtedly the lightsaber duel between the Jedi, Qui-Gon Jinn and Obi-Wan Kenobi, and the Sith Lord, Darth Maul. What follows is a break down of the final portion of that battle—the combat between Kenobi and Maul*

*after Qui-Gon has fallen—into a round-by-round description of how it might have gone, had it been played using the Star Wars Roleplaying Game rules.*

♦ The final battle begins with both Jedi having lost a significant number of vitality points through combat and use of Force powers. Neither is at full strength.

Remember that normal hits in combat (that is, hits that apply damage to the target's vitality points) don't actually physically strike the opponent in most cases. In the example of lightsaber combat, such strikes are deflected away or dodged at the last moment, each time making the target a bit more tired.

rules that both sides have stayed alert and battle-ready and thus keeps the initiative as previously rolled.)

Obi-Wan moves and attacks with his lightsaber, but misses.

Darth Maul takes a 2-meter adjustment backward and activates his Battlemind skill. This costs 8 vitality points and grants him a +6 Force bonus to his attacks for the next 5 rounds.

**Round 2:** Continuing his assault, Obi-Wan slashes twice more at Maul. Then, having taken the measure of his opponent, Maul resumes his offensive, subjecting the young Jedi to a blistering barrage of strikes.

♦ Obi-Wan takes the full attack action. Both attacks miss.

Darth Maul takes the full attack action, though he chooses to fight defensively. This grants him a +3 dodge bonus to his Defense while applying a -4 penalty to his attacks. The first attack hits and inflicts 12 points of damage, but since Obi-Wan still has vitality points, this attack doesn't actually hit him, but costs him vitality as he barely manages to block it.

**Round 3:** Obi-Wan attacks the Sith Lord again, but his twin blows are blocked easily by his agile foe. Maul retaliates with another flurry of attacks that Kenobi only barely avoids.

♦ Obi-Wan takes the full attack action. Both attacks miss.

Darth Maul takes the full attack action. One attack hits and inflicts 13 points of damage. Again, this attack doesn't actually physically connect, but costs Obi-Wan vitality as he barely manages to block it.



Trapped between energy barriers, Obi-Wan watches Qui-Gon fall to Darth Maul. ▶

**Round 1:** As the energy barriers of the power station open, Darth Maul waits to see Obi-Wan's reaction to his Master's death. In a rage, Obi-Wan charges at Maul, bringing his lightsaber down in a powerful two-handed strike that Maul deflects while backing away.

♦ Darth Maul, having the higher initiative score as determined at the beginning of the battle, holds his action. (The Gamemaster could have ruled that the delay in the battle caused by the closing energy barriers forced a new initiative roll, but he instead