

GAME WRITER & NARRATIVE DESIGNER

CHRIS D'ALESSANDRO

SPEC PORTFOLIO

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HELLO THERE.

I'm Chris. I'm a writer and narrative designer currently living in Toronto, Canada. I'm a graduate of Vancouver Film School's Writing for Film, TV & Games program. I've won a few awards for screenwriting. I've been working as a creative writer for 13 years and I've working been in games for the last 5 years. If you're reading this, I'm interested in joining your studio.

Included in this portfolio are spec samples — writing selections for two fictitious games based on popular properties. Why these properties? Well, I'm a fan. And a nerd. And I could totally see them as games.

- I imagined ***Army of Darkness*** as an action RPG with a “Soulslike” combat design and emphasis on resource management and exploration — in the spirit of the new *God of War* or *Jedi: Fallen Order*.
- I think the world, the tone and the character of Ash are fantastic jumping off points for an interactive story experience. The property screams power fantasy, challenge and above all else, fun.
- * “*What’s Army of Darkness?*” The third film in Sam Raimi’s ‘*Evil Dead*’ trilogy. Ash Williams, the OG survival-horror protagonist, is transported back to the dark ages to fight undead monsters and demons. Ash is caught between two warring nations who blame each other for the rise of the “deadites”. His goal? Find the Book of The Dead and get back to his own time. No, I’m not sure why they didn’t just call the movie “Medieval Dead”.
- For ***The Mandalorian***, I see it as an open-world action title with branching narrative elements, in the spirit of *Red Dead Redemption* (the western parallels being obvious). Combat is a skill-based shooting and melee gallery, while player expression manifests through narrative choices and aesthetic adornment.
- I already had a spec script written for an episode of *The Mandalorian* which featured a beloved *Star Wars* video game character as the guest-of-the-week. I’m really proud of that script as a showcase of my writing chops. But I thought it could also be a fun exercise to assume that the existing script was a vertical slice or perhaps just the first act of a larger game, and use it as my prompt to showcase my ability to write for games.
- * “*What’s The Mandalorian?*” A popular Disney+ show based in the *Star Wars* universe. Instead of focusing on the familiar Jedi Knights, the series focuses on the titular Mandalorian, Din Djarin; a gunslinging, armour-clad warrior who never removes his helmet. Upon saving “Grogu”, an infant being hunted by the remnants of the evil Empire, Din makes it his mission to return the foundling to his people, the Jedi.

TABLE OF CONTENTS

ARMY *of* DARKNESS

– Mission 1 Concept	5
• Mission Brief	5
• Player Goals	5
• Location Description	5
– Item Descriptions	6

THE MANDALORIAN

– Mission 1 Scripting	9
– Mission 2 Scripting	17
– Character Bio	24
– Holo Log (Audio Log)	25

ARMY *of* DARKNESS

Based on
"Army of Darkness" and "Evil Dead" by Sam Raimi

MISSION 1: THE PIT

MISSION BRIEF (JOURNAL ENTRY)

Great. Just great. As if it wasn't bad enough to be lost in time, down a right hand and captured by a bunch of tin foil-wrapped primitives, now I'm at the bottom of some ancient torture pit full of deadites. Their fancy pants leader with the weird hair cut, Arthur assumed I was with that other guy, "Henry The Red". Apparently their two tribes are at war ... and I think I just picked a side.

First thing's first, I've got to find a way out of here. After that, I'm going to have a little chat with Arthur. Then, I'm going home. There's got to be some way out of here. Maybe this pit leads back into that big ugly castle and the exit ...

Not that I'll last five minutes down here without the chainsaw and Boomstick ...

PLAYER GOAL

The Player is Ash Williams, a man perpetually tortured by The Book of The Dead, now sent back to the year 1300 A.D. Stuck at the bottom of a medieval torture pit and surrounded by demon-possessed "deadites" the immediate goal is simple, "Escape The Pit". However, The Player will also notice Ash's iconic chainsaw and shotgun are missing. "Find your chainsaw" and "Find The Boomstick" will appear as objectives and offer tutorial sections to inform The Player on their use. Making their way out of central hub of The Pit and through the castle's catacombs, The Player will need to manage scarce resources and either avoid or kill the roaming deadites.

LOCATION DESCRIPTION

Arthur and his men have been using "The Pit" as part execution device for Henry's men and part prison for their current deadite infestation. The location's central hub is like a giant well, except with spiked walls. It's a 50-foot drop from the surface with an opening at the top which pours in sunlight. Villagers and Arthur's knights cheer for Ash's demise from the surface. The bottom is filled with water which comes up to The Player's waist. And it's infested with deadites. This central hub is connected to the catacombs of the castle. Twisting underground halls lit by torchlight, housing various torture chambers and jail cells. However, it looks as though there's been something of jailbreak. Deadites freely roam the halls. The corpses of knights and castle servants present The Player with implications of their horrific demise. From one knight's corpse, Ash will have to pry the Boomstick for their cold, dead hands of. As The Player searches for a way out, they'll need to continue to return to the main hub, unlocking various sections of the catacombs, until they can finally unlock a switch which activates an elevator in the central hub to take them back to the surface.

ITEM DESCRIPTIONS

#	ASSET	DESCRIPTION	ITEM NAME	LORE BLURB
		Shotgun	The Boomstick	S-Mart's top of the line. And the second most beautiful thing to come out of Michigan, right after yours truly.
		Chainsaw	Chainsaw Gauntlet	I have the power! The power to slice through deadites like hot butter, that is.
		Necronomicon	The Book of The Dead	Necronimicon Ex Mortis. Bound in human flesh. Inked in blood. It was never meant for the world of the living... kinda like baby carrots or bluegrass music.
		Gas Canister	Delta Juice	Fuel for the chainsaw. Gotta use it sparingly. Not sure how much of this stuff made it through from my time...
		Shotgun shells	Boom Shells	If your deadite problem persists, take two of these and call me in the morning.
		Quest Item 1	Laughing Deer Head	Who's laughing now?
		Quest Item 2	Ash's Possessed Hand	It got into my hand and it went bad. So I lopped it off at the wrist ...
		Magic Compass	The Wayfinder	According to the old man, this will take me where I need to go. Last time I heard that line from a beard that long, I had a trip even worse than this one.
		Magic Necklace	Shelia's Necklace	A gift from Sugar Baby. I don't really believe in much of anything anymore. But I suppose if the dead can come back to life, what's the harm in wearing a necklace for good luck?

ITEM DESCRIPTIONS CONT.

#	ASSET	DESCRIPTION	ITEM NAME	LORE BLURB
		Health Potion	Health Potion	I do not want to know what this green goop is made out of. Down the hatch, Ash. Try not to think about all the chunky bits...
		Armor Helmet	Iron Helmet	The blacksmith tells me a helmet might help protect against head injuries. No shit, Sherlock. Where were you back at the cabin?
		Magic Helmet	Deadite Helmet	A finely crafted helm, fit for only the bravest and most cunning warriors. It's going to look great on me once I clean all the brains out of it...
		Iron Glove	Robot Gauntlet	Groovy.
		Steel Glove	Arthur's Gauntlet	Hail to the King, baby.
		Steel Sword 1	Knight's Sword	This thing is sharp. Like, Cindy Crawford sitting on the hood of a Camaro sharp. Or Cindy Crawford on a beach sharp. Or Cindy Crawford... what was I saying? I got distracted.
		Obsidian Sword	Deadite Sword	This ancient sword is said to be carved from the bones of a Sumerian demon and according to The Book, imbues the holder with "unnatural powers." Meh. What's the worst that could happen?
		Bow 1	Simple Bow	These filthy primitives have used bows to defend the castle from the deadites pretty good so far. Might be worth giving it shot. See what I did there?
		Bow 2	Deadite Bow	You know, I was actually the archery champion at my high school. Well, silver medal champion. Okay, I tried archery one time and I was pretty good. Fine. I never tried it before. Happy?

THE

MANDALORIAN

Based on
"The Mandalorian" by Jon Favreau
"Star Wars" by George Lucas

MISSION 1: CLUB UFORA

- Upon launching a new game, The Player is treated to a classic Star Wars opening crawl, placing our story firmly within the timeline of *The Mandalorian* TV show.

CHAPTER 13.5

THE SHADOWS

After seeking counsel with ex-Jedi ASHOKA TANO, DIN DJARIN, THE MANDALORIAN, searches for an ancient temple at TYHON in order to return the foundling, GROGU, back to his people — THE JEDI.

The Jedi temple is elusive. However, Din Djarin learns that the infamous gangster — SILLIS THE HUTT is in possession of a relic that may offer clues to the location of the temple.

Din Djarin travels to the smuggler's moon of NAR SHADDAA in his RAZOR CREST to barter with Sillis for the sacred JEDI HOLOCRON...

- The opening crawl fades away, as we pan down to begin our first scene...

FADE IN:

EXT. NAR SHADDAA - NIGHT - ESTABLISHING

Under a night sky filled with brilliant stars and the glow of the planet of Nal Hutta, is the grim, grimy and sprawling city skyline of Nar Shadda. Sky cars fly past impossibly large skyscrapers that are adorned with bright neon lights and holographic advertisements.

Various alien species shuffle through the streets. Thick, gaseous smoke. Littered with trash. This place is disgusting.

A small, rodent-like creature, a ROACH-RAT, pokes its curious whiskered snout out of a storm drain. It scurries into the street, between the legs of various city dwellers, narrowly missing being stepped on.

EXT. CLUB UFORA - NIGHT - CONTINUOUS

The roach-rat scurries down a grimy, wet and dark side street. DANCE MUSIC THUMPS somewhere nearby.

The roach-rat hesitates for just a moment-- WHAM!

The rodent is SKEWERED IN PLACE ONTO THE END OF A PIKE.

A GAMORREAN GUARD -- one of the familiar and grotesque pig-men creatures-- raises his pike, and the skewered roach-rat, to his snot-- and drool-- covered face.

Attempting to take a bite of his catch...

SQUEAL! A SECOND GAMORREAN GUARD attempts to wrestle the dead roach-rat away.

The original Gamorrean swings his giant fist at the second, KNOCKING HIM OFF HIS FEET.

His prize secured, the original Gamorrean guard once again attempts to take a bite of the roach-rat...

CLINK. CLINK. CLINK.

Someone wearing HEAVY METAL ARMOR approaches. The Gamorrean lowers his meal and holds out a hand, attempting to stop the intruder in their tracks.

INT. CLUB UFORA - NIGHT

The club is bathed in pulsing neon lights. POUNDING MUSIC drowns out thought and speech. A large circular dance floor features a bar in the middle and is surrounded on all sides by booths where patrons sit and drink.

Filling the dance floor, the bar and the booths are glamorously dressed HUMANS and various alien species-- TALZ, ACRONA, QUARREN, GRAN, DEVARONIAN, RODIANS.

On floating stages above the dance floor, TWI'LEK dancers entertain the patrons.

Lording above all the guests on an elevated throne-like stage is SILLIS THE HUTT, a member of the same slug-like species as JABBA THE HUTT. Sillis is lean for his species and covered in scars-- notably, he's missing one of his giant eyes, indicating he may have survived one or several assassination attempts in the past.

By Sillis' side is the Trandoshan bounty hunter, BOSSK, who sports two TREMOR SWORDS on his back. His bright yellow lizard eyes keep a keen survey of the crowd.

A BLASTER SHOT goes off by the entrance. Although it's difficult to hear over the music, it catches the attention of Sillis and Bossk.

A crowd of bar patrons blocks Sillis' view of the entrance. However, Sillis watches as two Gamorrean guards rush to the entrance to see about the commotion.

WOOSH! The Gamorreans go FLYING BACK OVER THE CROWD.

WHAM! They land in the middle of the dance floor, SHOCKING THE PATRONS.

The crowd opens up, revealing DIN DJARIN, THE MANDALORIAN. The lights of the dance club bounce off his shining armor.

Bossk HOWLS A REPTILIAN BATTLE CRY. He unsheathes his tremor swords. The curved blades look as if they could cut through flesh and bone like butter as they STEADILY VIBRATE in Bossk's scaly, clawed hands.

Sillis holds up a hand, stopping Bossk in his tracks.

SILLIS
(in Huttese)

Wait.

Sillis signals for more guards-- humans, Gamorrean, Quarren and Gran wielding swords, axes and pikes rush Din.

The crowd circles the combatants on the dance floor, turning the scene into a fighting ring.



COMBAT

This is the way. Defeat Sillis' guards.

- When The Player has defeated three waves of guards, we trigger the first boss fight.

Sillis addresses Bossk.

SILLIS
(in Huttese)

Now.

Bossk leaps off the stage, landing in the middle of the ring. The crowd backs away from Bossk, with everyone's gaze transfixed on his two terrifying, buzzing swords.

Bossk HISSES, bares his fangs, and twirls his blades in a display of his deadly skill.

The Mandalorian doesn't flinch.

Bossk CHARGES DIN with his blade drawn.



BOSS FIGHT: BOSSK

Beware the trandoshan's vibroblades. Use your whipcord to turn the tables in your favour.

- When The Player has defeated Boss, he falls to his knees. The Player triggers an interaction with the character.

Din walks to his fallen enemy and picks up his sword. Towering over Bossk, he brings both blades to the Trandoshan's neck.

Bossk looks down. He refuses to meet Din's gaze.

Sillis LICKS HIS LIPS with his grotesque, blistered tongue as he watches intently.

DIN DJARIN
Do you yield?

The crowd waits for Bossk to make his decision.

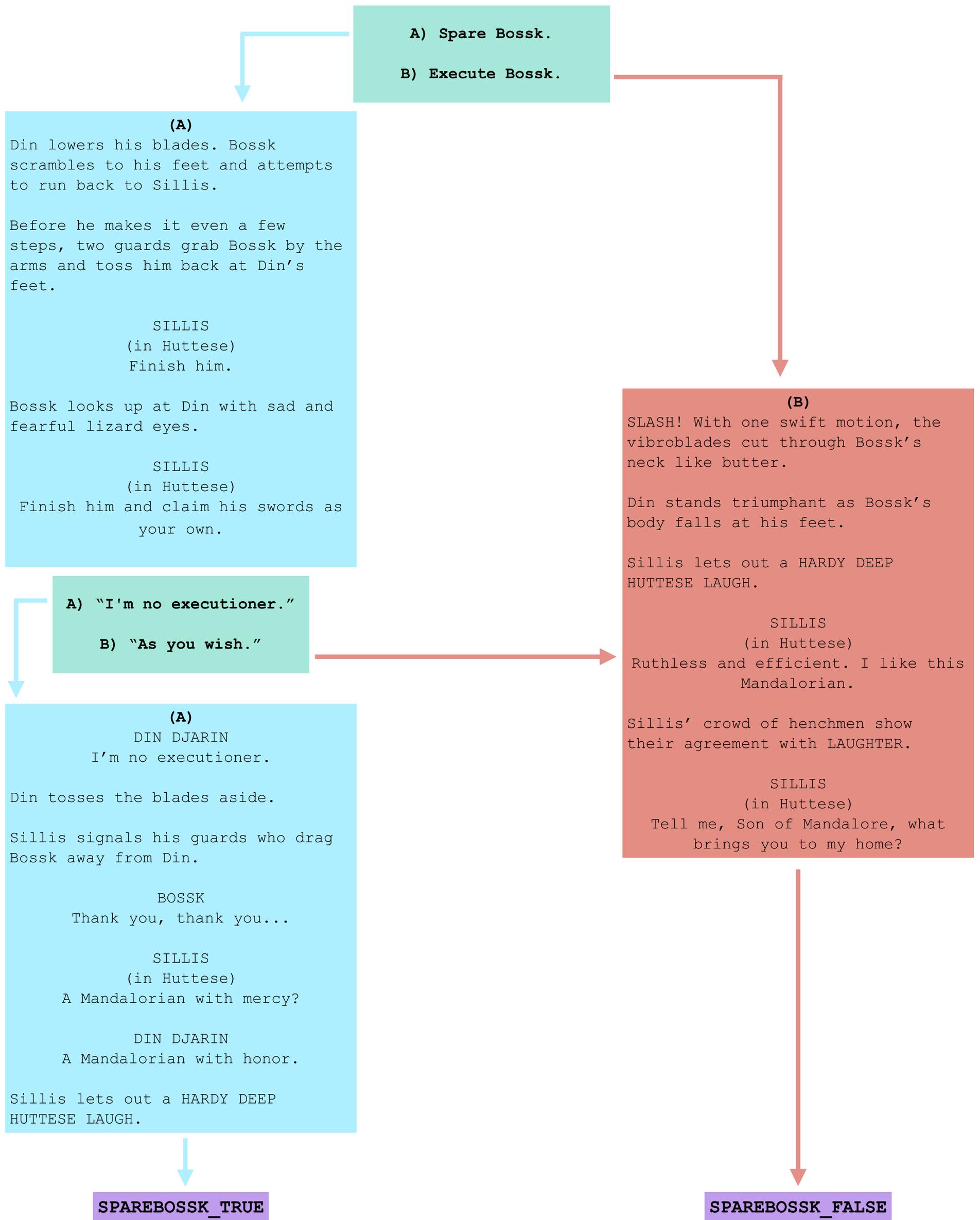
BOSSK
Yes... Yes!

- Here we introduce The Player to their first big decision. With Boss at their mercy, do they spare them and hold by their code of honour or show Sillis they're not messing around?
- This decision is made through the introduction of an interactive choice tree on screen.

CHOICE

A) Spare Bossk.

B) Execute Bossk.



- Here we set a boolean variable based on The Player's final choice to further branch the narrative.
- We then return to our golden path.



DIN DJARIN

I'm here because you have something I need. A Jedi Holocron.
I was prepared to barter before your guards attacked.

SILLIS

(in Huttese)

A Jedi Holocron? Even if I was in possession of such a rare and valuable
object... what do you have to barter?

DIN DJARIN

My services as a bounty hunter.

Sillis CHUCKLES.



IF: SPAREBOSSK_TRUE
IF: SPAREBOSSK_FALSE

(SPAREBOSSK_TRUE)

SILLIS

(in Huttese)

I have no use for a bounty hunter with
honor.

DIN DJARIN

I'm not leaving without the Holocron.

Dozens of guards suddenly surround Din,
all brandishing pikes and axes.

Din rapidly unsheathes his blaster with
one hand and arms his whistling birds on
the opposite gauntlet.

He trains both his blaster and gauntlet
at the crowd of guards.

The odds don't look good for Din.

Sillis gestures for the guards to lower
their weapons.

They do.

SILLIS

(in Huttese)

Luckily for you, Mandalorian... there is
something I want.

Din lowers his weapons in turn.

IF: SPAREBOSSK_FALSE

(SPAREBOSSK_FALSE)

SILLIS

(in Huttese)

As it so happens, Mandalorian,
I have just the target in mind
for someone of your talents ...

EXT. CLUB UFORA - NIGHT

Din exits the club and walks to a nearby dumpster.

Din KICKS the dumpster, and Grogu's floating pram rises out of it. Trash slips and slides off the silver ball's smooth metal surface as it rises.

The pram opens, revealing GROGU, who, while protected inside the pram, is clearly not immune to the smells of the dumpster.

DIN DJARIN

Sorry. Took longer than expected.

Din opens one of his pouches and reveals the dead roach-rat, procured from the Gamorrean guard earlier.

DIN DJARIN

I brought dinner.

Grogu happily accepts the roach-rat and begins to consume it.

DIN DJARIN

I couldn't get the Holocron. Not yet. But Sillis is willing to barter. I'm supposed to find a smuggler. Someone named "Rendar". After that...

Grogu SLURPS DOWN the last of the roach-rat. The animal's tail WIGGLES like a spaghetti noodle before disappearing in Grogu's mouth.

DIN DJARIN

Come on. The sooner we find this smuggler,
the sooner we can get you back to your people.

Din and Grogu proceed into the dark, crowded streets of Nar Shaddaa.

- Player is released into open-world free roam in the streets of Nar Shaddaa.
- Next Objective: Speak with Nar Shaddaa residents about Dash Rendar.

MISSION 2: KESSEL CLUB

- After a free-roam around the streets of Nar Shaddaa and learning the location of Dash Rendar, this scene is triggered when The Player enters The Kessel Club.

INT. KESSEL CLUB - NIGHT

A dingy, dirty, dark cantina, lit with neon signs advertising various beverages and games of chance. In the center of the cantina is a circular bar where PROTOCOL DROIDS serve beverages to various alien species.

Tables where PATRONS play pazaak -- a colorful, blackjack-like card game-- surround the bar.

At one of the pazaak tables sits DASH RENDAR, an aged smuggler who was perhaps once dashing, but now sports a plump beer belly and a receding hairline.

Across from Dash sit a Devaronian, another human and a Rodian, JEVNANT PARDAI - all look like they could be killers.

Dash examines his cards. His opponents wait for his next move. Reluctantly, Dash selects another card from a deck sitting in the middle of the table.

It's a bad card. And Dash has an even worse poker face. His opponents LAUGH. Dash grimaces.

JEVNANT PARDAI

(in Rodian)

You're out of moves, Rendar. Why not give up now?

DASH RENDAR

You ought to know by now, Jevnant... I'm never out of moves.

Dash plays a card.

ANGLE ON THE ENTRANCE:

Din strides into the bar, his shining beskar armor catching the attention of some of the bar patrons.

As Din surveys the bar, a DROID, C-343, waddles up to greet him.

C-343

Welcome to the Kessel Club.

Din ignores the droid's greeting and continues to survey the club for his quarry.

C-343 (CONT.)

Apologies. But all patrons partaking in games of chance must remove any face coverings--

DIN DJARIN

I'm not here to play.

ANGLE ON THE PAZAAK TABLE:

Dash confidently SMACKS A CARD DOWN on the table.

The table LIGHTS UP in response. Dash has won the hand.

DASH RENDAR

BOOM! Sorry, Jevnant. You know, you may actually beat me one day...

Dash pulls a pile of Republic credits towards him.

DASH RENDAR (CONT.)

But it sure ain't gonna be today.

Disappointed, the human and Devaronian players leave.

JEVNANT PARDAI

(in Rodian)

Quite a hand, Rendar...

DASH RENDAR

Well, I could lie and tell you it's luck if that would make you feel better, but I think we both know--

Jevnant grabs Dash's arm, interrupting his collecting of the credits. A pazaak card out of Dash's sleeve.

JEVNANT PARDAI

(in Rodian)

Not luck.

ANGLE ON THE ENTRANCE:

Din is still being held up by the protocol droid.

C-343

I'm sorry sir, but I couldn't possibly divulge any information about our players...

A COMMOTION in the distance. CREDITS SPILL ONTO THE FLOOR. Din spies Dash at his pazaak table. He's being held at blaster point by Jevnant.

C-343

It is strictly against Kessel Club policy--

Din walks right by the protocol droid.

ANGLE ON THE PAZAAK TABLE:

Jevnant trains his blaster on Dash.

JEVNANT PARDAI

(in Rodian)

Cheater!

DASH RENDAR

Oh come on, Jevnant, what the hell? I thought we were friends.

JEVNANT PARDAI

(in Rodian)

A low life like you has no friends, Rendar.

DASH RENDAR

Really? We're not friends?

JEVNANT PARDAI

(in Rodian)

No.

DASH RENDAR

Have it your way.

Dash attempts to QUICK DRAW his blaster from a hip holster..

The blaster STICKS in its holster.

Dash awkwardly YANKS at the blaster. It won't come free.

JEVNANT PARDAI
(in Rodian)
What are you doing?

DASH RENDAR
Just gimme a second..

More yanks. Nothing. The blaster is stuck.

DASH RENDAR
Damn junk...

JEVNANT PARDAI
(in Rodian)
Say goodbye, Rendar.

Jevnant prepares to fire. Dash WINCES.

DIN DJARIN
Drop it.

Din stands over the table and holds his blaster to the Rodian's head.

Jevnant thinks for a beat. He places his blaster down.

DASH RENDAR
Looks like I've got more friends
than you thought, Jevnant.

Dash scoops up Jevnant's blaster. He trains it on the Rodian.

DIN DJARIN
Stand up.

JEVNANT PARDAI
(in Rodian)
I'm not leaving without what's rightfully mine.
The human cheated. I demand my credits.

CHOICE

- A) Give the credits back to the Rodian.**
- B) Take the credits for yourself.**
- C) Let Dash keep the credits.**

- A) Give the credits back to the Rodian.
- B) Let Dash keep the credits.
- C) Keep the credits for yourself.

(A)
DIN DJARIN
Now take your credits and go.

DASH RENDAR
What? No. Hell no.

DIN DJARIN
Do it.

Jevnant scoops up the credits off the floor with haste.

JEVNANT PARDAI
(in Rodian)
Be glad your friend has more honour than you, Render.

Jevnant hurries out of the club.

Din takes a seat at the table. Dash now trains his blaster on his new table-mate.

DASH RENDAR
Gimme one why reason I shouldn't roast you for that.

DIN DJARIN
You cheated. The credits rightfully belonged to the Rodian.

DASH RENDAR
Terrible reason.

(C)
DIN DJARIN
Actually I think I'll be the one taking the credits.

DASH RENDAR
Excuse you?

DIN DJARIN
Now leave with your life while you still can.

Jevnant scoops up the credits off the floor with haste.

Jevnant stands from his seat, Din's blast still trained on his head.

JEVNANT PARDAI
(in Rodian)
This isn't over, Rendar, Mandalorian. Kanjiklub never forgets.

Jevnant hurries out of the club.

Din takes a seat at the table. Dash now trains his blaster on his new table-mate.

DASH RENDAR
Gimme one why reason I shouldn't roast you for that.

DIN DJARIN
You're not as stupid as you look.

DASH RENDAR
You know, you'd be surprised.

(B)
DIN DJARIN
You knew the risks when you sat down at the table. Cut your losses. Leave here with your life while you still can.

DASH RENDAR
You heard the man.

Jevnant stands from his seat, Din's blast still trained on his head.

JEVNANT PARDAI
(in Rodian)
This isn't over, Rendar. Kanjiklub never forgets.

Jevnant hurries out of the club.

Din takes a seat at the table. Dash now trains his blaster on his new table-mate.

DASH RENDAR
You know I probably should thank you. But I've been around long enough to know nobody helps out nobody without wanting something. So, what do you want?

DIN DJARIN
I've been looking for you.

Dash SHOTS DIN. The laser shot BOUNCES OFF Din's beskar armor and HITS THE CEILING.

Bar patrons all DUCK FOR COVER.

Even faster than the blaster shot, Din SNATCHES THE BLASTER out of Dash's hands and trains it back on him. Dash puts his hands up.

DASH RENDAR
No hard feelings.

Din lowers the blaster, and the bar patrons go back to their various activities.

DASH RENDAR
You a bounty hunter?

DIN DJARIN
Something like that.

Dash slicks back what's left of his hair.

DASH RENDAR
Look, tell Sillis I'll get the money.
Clearly, I'm working on it.

DIN DJARIN
There's another way for you to pay your debt.

DASH RENDAR
Oh yeah? What's that?

DIN DJARIN
I need you to get me past the Republic blockade at Sullust.
Do that, and Sillis has agreed to wipe out your debt.

DASH RENDAR
(laughs)
Is that all? Sullust? Yeah, sorry Mando,
but I sort of like being alive.

DIN DJARIN
Forget it. This was a waste of time.

Din gets up to leave.

DASH RENDAR
Whoa! Whoa! Where you going? Sit down, we're talking.

After a beat, Din sits.

DASH RENDAR
Look, I can help you ... but I got problems of my own.
Most pressing, I sort of ... lost my ship.

DIN DJARIN
How do you lose an entire ship?

Dash gestures to the pazaak table.

DASH RENDAR

Those Kanjiklub goons lifted her off of me, but I know where she is.

Dash stands.

DASH RENDAR

I'll meet you at the docks. You help me get my ship back,
I'll get you to Sullust.

DIN DJARIN

Seeing as how we need your ship to get Sullust,
I'm guessing I don't have much of choice.

DASH RENDAR

I knew there was a brain somewhere in that tin can.
Don't keep me waiting, Mando.

Dash leaves.

- The Player may choose to stay at The Kessel Club and play rounds of pazaak or resume free roam in Nar Shaddaa
- Next Objective: Meet Dash at the Nar Shaddaa ship docks to retrieve The Outrider.

CHARACTER BIO

“JEVNANT PARDAI”

Species: Rodian

Affiliation: Kanjiklub

Design notes: Bulky and covered in scars. This guy is not Greedo (a scrawny amateur who gets shot under the table). He’s a barbarian, a warrior who wears his victories literally on his skin. We get the impression that Dash should be much more cautious around this guy than he is.

VO notes: Speaks exclusively in Rodian. Raspy and seasoned. Like a nasty western gunslinger who lives on cigarettes and whiskey. He’s cold, calm, sharp and certain of himself. Think The Man in Black (William) in *Westworld* or Sam Elliot in anything.

MoCap notes: Jevnant is a contract killer with ice in his veins. He’s accustomed to violence and has survived many a gunfight. So he moves deliberately and with confidence in most situations, but can strike with lightening speed when he needs to. Imagine a king cobra — a creature unafraid, unbothered, with a thousand yard stare that burns the message into your brain that at any moment it could strike.

CODEX ENTRY

Jevnant grew up as an orphan in Nar Shaddaa’s merciless under-sector. As a youngling, Jevnant caught the attention of an enforcer for the Huttese crime syndicate when he killed a fellow Rodian in a street fight.

Under his mentor’s cruel tutelage, Jevnant became a professional assassin for hire.

Yearning for greater recognition in the criminal underworld, Jevnant traveled to his home world of Rodia to complete an ancient rite of passage; to hunt and slay a ghet — a vicious, slithering creature which preys on the native Rodians. The act earned Jevnant the attention of Jabba The Hutt, who provided the Rodian with steady contracts during the Galactic Civil War.

After the death of Jabba The Hutt and the fall of the Galactic Empire, Jevnant returned to his home of Nar Shadda to join Kanjiklub as a “Death Hand” — an elite member of the criminal syndicate considered to be “untouchable”.

HOLO LOG

“LAST MESSAGE FROM KARA”

Location: The Outrider cockpit.

Hologram Visual: Kara, Dash's estranged wife plays with their infant young son, Denon. A younger Dash enters and holds his family close.

FX Notes: The hologram is old. It flickers and stutters and skips, like an old worn out VHS tape that's been played over and over again.

V/O Script:

KARA (V.O.)

Consider this blackmail, Dash Rendar. If you don't make it back to us, I'm going to send this holo out to every card den and cantina in the system. The whole galaxy will know that infamous smuggler, bad boy, renegade, once took down an AT-ST single handily Dash Rendar is nothing more than a big-hearted softy loth-cat. "Damaged Goods", that's what they'll call you. And don't you go and do anything stupid like dying on us. Tell Leebo if anything happens to you I'm holding him personally responsible. You owe me at least... a hundred... no, two hundreds more days just like this one so just... be safe. Please. Come back to us, Dash. Soon. And in one piece. We miss you.