

Star Wars Psychology II

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10 reasons not to be captured and imprisoned by Coruscant Security.

1) It's boring as hell...

2) Other PCs suddenly start to suspect that your previous 'office job' for the Empire may not have been as innocent as you made it out to be.

3) The first thing your interrogators do is ask you to betray the other PCs. Even if you say 'go to hell' the other characters immediately assume that you have co-operated and in fact provided the baddies with stuff they didn't already know about,

4) They take all the really good gear you have acquired in the preceding 10 sessions. When you break out of your cell and hit the storeroom funnily enough the only thing you can find is a dodgy R2 unit with a plot device wedged into it.

5) Despite daft odds and not trusting you (see 3 above) the PCs will come up with a crazy rescue plan. If this fails then you will get the blame for all the casualties. If they succeed they will then spend the next 10 sessions pointing out how you would still be locked up if it wasn't for their selfless heroism.

6) Despite the galaxy being really, really big with hundreds of backwater planets you can guarantee that it will be your picture hanging on the wall next to the only imperial officer on the planet who isn't drunk, asleep or too busy polishing his helmet!

7) After you refuse to co-operate for the umpteenth time they send one of those medical floaty things in to see you. I hate needles...

8) Any escape is bound to involve garbage compactors. Yuk!

9) Did I mention it's boring! They don't even give you a baseball and glove to pass the time...

10) At some point they are going to put a renegade Jedi into the cell next to you. Now if they had any sense they would keep quiet and be a model prisoner but no, they have to invoke The Force (or is it wind, never been sure) to try and get out. Then before you can say 'Order 66' you have AT-ATs & Star-Destroyers blowing the place to pieces. Do you think they care which prisoner is the Jedi? No, they just nuke it from orbit to 'cos it's the only way to be sure! If there is anything that really ruins your day it's getting nuked from orbit...

I think I'll go back to something safe like Shoggoth-fishing!!!