

The Bad Shepherd

You'd never believe me if I told you that I didn't actually kill an NPC once, but it's true and I can prove it. And it wasn't just one, it was THREE! You might think that I, being Selika, have a reputation for killing every non player character I come across, but that's simply not the case. There was this one person that I didn't, in fact, murder in some horribly gruesome and violent manner. IT'S TRUE! Let me start at the beginning.

One of the most important parts of being Consul is making sure that everything is running smoothly, from the engineering plants aboard the warships of the Ascendant Fleet all the way down to the cooks in the mess halls for the slaves of Plagueis. Even the most lowly person in the employ of Clan Plagueis is not below the notice of of the Dread Lord. Therefore, when it came to my attention that there were three consistently underperforming members of the Plagueian war machine, it was my duty as their leader, I felt, to try to improve their performances.

These three were crew members aboard the Ascendancy (I'm sure they had names), and were serving as a sensor analyst, an astrogator, and a... science officer? I'm not sure about the last one, mostly because he always seemed to be getting medical deferments of some sort to avoid his duties. These three, all by themselves, were responsible more than any others for detrimentally impacting the operational efficiency of the clan's flagship. I decided, therefore, that I would take them on a survey mission of one of the Aliso System's outer moons aboard my personal ship the *Eidolon* in an effort to fix their issues, acting as a good shepherd if you will.

The mission started uneventfully enough, with the three naval crewmen performing their tasks with less than the optimal results. One of them thought he was the smartest human ever to be born in all existence, the other constantly thought he was suffering from malady or another, and the third was just... not very good at her job.

During the mission, we encountered some sort of hyperspatial anomaly, and it seemed like it might have been some form of life. I'm not sure, but I think one of them was crawling around inside the one who always complained about being sick. I really couldn't be bothered to check. A little Force lightning seemed to do the trick (or he simply stopped imaging things with the application of a bit of electricity), and we eventually completed the survey. And by "eventually", I mean after three times as much time on station as had been budgeted to the mission had elapsed.

Suffice it to say, I decided that these three crewmembers were really unsalvageable. Their limitations really made them unsuitable for important service to the Ascendant Fleet, but I decided that I would find them some place to serve instead of simply having them put to death for their ineptitude. I was feeling magnanimous. All three were assigned to reactor core maintenance crews. And sure, their new positions might mean that rad exposure will likely shorten their lives by a factor of ten, I did not in fact kill them.

What? Why are you looking at me like that?

Warlord Selika Roh di Plagia (Sith) / T:W-CON / Clan Plagueis